Usenet Newsgroup Archive: comp.sys.atari.st.tech

1992

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Date span: 1992-01-01 through 1992-12-31

Source text: comp.sys.atari.st.tech.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 4,950

Message records with no readable body available in the source text: 10

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: Calamus/PostScript

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-01 02:00:44 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan01.020044.7773@demon.co.uk>
Source record: 46253

Can anyone explain why Pagestream is SOOOOOOO SLOOOOOOOW. Its not as if it doe-
s anything radicly different from Calamus oes
anything radically different from all the other DTP packages, so why does it l-
oload and run so slowly?

2. Re: GFA basic and STEs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-01 02:00:49 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan01.020049.7840@demon.co.uk>
Source record: 46254

Sounds a bit stupid to me. GFA 3.6 runs fine on a Mega ST and STFM (Tos 1.0
Tos'es 1.0 and 1.2. GFA have a good record with their upgrades. The only prob-
lem is
problem will be that the STFM wont use some of the new commands to do with sou-
nd and so
sound and so on.

3. AUTO Folder Programs -- How do they replace system functions?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-01 04:24:40 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <TRsuDB2w164w@ersys.edmonton.ab.ca>
Source record: 46255
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For a long time, I've been wanting to replace one of the ST functions with one of my own. For example, a critical error handler that tells you what the error is in words, and what might have caused the problem. Or I'd like to be able to press a key from the desktop and run a program. Or even just make the screen invert colors after a period of mouse inactivity. The point is that the method of doing this escapes me. The screen inverter could be done with an accessory, but that would waste a slot. I suppose a practical example might be this:

When the user presses TAB from a GEM program, an alert appears telling the total ammount of free memory available. Again, this could be done using an accessory, but it shouldn't have to be. I've seen all kinds of programs that install themselves in the AUTO folder and activate themselves when a key is pressed.

Does anyone know how I could do this? I use Personal Pascal mainly for programming, but I also have access to Sozobon C and Modula-2. Or even assemmbly, although I can't write anything in assemmbly. The assembler is the german Shareware one recently released.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

4. Re: Calamus/PostScript

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-01 16:17:28 UTC
From: pmh@cutie.ka.sub.org
Message-ID: <3371744@cutie.ka.sub.org>
Source record: 46258

In article <1991Dec30.162642.15694@magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:

> Anyway, if you NEED postscript output, get Pagestream, but be prepared... It is
> radically different from Calamus, and the slowness of the program will make you
> want to scream!

If you are willing o wait a little while, try Calamus SL with the new
Dataformer module. This will let you produce Postscript output.
It still won't let you use PS-fonts anyway, but who cares?

Calamus SL is shipped here in Germany and the Dataformer will be shipped
RSN, whatever that exactly means :-)

Cheers, Paddy
--
||| Patrick M. Hausen | phone : +49 721 699234 (voice and carrier)
||| Gerwigstr. 11 | e-mail: pmh@cutie.ka.sub.org (UUCP)
/ | \ D-7500 Karlsruhe 1, Germany | uk9u@dkauni2 (BITNET)
"Ich werde kein Star - nein, ich werde eine Legende." (Freddy Mercury)

5. Re: Calamus/PostScript

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-01 17:45:24 UTC
From: steve@thelake.mn.org
Message-ID: <A1571559457@thelake.mn.org>
Source record: 46257
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[In article <1992Jan01.020044.7773@demon.co.uk>,
ksommerville@cix.compulink.co.uk (Keith Sommerville) writes ...]

> Can anyone explain why Pagestream is SOOOOOOO SLOOOOOOOW. Its not as if it doe-
> s anything radicly different from Calamus oes
> anything radically different from all the other DTP packages, so why does it l-
> oload and run so slowly?

This (and the other recent DTP discussion) is not a proper question for
the .tech newsgroup, so I've crossposted this answer to comp.sys.atari.st
and ask that any further discussion take place there.

I don't regard PageStream as ``SOOOOOOO SLOOOOOOOW'' in comparison to
similar PostScript-capable programs running on other comparable machines.
In fact, if you'll go spend some time playing with PageMaker on a PC
running Windows with anything less than a '386-16, you'll come to regard
PageStream a a real piece of greased lightning. You'll also come to regard
PageStream as a very capable, very stable program that need not be
embarrassed in any crowd.

Calamus is a very different animal. It uses a single proprietary imaging
method to generate screen and output images. This is much simpler than
having to support several different output methods, as does PageStream.
The program's internal data representation can be more closely matched
to the standardized output. The result is that Calamus can generate
pages faster than PageStream -- in fact, faster than any other publishing
program I've seen on any computer -- but it comes at a cost, which is
the well-known and oft-lamented inability of Calamus to drive industry-
standard PostScript devices.

Issue #9153 of Z*Net, one of the weekly online Atari magazines, has an
excerpt from the Seybold Report on Desktop Publishing that is worth reading
if you're interested in desktop publishing on Atari hardware. The file
can be obtained from atari.archive.umich.edu.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

6. TERMCAP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-02 05:26:53 UTC
From: gkessells@cc.curtin.edu.au
Message-ID: <1992Jan2.142653.11052@cc.curtin.edu.au>
Source record: 46192

Could anyone out there post me, or point me in the direction of a termcap file suitable for the ST, with instructions on what enviro variables etc. to set. I am using MINT with TCSH and ELVIS and have had no luck getting the arrow keys to work for the TCSH history.

Thanks, Rob.

7. spu2spc on Unix? need source code

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-02 05:32:00 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <12467@vela.acs.oakland.edu>
Source record: 46259

I just picked up a nice program for the ST GEM that is called spu2spc
and is part of a package called DMJ. I have been using pbmplus to
convert my pictures to spu format, and I was wondering if anyone knew
of any unix based programs that would do the conversion from either
gif to spc or from spu to spc? Preferably with less speckling than
either giftospu (pbmplus - not part of Jef Poskansers original package)
or DMJ.TOS.

Thanks
swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

8. Desk accessorys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-02 11:52:21 UTC
From: dave@babelfish.ericsson.se
Message-ID: <1992Jan2.115221.27509@ericsson.se>
Source record: 46260

I writting a desk accessory, I known that I can't allocate any memory, is thete anything else I not supposed to do ?

Can I load a resource file for example ??

Dave Potts dave@deep-thought

9. Re: Desk accessorys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-02 15:12:14 UTC
From: steve@thelake.mn.org
Message-ID: <A1233590306@thelake.mn.org>
Source record: 46261

[In article <1992Jan2.115221.27509@ericsson.se>,
dave@babelfish.ericsson.se (David Potts) writes ...]

> I writting a desk accessory, I known that I can't allocate any memory, is
> thete anything else I not supposed to do ?

Don't call an AES Event Manager function while holding an open file handle.
Close the file and reopen it later if needed.

Don't use *any* stream i/o functions if you're programming with Sozobon;
there are dynamic memory allocation calls buried deep inside the dLibs
library. Use GEMDOS Fopen/Fread/Fclose instead.

Don't get real crazy with recursion. Most DA startup code uses a fairly
small stack.

> Can I load a resource file for example ??

You can load one while initializing the DA, but why not just build it into
the DA? If your resource editor won't write .C files, there are a couple
of RSC-to-C converters at atari.archive.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

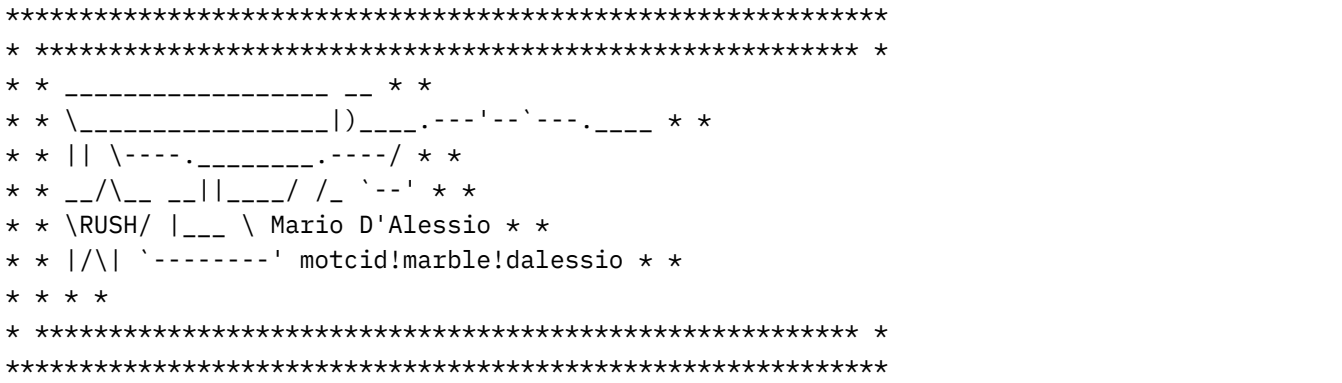
10. HELP: Ghostscript-Deskjet problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-02 15:37:44 UTC
From: dalessio@rtsg.mot.com
Message-ID: <dalessio.694366664@feldspar22>
Source record: 46263

I just got Ghostscript 2.3 and am trying to get it to work with my Deskjet. If I specify deskjet as the device, I get the following error:

```
Initializing...Unrecoverable error: unknownerror in setdevice
Operand stack:
-- nostringual ---
```

Ghostscript works find if I specify either "epson" or "stmono". Any help would be appreciated. Thanks.



11. Re: AUTO Folder Programs -- How do they replace system functions?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-02 17:48:23 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <c8TXDB1w164w@sys6626.bison.mb.ca>
Source record: 46262
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

> When the user presses TAB from a GEM program, an alert appears telling
> the total ammount of free memory available. Again, this could be done
> using an accessory, but it shouldn't have to be. I've seen all kinds of
> programs that install themselves in the AUTO folder and activate
> themselves when a key is pressed.

Well, as you say you could use evnt_keybd() to do this from an ACC. To do
this from an AUTO program, would, I beleive require you to intercept the
TAB keypress.This would prevent the TAB from getting to the GEM program
which you said we were running. I think the best way is to have it as an
ACC and then evnt_keybd() (or evnt_multi()) for something such as
alt-TAB, this way, because no program I no of uses alt-TAB you don't have
to worry about interceppting it...

+---+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---+

12. Sozobon 1.33 / 2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-02 21:12:01 UTC
From: bill@mwca.UUCP
Message-ID: <1949@mwca.UUCP>
Source record: 46264

Now that there are two "new" versions of Sozobon C, can someone (Steve Y, I presume) detail what the benefits are of each version? As I understand it V1.33 is the "plug-n-play" version which is more easily configured and used from GEM, but V2.0 has more bug fixes and optimization?

Also, is there any sort of support being worked on for a source level debugger?

--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

13. _fstat and sozobon stat.h - any hope here???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-03 07:23:05 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <12483@vela.acs.oakland.edu>
Source record: 46265
Cross-posted to: comp.sys.atari.st.tech,comp.lang.c

I am currently using Sozobon 2.0 on an Atari ST and I am looking for
some way of invoking the function fstat. Its form is something like:

fstat(fd, *buf);

where fd is pointing the file you want information from and buf struct stat

Mainly, the portions of the struct that I need are; st_size (file size)
and st_mtime (last modification time/date)

If anyone has seen my previous post, I am trying to port the bsd version
of monop (text monopoly game) and the save/restore options require calls
to stat() and fstat() but of course fstat is not supported on the ST and
I am getting compiling errors. I have tried subverting the save/restore
routines, but had no luck on the first try. I will try again tomorrow, but
in the meantime, I would like to try to save them.

My next big task is getting strcasecmp() to work with sozobon, and I will
be all set.

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

14. Re: AUTO Folder Programs -- How do they replace system functions?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-03 08:44:50 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <F6TyDB2w164w@ersys.edmonton.ab.ca>
Source record: 46266
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

marco@sys6626.bison.mb.ca (Marco) writes:

> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>
> > When the user presses TAB from a GEM program, an alert appears telling
> > the total ammount of free memory available. Again, this could be done
> > using an accessory, but it shouldn't have to be. I've seen all kinds of
> > programs that install themselves in the AUTO folder and activate
> > themselves when a key is pressed.
>
> Well, as you say you could use evnt_keybd() to do this from an ACC. To do
> this from an AUTO program, would, I beleive require you to intercept the
> TAB keypress.This would prevent the TAB from getting to the GEM program
> which you said we were running. I think the best way is to have it as an
> ACC and then evnt_keybd() (or evnt_multi()) for something such as
> alt-TAB, this way, because no program I no of uses alt-TAB you don't have
> to worry about interceppting it...
>
> +---+
> | John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
> +---+

Perhaps, but the idea is to create a program that does this without using
up an .ACC slot. There are only six of them, so it wouldn't be a good
idea to waste one on a trivial task. Aside from that consideration, I
also talked about other programs that couldn't function as accessories,
such as a program that allows you to replace the file selector with one
of your own choosing. The best solution for this would be to tell the
system that the file selector routine is not at the default location, and
then terminate execution using the ptermres() system command so that the
memory occupied by the alternate selector is not erased or used by
another program. The only question is how to tell the system to jump to
a different location when it needs the file selector. This is only one
example. Hotkeys from the desktop should also be possible, but how do
you tell the system to wait for a keypress, and then to execute a program
when one is found. I suppose what I am looking for is a book that would
tell me all of this information, or as much as is available.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>

<< -- >>

15. Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-03 10:57:35 UTC
From: murray@status.gen.nz
Message-ID: <omXZDB1w164w@status.gen.nz>
Source record: 46301

I wonder if any of you GEM gurus out there can help me with a little programming problem I've got.

I'm writing a Desk Accessory which uses dialog boxes, and is designed to be run specifically from within Flash. When you call it up, it displays a dialog box and lets you use it (using the normal sequence of calls; form_dial to reserve the screen area, objc_draw to draw the dialog box, form_do to handle the input, and then form_dial again to release the screen area). I then bring up another dialog box which says "Please wait..." while my prog does something.

My problem is that the first dialog box doesn't disappear from the screen; the second one just appears over the top of the first. I thought the last form_dial was meant to send re-draw messages to Flash so it can re-draw its screen?? When I run my DA from Neodesk everything works ok, so maybe there's something wrong with Flash? But I've noticed that it still acts funny when I run it from within other programs other than Flash. Do I have to somehow pause or something to give Flash a chance to redraw the screen?

*=> Murray Moffat , (Where is Runicman? somewhere near Taupo?)
*-> The Atari box in Auckland NZL. Return mail via kcbbs.gen.nz!status!murray

16. Re: AUTO Folder Programs -- How do they replace system functions?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-03 15:48:22 UTC
From: micro@imada.ou.dk
Message-ID: <1992Jan3.154822.3901@imada.ou.dk>
Source record: 46277
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

marco@sys6626.bison.mb.ca (Marco) writes:

>mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>
>> When the user presses TAB from a GEM program, an alert appears telling
>> the total ammount of free memory available. Again, this could be done
>{[...]

>Well, as you say you could use evnt_keybd() to do this from an ACC. To do

This would not work because keypress events goes to the owner of the top window... Which means that the accessory need to have a window open - and topped.

>this from an AUTO program, would, I beleive require you to intercept the
>TAB keypress.This would prevent the TAB from getting to the GEM program
>which you said we were running.

Exactly how would you make your resident program do an alert? To make an AES call you need to have an ap_id - which you can't get (beeing resident)!

You may now ask how the 'critical event (sp?)' work, you know the alert that says something along the lines "Your drive is not responding[retry|cancel]" (this vector is called from BIOS level, and the standard routine calls AES). I think that it is a dangerous hack which should not be copied, as a lesson you could try to force the alert from the file selector on pre TOS 1.04 machines (fx by removing the disc from the drive)...

-Klaus

17. Re: Sozobon 1.33 / 2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-03 16:49:52 UTC
From: steve@thelake.mn.org
Message-ID: <A1446647843@thelake.mn.org>
Source record: 46267

[In article <1949@mwca.UUCP>,
bill@mwca.UUCP (Bill Sheppard) writes ...]

> Now that there are two "new" versions of Sozobon C, can someone (Steve Y, I
> presume) detail what the benefits are of each version? As I understand it
> V1.33 is the "plug-n-play" version which is more easily configured and used
> from GEM, but V2.0 has more bug fixes and optimization?

Not exactly. I haven't run any tests yet, but I suspect that 2.0 isn't as
good as 1.33 at optimization, and I'm fairly certain that 1.33i has been
combed more thoroughly for bugs.

The single advantage of 2.0 that I can see is that it introduces a new
object file/library format that allows unlimited length for external
identifiers. Version 1.33i sticks to the old Alcyon/DRI format, in which
only eight characters are significant at the asm level and seven at the
C level.

1.33i features:
* a new and much improved MAKE
* an extensively rewritten and much faster assembler,
* configurable i/o buffers for optimum compiler performance
* a CC that runs from the Desktop,
* GEM libraries and GEM example source code,
* a couple of alternative startup modules,
* a smarter preprocessor that understands quite a bit of ANSI stuff,
* support for longer source lines,
* ANSI concatenation of adjacent string literals
* some useful #pragma instructions
* C++ comments
* full support for void *pointers
* plain English error messages
* a bunch of dLibs fixes
* better documentation of compiler quirks and shortcomings.

> Also, is there any sort of support being worked on for a source level
> debugger?

I don't think so, although I don't know what the original Sozobon team
is doing.

I believe Ian Lepore's priorities center around adding the new extended
object file format to 1.33i, completing the transformation of the
preprocessor to the ANSI standard, and support for function prototypes.
He also has some code written to support 32-bit ints, which could require
some reworking of GEMFAST as well as a recompiling of dLibs.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

18. Re: Desk accessorys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-03 16:55:51 UTC
From: micro@imada.ou.dk
Message-ID: <1992Jan3.165551.4190@imada.ou.dk>
Source record: 46278

dave@babelfish.ericsson.se (David Potts) writes:

>I writting a desk accessory, I known that I can't allocate any memory, is
>thete anything else I not supposed to do ?

Ofcause you can Malloc memory, but ONLY if the GEMDOS PID is the same as when
the program was started! This works for Accessorys (can allocate memory on
the desktop), for programs (ofcause!), and for a imaginary(sp?) TOS that gives
each ACC their own GEMDOS PID.

>Can I load a resource file for example ??
In the docs to GEM 2 and 3 it says that you can't! (mustn't)

You mustn't claim vectors and if you do remember XBRA!
You mustn't set up a cookie!

It should be clear that accessorys aren't full blown programs - In fact an
accessorys don't have a basepage!
The basepage contains information about the current DTA and default path and
drive (normally one set for each process). When allocating memory and
opening files the basepage address is used as the PID of the owner. This means
that the currently running application will be billed when an accessory open a
file or allocates memory.
With this said, it shouldn't surprice that it is an bad idea to:

o change the DTA. If all you want to use the DTA for is to check the size
of a file then it is much better to use :

```
if ((f=Fopen) > 6)
{ lenght = Fseek(f,FROMEND,0);
Fseek(f,FROMSTART,0);
...
Fclose(f);
}
```

note that Fseek() returns the absolute position in the file, and when
you search 0 bytes from the end, then the absolute position is the
length.

o change the path or drive. Instead allways use the full path.

o allocate memory when not on the desktop.

The following also applies to normal GEM programs:

- Remember to use wind_update() with BEG_UPDATE before you write on the
screen and with END_UPDATE after. The BEG_UPDATE will tell AES that
it shouldn't send redraw messages or let another process write on the

screen (it is doing this by letting all processes hang and wait when
they do a BEG_UPDATE and there allready is one updating the screen).
Do this to avoid an other process smears the screen (eg ScreenMgr)

- When you use the VDI, then remember to get the handle for the
Screen from the AES, with graf_handle(). It is really painfull
to use a program that don't, when AMCGDOS is installed:

"Your application uses illigal handles!",

- Don't use ScanCodes to check for any key on the main keyboard, use them
only to check for HELP, UNDO, F1-10, ESC ...
Don't use them for 'Z', 'Y', '[', or any other key. If you use ALT+key,
then use the BIOS KeyBoardTable to convert the scancode to ASCII, then
check that.
Don't replace the build-in Keyboardtable ('cept if that is what your program
is supposed to do).

- Don't assume that because you only have one window, that you then don't
have to process WM_REDRAW or VM_TOP/WM_NEWTOP messages.

- When you Allocate memory, then remember to leave some (8Kb+) for AES,
VDI, GEMDOS, and accessorys. On a related subject, don't :

p = Malloc((long) int_var);

This will work if int_var is less than 32Kb, else it will fail big!

- Don't mix BIOS/GEMDOS screen output (input?) with a Gem program. There
might be graphics cards that jump into textmode when it is told to
output text like (PC's).

- Stop using the LineA routines.

What about a FAQ? This question is asked ones every month.

-Klaus

19. writing an assembler for the M68000 - advice wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-03 18:23:46 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <1992Jan3.182346.21539@gmuvax2.gmu.edu>
Source record: 46268

Have any of you out there ever tried writing an assembler for the 68000? I've been trying to figure out HOW it could be easily done, but it just DOESN'T seem possible!

The problem is the seemingly random method with which the opcodes are setup.

How does one go about writing an assembler for the 68000? I've considered writing a seperate set of routines for each instructions, but that would be a rediculous waste of space. What I'd LIKE to do is come up with some sort of descriptive language for the whole thing, which would describe how each instruction should be parsed, and the correct syntax and resulting opcodes for each, but this seems nearly impossible, given the wacky layout of the op-codes.

Could SOMEONE *PLEASE* shed some light on what needs to happen here?!?!?! PLEASE!!!

Steve "Stevers!" Coile scoile@gmuvax[{.BITNET|[2].gmu.edu}]

20. addresses of system-fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-03 18:39:33 UTC
From: zwq017@dmswwu1c.BITNET
Message-ID: <030192.193933ZWQ017@DMSWWU1C.BITNET>
Source record: 46293

Hello,

does anybody know how I can get the address of the array in which the
pointer to the system-fonts (font_hdr) are stored? This address is
returned in some registers when I call linea0, but new programs should
not use linea any more, should they? Is there any legal way?
Thanks.
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <srb110@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (xx49)251-866559 "
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

21. Re: _fstat and sozobon stat.h - any hope here???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-03 19:11:20 UTC
From: steve@thelake.mn.org
Message-ID: <A1768560675@thelake.mn.org>
Source record: 46084
Cross-posted to: comp.sys.atari.st.tech,comp.lang.c

Note: I've left this crossposted to comp.lang.c because someone who's dealt with the issue of implementing fstat on a foreign operating system, such as MS-DOS or another CP/M cousin, might have something useful to contribute. Atari-specific followups should be directed only to comp.sys.atari.st.tech.

[In article <12483@vela.acs.oakland.edu>, swood@vela.acs.oakland.edu (EVENSONG) writes ...]

> I am currently using Sozobon 2.0 on an Atari ST and I am looking for
> some way of invoking the function fstat. Its form is something like:
>
> fstat(fd, *buf);
>
> where fd is pointing the file you want information from and buf struct stat
>
> Mainly, the portions of the struct that I need are; st_size (file size)
> and st_mtime (last modification time/date)

GEMDOS doesn't provide an equivalent to fstat(). Implementing a full-blown replacement isn't impossible, but it would involve quite a bit of rewriting of dLibs' low-level, Unix-like open/close functions to save some data not currently saved, and you probably don't want to root around that much in the C library source code.

(If you look at the dLibs implementation of stat(), you'll notice that it calls GEMDOS functions that want filenames, not file handles. One way of making the filename information available would be to modify open/close/etc. to maintain an internal table of filenames and file descriptors, so fstat could backtrack.)

There are two simpler and more practical solutions. Since all you need is the file size and the time stamp, you can either rewrite that portion of the application code you're porting from BSD, or write a bogus fstat that fills in only those two fields of the stat structure. The latter course, incidentally, is taken by Eric Smith's MiNT C library for GNU C.

GEMDOS provides a system call, Fdatime(int *timestamp; int fd; int flag) that will obtain the time stamp for an already opened file descriptor and store it in the pointed-to location. The proper value for ``flag'' in this case is 0; a 1 is used to set the timestamp. See osbind.h and the dLibs sources for examples of its usage.

To obtain the file size for an already-opened file, you can use the brute-force method: Record the file position, seek to the end, get the new

file position (which, of course, is the size), and seek back to the
original position.

> My next big task is getting strcasecmp() to work with sozobon, and I will
> be all set.

That should be simple if you can figure out what strcasecmp does. The
dLibs library probably already has that functionality in one of its str*
functions.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

22. Re: writing an assembler for the M68000 - advice wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-03 21:28:10 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Jan3.212810.11854@elroy.jpl.nasa.gov>
Source record: 46269

In article <1992Jan3.182346.21539@gmuvax2.gmu.edu> scoile@gmuvax2.gmu.edu (Steve Coile) writes:
>Have any of you out there ever tried writing an assembler for the 68000? I've
>been trying to figure out HOW it could be easily done, but it just DOESN'T
>seem possible!
>
>The problem is the seemingly random method with which the opcodes are setup.
>
>How does one go about writing an assembler for the 68000? I've considered
>writing a seperate set of routines for each instructions, but that would be
>a rediculous waste of space. What I'd LIKE to do is come up with some sort
>of descriptive language for the whole thing, which would describe how each
>instruction should be parsed, and the correct syntax and resulting opcodes
>for each, but this seems nearly impossible, given the wacky layout of the op-
>codes.
>
>Could SOMEONE *PLEASE* shed some light on what needs to happen here?!?!?!
>PLEASE!!!
>
> Steve "Stevers!" Coile scoile@gmuvax[{.BITNET|[2].gmu.edu}]

The opcode layout is actually very regular. If you think this is bad, don't ever think of writing for, say, an 8086...

Are you complaining that the mnemonics aren't in any good order, or that the binary opcodes don't make sense?

You should read up on using lex and yacc, that would solve much of your problem right away. Assembler syntax is one of the more trivial things you might ever want to write a description for... As for the opcode layout - just about all of the 68000 instructions are organized as (left to right) 1 4-bit field followed by 4 3-bit fields. If you intend to also support the 68010/68020 etc. you'll start running into more and more special cases, but so it goes.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

23. scanning frequencies of TTM194

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-03 22:33:39 UTC
From: wmagro@firenze.physics.uiuc.edu
Message-ID: <1992Jan3.223339.26068@ux1.cso.uiuc.edu>
Source record: 46270
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know the scanning frequencies of the high res TT monitor, the TTM194?

I am thinking of buying a TT if I can get a mono monitor I have to work with
the TT in high res. $1000 for a mono monitor is too much for me...

Also, if you know the scanning frequencies for the other TT video modes,
in particular the VGA mode, please give those as well.

Thanks a bunch.

Bill Magro

24. RE Accelerator Board

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-04 00:16:00 UTC
From: arcimedz@status.gen.nz
Message-ID: <DLy1DB1w164w@status.gen.nz>
Source record: 46302

Johnathon Small asked about the Gadgets by Small Accelerator Board by
Gadgets by Small.
ST Format issue 27 Oct '91 has ran an article on it supplying the following
info:
Compatiblity - "The vast majority of applications work perfectly well... but
should a program crash it,it can be turned off froma pulldown menu."

Speed - "In terms of speed the board can outstrip a TT by about 25%. It can
speed up a std ST by a factor of about ten... The only computer Apple have
which can outrun an ST with SST fitted is their Cray X/MP."

Price - "The 33MHz board with a 68882 coprocessor and 4 MBytes of SIMM RAM
costs $800 (about 450 pounds). "

Supplier - Gadgets By Small, 40 W Littleton Blvd, #210-211, Littleton,
CO, 80120, USA. Ph 0101 303 791 6098, Fax 0101 303 791 0253.

Soundz a pretty good unit, though its a bit out of my price range at the mo
being roughly $1200 NZ, esp since I can't think of an immediate use for it.

*=> Shane Kitcher , (Where is Runicman? somewhere near Taupo?)
*-> The Atari box in Auckland NZL. Return mail via kcbbs.gen.nz!status!arcimedz

25. ST MIDI Networking

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-04 01:30:13 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <1992Jan4.013013.28565@usenet.ins.cwru.edu>
Source record: 46271

I'm interested in setting up an ST MIDI network and would like
to hear from anyone who has done so. (Successfully or not.)

I would like to know how many channels were used, transfer rates,
possible bugs (lost data?), ease of implementation, what it was used
for, etc.

Please e-mail me, unless you feel general interest is high enough...

--
Troy L. Nothnagel
at731@cleveland.Freenet.Edu
"And for a gorilla, his English wasn't half bad." - Den of Earth
"No, now go away or I shall taunt you a second time-a!" - Guard, MP&tHG

26. Re: writing an assembler for the M68000 - advice wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-04 02:33:09 UTC
From: landon@Apple.COM
Message-ID: <61408@apple.Apple.COM>
Source record: 46272

In article <1992Jan3.182346.21539@gmuvax2.gmu.edu>, scoile@gmuvax2.gmu.edu (Steve Coile) writes:

> Have any of you out there ever tried writing an assembler for the
> 68000? I've been trying to figure out HOW it could be easily
> done, but it just DOESN'T seem possible!
>
> The problem is the seemingly random method with which the opcodes
> are setup.

I cribbed from some assemblers I'd seen in the past and used a table and a masking/matching scheme. The table basically translated

<opName><ea1><ea2>

into the instruction's based bit-pattern, plus information on how to build the rest of the instruction.

For instance, for MOVEP there would be three table entries:

(kMoveP, kDX, kdAY, <bit-pattern>, <instr-build-func>)
(kMoveP, kdAY, kDX, <bit-pattern>, <instr-build-func>)
(kBadInstr) /* fall-through, illegal addr mode */

where 'kMoveP' is the ID assigned the mnemonic "movep", kDX stands for the "Dx" addressing mode, and "kdAY" stands for the "(d,Ay)" addressing mode. The assembler trots down the table looking for a match against the current (parsed) source statement. When it finds a match, it calls the the instr-build-func to actually construct it. I ended up with around 40 instruction building functions.

I found it helpful to be able to type in the binary given in the back of the Motorola reference manual, and wrote a preprocessor to generate the C source for the table.

You can probably do better than this by abusing some parsing tool like yacc and feeding it binary gunk (the parsed mnemonic and the EAs) rather than text. You might get away with fewer instruction-building functions this way as well.

... why are you writing an assembler? Life is short!

--
Landon Dyer (landon@apple.com) ::
:::::::::::::::::::::::::::::: "... the fiercest hell is in the failure
Apple Computer, Inc. :: of a great object."
NOT THE VIEWS OF APPLE COMPUTER :: -- Keats

27. TDI Modula-2 Library Sources Available? Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-04 02:41:35 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Jan3.224135.2740@ac.dal.ca>
Source record: 46273
Cross-posted to: comp.sys.atari.st.tech,comp.lang.modula2

I have recently rediscovered my TDI Modula-2 version 3.01 disks and I thought I might use Modula for a project which I am starting. I know that TDI appears to fallen off the planet, but does anyone out there have the SOURCES for their libraries. I know they were available at one time directly from TDI. I purchased the developer's version and every upgrade and just about everything TDI produced EXCEPT the sources for the libaries themselves. Would anyone have a copy they would care to sell?

I gave up on TDI Modula-2 a couple of years ago and pretty much moved to assembler for everything but the application I'm writing just begs for something like GRIDFILE so I thought I'd dust off Modula-2. There were some real quirks I'd like to fix, particularly in the GEMLIB but I'd also like to rewrite GEMX and produce a smaller kernel for quick and dirty utils. Something as simple as a HELLO.MOD minimal program comes out around 2K where I can do the same thing in assembler in 70 bytes. Anyway, I digress.

Alternatively, could someone point me to whoever has the rights to TDI Modula-2 now that TDI is defunct. Is Phil Camp still around or did he fall off the planet with TDI?

Any and all assistance would be appreciated. There have been some excellent looking Modula-2 implementations coming out of Europe, but most of what I've seen is in German and I'm a mono-lingual Canadian.

Please respond to this newsgroup or send mail to:
bmackay@biome.bio.ns.ca (Bruce MacKay)

28. Re: SH204 hard drive comatose -- help!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-04 03:49:45 UTC
From: rosenkra@convex.com
Message-ID: <1992Jan04.034945.2924@convex.com>
Source record: 46274

In article <1991Dec31.045713.6161@mv.mv.com> kgg@mv.mv.com (Kenn Goutal) writes:
>I have a 1040 ST w/ 1 Mb ram and 20Mb SH204 hard disk.
>A while ago, a got a couple more cherry bombs than usual for a day,
>decided to shut the beast off for the day and come back the next.
>A month went by before I got the chance to power up again.
>When I did, the hard disk spun up okay, but didn't go
>through the self test. I forget what the screen showed, if anything,
>when it warmed up, but it wasn't good. So I hit the boot button
>on the back of the CPU. No dice. Without the HD, it wouldn't boot.
>So I turned off the disk, rebooted w/o it.

i, too, have just encountered a similar problem. powering up my old sh204 results in spin-up but no initialization (led does not flash - it stays on for about 10 sec then goes off). it has nothing to do with whether i boot from hd or floppy since the ST is not even powered up at this point. i have had this drive since about 1987 or so.

i suspect some sort of hardware failure. i suspect the controller more than the drive itself. i plan a swap of the drives themselves between my megafile 60 and the sh204, if for no other reason than to get at the data on the 204 disk (or try to). note that i had the 204 LUN set to 1 and had it daisychained to a megafile 60 which worked for several months. then i made the mistake of powering down the entire system for a week. when i tried to reboot, this happened. another reason to keep systems on all the time?

i have also noticed that my mega 4 and megafile 60 are now acting up. if i power down and let the system cool off (say for several hours) then power up and reboot, i have to leave the system warm up for about 20 min before i can do anything. otherwise i get tos error 39 (out of memory) when i try to run any program from hard disk. tho i do not think i have a viral infection, this started happening literally overnight (some months ago). if i let the system warm up, all is well.

will reseating chips help here? the problem seems to be the megafile not the ST since booting without any hard disk works fine even when the mega is initially "cold". it sounds like a warped board or something else "thermal". my system is located in a room with a more or less constant temp of 72 to 78 degrees F. the mega sits on a power strip (one of those line filter thingies). the megafile sits on the mega and a sm124 sits on the megafile. the sh204 is off to the side. there are no obstructions in the rear, sides, or front of this "stack". i also have 1/4" spacers between the mega, megafile, and monitor to help improve airflow (the louvers on top of the mega and megafile).

i am also going to look at the boards in the sh204 to see if there are
any broken connections (fatigue?), either components or traces.

can anyone shed some light on this??? any other ideas???

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

29. Re: Sozobon 1.33 / 2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-04 04:36:05 UTC
From: bigham@acpub.duke.edu
Message-ID: <740@news.duke.edu>
Source record: 46275

From the Holy Book of <A1446647843@thelake.mn.org>
as spake by steve@thelake.mn.org (Steve Yelvington) :
[description of Sozobon v1.33i]

Is this available yet? I keep hearing that it'll be out RSN, but it hasn't
shown on a.a (or have I missed it?)

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1991 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

30. Re: SH204 hard drive comatose -- help!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-04 05:18:04 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992Jan04.051804.46946@yuma.ACNS.ColoState.EDU>
Source record: 46276

I might be wrong, but the described symptem sounds like the drive's stepping
part is bad. I have two drives did that, and my ST277R is doing that now.
You would get the drive front light on continuously for awhile and it will trun
off, but the drive is not accessible. A good drive will spin-up at same time
the front light on a shorter time then a few flash as the stepper move the head
in and out to position the head on the boot sector, usually druing this stage
you will hear a clink-clink sound as the head moved in and out. I think if you
listen carefully, the trouble drive will not have this which means the head is
not moved. This usually caused by the stepper controller on the PCB, so swap
the controller will not do unless you swap the hard drive PCB.
As I stated, I might be wrong but this is not uncommon on older drive.
Tang
sytang@lamar.colostate.edu

31. Re: Sozobon 1.33 / 2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-04 08:18:06 UTC
From: steve@thelake.mn.org
Message-ID: <A306386980@thelake.mn.org>
Source record: 46279

[In article <740@news.duke.edu>,
bigham@acpub.duke.edu (Scott Bigham) writes ...]

> Is this available yet? I keep hearing that it'll be out RSN, but it hasn't
> shown on a.a (or have I missed it?)

Oh, yes, it's available on CompuServe and GEnie. It'll be made available
on a.a as soon as the elves return from their post-Christmas holiday.
--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

32. Re: TDI Modula-2 Library Sources Available? Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-04 11:56:19 UTC
From: ib09@rz71.rz.uni-karlsruhe.de
Message-ID: <1992Jan4.115619.14122@rz.uni-karlsruhe.de>
Source record: 46280
Cross-posted to: comp.sys.atari.st.tech,comp.lang.modula2

In article <1992Jan3.224135.2740@ac.dal.ca> cordes@ac.dal.ca writes:
[some stuff deleted]
>There were
>some real quirks I'd like to fix, particularly in the GEMLIB
[rest deleted]

For a replacement GEMLIB, you might want to check out crystal.zoo at
atari.archive.umich.edu [141.211.164.8], in the /atari/programming
directory, if my memory serves me right.
--
Thomas Koenig
ib09@rz.uni-karlsruhe.de, ui0t@dkauni2.bitnet, | Help stamp out and abolish
ui0t@ibm3090.rz.uni-karlsruhe.de | redundancy!

33. How can you wait for media change from a DA?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-04 19:03:37 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <q1m2DB1w164w@sys6626.bison.mb.ca>
Source record: 46281

I have a DA that I want to perform a certain task from every media change. Is there a way I could wait for this to happen "in the background?" Simply putting Mediach() in an infinite loop doesn't work--is there another way?
Any help would be appreciated.

+---+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---+

34. Re: SH204 hard drive comatose -- help!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-04 22:33:13 UTC
From: kgg@mv.mv.com
Message-ID: <1992Jan04.223313.7213@mv.mv.com>
Source record: 46282

```
Well, my experience is a little different from Mr. Rosenkranz's.
Once my LED lights (almost immediately), it stays on permanently.
Here's the sequence:

SECONDS EVENTS
======= ========================================================================
0:00.0 (Time Zero) I turn the drive on.
LED comes on at full brightness.
Fan spins up, but it makes enough noise that I can't tell
if the drive spins up.

0:00.5 LED goes out for just an instant,
comes back on at ~half brightness.
There is a distinct "CLICK" somewhere in the drive box.

0:02.0 There is a soft "clunk" that seems to come from the drive itself.
Sounds almost like the heads stepping a small distance.

0:03.5 There is a soft "click" from somewhere in the drive box,
and the fan speeds up slightly.
-------------------------------------------------------------------------------
After that, all remains at a steady state.

What happens when I hit the boot button in this state is this:
[: floppy drive whine twice; screen flashes off and on; :]
This cycle takes maybe 5 or 10 seconds, and repeats forever.

Again, any suggestions on what the problem might be
and/or on what I can do to fix it will be greatly appreciated.

-- Kenn Goutal
kenn@mv.MV.COM
```

35. Re: SH204 hard drive comatose -- help!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-04 22:40:11 UTC
From: kgg@mv.mv.com
Message-ID: <1992Jan04.224011.7430@mv.mv.com>
Source record: 46283

In the meantime (while I wait for the newsgroup's wizardry to magick up the perfect solution to my problem), does anyone know of any places that repair Atari disk drives (and/or other Atari equipment) in the Boston / southern New Hampshire area? Thanks again, -- Kenn

kenn@mv.MV.com

36. Re: ST MIDI Networking

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-04 23:48:28 UTC
From: q92269@pbhrzx.uni-paderborn.de
Message-ID: <q92269.694568908@pbhrzx.uni-paderborn.de>
Source record: 46195

at731@cleveland.Freenet.Edu (Troy L. Nothnagel) writes:

> I'm interested in setting up an ST MIDI network and would like
>to hear from anyone who has done so. (Successfully or not.)

I think it'll be awfully slow, since you cannot speed up the ACIA without hardware modifications. Think of a simple ring system with 5 nodes. Since the hardware is too slow for a collision protocol (everyone puts data on the net when he wants to), you'll have to pass a token. This will screw up all the machines and the ring goes down when the first machine crashes. If you use Midi-Thru, you have the problem of inserting your own packets into the data stream and you'll have to do lots of buffer management. Midi is too slow for sending out a short query packet before a transfer -- if you do this on a 5-site-ring, it'll surely take at least 100 ms ... just to decide whether a new net command may be issued or not.

>I would like to know how many channels were used, transfer rates,
>possible bugs (lost data?), ease of implementation, what it was used
>for, etc.

What do you mean with "how many channels"? There's only one physical transfer channel in the ring (you get data from exactly one host and can only send to one further machine, unless you set up some additional hardware). How many channels you use on software level (for different services, like on Internet :-) is up to you. For a really simple network you won't need more than a control (dispatcher) and a data channel.

Daniel

P.S.: Yes ... I know ... it's a little negative-vision, but all the Midi-based networks were so slow that you couldn't reasonably work with them. Just imagine ... a newwork at 25 % of the speed of your floppy drive :-/

--
Daniel Roedding "Wenn Architekten ihre Haeuser so bauen wuerden, wie Program-
Detmolder Str. 19 mierer ihre Programme schreiben, koennte ein einziger Specht
D-4790 Paderborn unsere ganze Zivilisation vernichten"
/ q92269@pbhrzx.uni-paderborn.de / danny@fiction.ms.sub.org / +49 5251 541965 /

37. Sozobon C 2.0 files missing?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-05 00:26:28 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1992Jan5.002628.22983@oz.plymouth.edu>
Source record: 46284

Hello,

Actually, this refers to the include files that I found on
atari.archive under Sozobon 1.2. I downloaded the new Sozobon 2.0 binaries,
there were no include files that I saw. So, the problem is, I don't have
a stdlib.h file which I assumed should be part of the system. I have code
from a book that supports Turbo C, C++, and ANSI C that has stdlib.h
as an include file, was this file missing from the archive? Could someone
send me a copy of it, nothing interesting compiles without it.

Thanks,

Stephan

--
\/\/\/

38. Re: SH204 hard drive comatose -- help!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-05 03:23:30 UTC
From: darling@cellar.org
Message-ID: <VL52DB1w164w@cellar.org>
Source record: 46286

kgg@mv.mv.com (Kenn Goutal) writes:

> In the meantime (while I wait for the newsgroup's wizardry to magick up
> the perfect solution to my problem), does anyone know of any places that
> repair Atari disk drives (and/or other Atari equipment) in the Boston /
> southern New Hampshire area?

Is Synsonics still around? It was an Atari repair/sales place on Commonwealth Ave. in Boston. The guy fixed my SC1224 quickly and cheaply about a year ago.

I post this because if it's still in business, I'd like to know about it.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

39. Re: strcasecmp

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-05 04:07:25 UTC
From: bcc@Eyring.COM
Message-ID: <1992Jan5.040725.13912@Eyring.COM>
Source record: 46285

In article <A1768560675@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>[In article <12483@vela.acs.oakland.edu>,
> swood@vela.acs.oakland.edu (EVENSONG) writes ...]
>
> > My next big task is getting strcasecmp() to work with sozobon, and I will
> > be all set.
>
>That should be simple if you can figure out what strcasecmp does. The
>dLibs library probably already has that functionality in one of its str*
>functions.
>
I don't know if dlibs has it, but strcasecmp is a case-insensitive string comparison. I have also seen it called 'strcmpi'. One way I have seen to implement it was to declare an array of 256 bytes, store the ASCII character set in it, then change all the lower case letters in it to upper case (or vice versa -- anyway, you store one case twice.) Then, the strcmp routine, instead of directly comparing the letters in two strings, uses those letters as indexes into this array. You compare the indexed letters -- if they are the same, you go on. Some obvious enhancements -- only store 128 bytes and mask the high bit of the index -- whatever. Good luck!

--
Brian Cooper bcc@Eyring.COM uunet!lanai!bcc
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

40. Dead DS drive.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-05 10:18:03 UTC
From: remyh@cco.caltech.edu
Message-ID: <1992Jan5.101803.3753@cco.caltech.edu>
Source record: 46287

The internal drive in my 1040ST died recently and I need a replacement. I would greatly appreciate recommendations of inexpensive, reliable drives.
Thanks much!
Remy Hathaway

remyh@cco.caltech.edu

41. Re: SH204 hard drive comatose -- help!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-05 11:35:40 UTC
From: esj@harvee.UUCP
Message-ID: <7874035@harvee.UUCP>
Source record: 46288

```
In article <VL52DB1w164w@cellar.org> darling@cellar.org
(Thomas Darling) writes:
(Sender was: bbs@cellar.UUCP)
>
> kgg@mv.mv.com (Kenn Goutal) writes:
>
> > In the meantime (while I wait for the newsgroup's wizardry to magick up
> > the perfect solution to my problem), does anyone know of any places that
> > repair Atari disk drives (and/or other Atari equipment) in the Boston /
> > southern New Hampshire area?
>
> Is Synsonics still around? It was an Atari repair/sales place on Commonwealth
> Ave. in Boston. The guy fixed my SC1224 quickly and cheaply about a year ago.
>
> I post this because if it's still in business, I'd like to know about it.
>
I believe you mean syntronics. they were in business as of a month ago when I
replaced my mouse in a hurry. The owner seems like a nice guy. I hope
he stays in business.

--- eric
--
...
^^^ eric johansson UUCP ...!uunet!wang!harvee!esj esj@harvee.uucp
* * a juggling fool AT&T (617) 577-4068 (w)
o HAM ka1eec
\_/ CSNET johansson%hydra@polaroid.com
or hydra!johansson@polaroid.com
source of the public's fear of the unknown since 1956
```

42. Re: Sozobon C 2.0 files missing?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-05 19:45:58 UTC
From: steve@thelake.mn.org
Message-ID: <A1841109029@thelake.mn.org>
Source record: 46289

[In article <1992Jan5.002628.22983@oz.plymouth.edu>,
pyr579@oz.plymouth.edu (Technoid) writes ...]

> Hello,
>
> Actually, this refers to the include files that I found on
> atari.archive under Sozobon 1.2. I downloaded the new Sozobon 2.0 binaries,
> there were no include files that I saw.

Right. As noted in the 2.0 documentation, the release involves only
the programs, not the library. You still use dlibs 1.2 with Sozobon 2.0.

> So, the problem is, I don't have
> a stdlib.h file which I assumed should be part of the system. I have code
> from a book that supports Turbo C, C++, and ANSI C that has stdlib.h
> as an include file, was this file missing from the archive? Could someone
> send me a copy of it, nothing interesting compiles without it.

That's a different problem entirely. The file stdlib.h is part of the
ANSI C standard. You won't find it in dLibs, which was written before
the ANSI standard was finalized and was developed for a non-ANSI compiler
(Alcyon).

Basically stdlib.h provides prototypes (see your C book for a definition)
for all of the functions in the C library. Sozobon C does not understand
prototypes. It does, however, need function declarations -- which inform
the compiler of the type of value *returned* by a function. Those can be
found in the several individual .H files, organized by function type.
For example, string.h for the str* functions, malloc.h for the memory
allocation functions, etc.

In order to port your ANSI code from a book to Classic (K&R) C, you need
to #include the appropriate .H files and slightly alter the ANSI-style
argument declarations in function definitions so that they conform to
the traditional C style. For the latter task, there's a tool called
``unproto'' that was distributed in comp.sources.misc a couple of months
ago. It compiles under Sozobon C with only minor tweaking.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

43. Re: strcasecmp

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-05 19:48:26 UTC
From: steve@thelake.mn.org
Message-ID: <A1846351909@thelake.mn.org>
Source record: 46290

```
[In article <1992Jan5.040725.13912@Eyring.COM>,
bcc@Eyring.COM (Brian Cooper) writes ... ]

> I don't know if dlibs has it, but strcasecmp is a case-insensitive string
> comparison. I have also seen it called 'strcmpi'.

Ah. In dLibs it's stricmp.

#define strcasecmp stricmp

... should do it. The source code is less complex than you suggested:

int stricmp(str1, str2)
register char *str1, *str2;
{
register char c1, c2;

while((c1 = tolower(*str1++)) == (c2 = tolower(*str2++)))
if(c1 == '\0')
return(0);
return(c1 - c2);
}
--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables
```

44. For those technically minded...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-06 06:47:55 UTC
From: jared@midiline.la.ca.us
Message-ID: <kq94DB4w164w@midiline.la.ca.us>
Source record: 46303

is anyone here interested in dreaming and working on dreams of the manufacturing of a new computer system, non-IBM compatible (like the ST was), multi-tasks like the Amiga, and basically knocks other computer systems on their rears? I've got the dream and would like to get started on at least attempting such a project. I may be biting off more than I can chew, but even Edison had to work on his dreams! And what of Ford, and others? I know exactly what i'd like, but getting others to help me with it (I'm not necessarily technical-minded) and doing it myself are the really hard part...

My theory is this... compatibility (as in IBM-compatible) only exists if what you're trying to emulate is BETTER than what you have. But the computer system I'm thinking of wouldn't need to be compatible with anything esle, because it, of itself, would be THE BEST! Think I've got a screw loose? Not in the slightest... and the way I figure, such a computer could easily be made to beat other systems in price as well!

I've rambled on long enough... reply by Email ("MAIL") if interested...

45. Multiple delay timer handler proposal

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-06 07:54:54 UTC
From: sourada@iastate.edu
Message-ID: <sourada.694684494@vincent1.iastate.edu>
Source record: 46291

[This is just a proposal I came up with, I don't know if it really has any value, or if it will work properly. Feel free to tear it apart :-), also feel free to use it.]

Problem:
There are often many processes on the system that need a delay timer, but there is only one free hardware timer. This problem is not confined to multitasking systems; on the ST there are often multiple resident programs that need to do something every so often.
AES provides this service to GEM-conforming programs, and I'm sure any reasonable multitasking system probably has this type of service. But, (as far as I know) nothing like this is provided at a level usable by programs not using AES. (Please tell me if I'm wrong, because I could use this function!)
This problem can be solved by individual programs, but it is somewhat inefficient to solve it in this manner. It would be much more efficient to have some sort of standard for it.

Proposal:
A central 'delay time server' could be constructed to handle delay requests. Since this is to be used at a low level, the setup routine would be called with a trap (possibly xbios?), with the delay value on the stack (longword, just to be safe...), along with the address to be called after the delay. When the server returned, the process could either return to its caller or do something else in the meantime.
The most suitable quantum of time (a balance between small but inefficient, and large but unusable) would probably be the 5 ms provided by the 200 Hz system timer.
This delay time server would take its arguments off the stack, process them (more on this later), and store them in a reserved area, then return to the caller.
(Note: an alternate method would be to have the program requesting the service install its delay information itself in some predefined location, much like the vbl queue. But given the processing I am about to describe, this method would be too cumbersome for every program to do it.)
In order to make the server as efficient as possible (I'm a speed freak), the delay-time table would not simply be stored as given by the caller. Instead, the list of waiting processes would be stored in chronological order, with each delay time stored as an offset from the last (0 included). For example, if the delays necessary were 5, 11, 21, and 8 ticks, snapshots of the list would look like this:

First call: Second call: Third call: Fourth call:
5, addr1 5, addr1 5, addr1 5, addr1
6, addr2 6, addr2 3, addr4
10, addr3 3, addr2

10, addr3

The timer handler portion of the server would be called every timer tick. It would decrement the first delay time on the list, and if it was zero, call the apropriate address given to it by the requesting process. The routine at this address would be expected to be well-behaved, i. e., it would not keep control for a long period of time and halt everything else on the system.
When the timer handler portion recieved control again, it would delete the entry for the latest delay off the list. It would then check to see if the next one on the list was zero and repeat the above. When a non-zero entry was reached (or the end of the list), the handler would finally return to the existing 200 Hz vector address.

Implementation choices:
I have purposely avoided getting too detailed in the description of implementation, since there are many choices that can be made, and I don't want to make choices that others would find unreasonable.
One choice I did make was between two ways for the process to tell the server where to go after the delay. Initially, I thought it would be best for the server to grab the return address from the stack (in the exception frame), and return to this (so the effect to the process would be calling a trap that took <delay time> to execute. This is the approach that some multitasking systems use, but it would not work correctly for a strictly singletasking system, since the server would not know where to pass control after setup. (In a multitasking system, it would simply pass control to another waiting process that had already 'registered' itself with the multitasking 'kernel'. This is also probably the approach AES uses. But, since not all processes on a singletasking system would register with the server, it may end up excluding some processes completely.)
So the server would work better if the process passed the server the address to call after the delay, with the server simply returning control to the process immediately. When the address is called, the routine there would pass control back to the timer handler. In this way, there should be no holes in the control passing.

Another implemenation choice would be how the list is handled. A possibility is some reserved area used to store a linear list, with an addition handled by moving the 'end' pointer higher, and a deletion by moving the 'start' pointer higher, with both pointers wrapping around if necessary.

Other comments:
I know this is nothing new in the computer world, but I think it is at least new to TOS (currently distributed versions).
There are probably better ways to do this, I have examined it fairly well and think the bulk of it is good.
I DISCLAIM ALL RESPONSIBILITY FOR USE OF THIS PROPOSED SYSTEM; ANYONE WHO IMPLEMENTS IT MUST IMPLEMENT IT AT THEIR OWN RISK.

Please comment:
If you are interested in this proposal, please tell me via email. Some comments you might want to make are: "This was implemented ten years ago, why

don't you ever read you developer's docs before posting stupid things like this!", "I would like to see a standard developed for this, please flesh it out, with code and examples", "Looks good, but here's a problem...", etc. If some are interested and there is no previous standard developed for this problem, I will be happy to take comments to make a standard that most are happy with, then flesh it out and actually write code to implement it, etc...

Thanks,
Steven Ourada
sourada@iastate.edu

Look for Digital Theater software in the near future!

--

Ask me how my university is censoring my Usenet access!
sourada@iastate.edu
----

46. Re: Sozobon C 2.0 files missing?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-06 08:57:22 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992Jan06.085723.52149@yuma.ACNS.ColoState.EDU>
Source record: 46292

In article <1992Jan5.002628.22983@oz.plymouth.edu> pyr579@oz.plymouth.edu (Technoid) writes:
>Hello,
>
> Actually, this refers to the include files that I found on
>atari.archive under Sozobon 1.2. I downloaded the new Sozobon 2.0 binaries,
>there were no include files that I saw. So, the problem is, I don't have
>a stdlib.h file which I assumed should be part of the system. I have code
>from a book that supports Turbo C, C++, and ANSI C that has stdlib.h
>as an include file, was this file missing from the archive? Could someone
>send me a copy of it, nothing interesting compiles without it.
>
>Thanks,
>
> Stephan
>
>
>--
>\/\/\/

47. OCR with scanner (German Syntex or Sherlook or ???) Experience ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-06 09:02:34 UTC
From: henk@argon.uucp
Message-ID: <1992Jan6.090234.17437@spider.uucp>
Source record: 46294

Does anybody have experience with cheap(?) OCR- programs.

I have a 105 mm hand-scanner with a graphics program Touch-Up.
It can produce .IMG files and a few other formats.
I would like to use it to convert scanned text to ASCII.

I read about Syntex, but its (former) imported pointed to Sherlook.
Is it right that both programs were made by H. Richter.

Finally, if possible, could someone tell me were these programs can be
bought in Holland?

New year greetings and best wishes to you all.

Henk

--
====== Henk van der Griendt E-mail: henk@spex.nl (internet)
====== Speech Processing EXpertise centre spex@hlsdnl5.BITNET
====== SPEX, p/a PTT RNL, kamer LE2, tel: 31-(0)70-3323430
====== Postbus 421, 2260 AK Leidschendam THE NETHERLANDS

48. Specification for OMTI 5400 needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-06 10:28:09 UTC
From: hschs91om@ap06.rz.tu-harburg.de
Message-ID: <1378@rztsun.rz.tu-harburg.de>
Source record: 46304

I've the problem, that i want to connect an old MFM harddrive with the
OMTI 5400 and an ICD-hostadapter to my ATARI ST. The original ICD-Software
are not regonizing the OMTI 5400, but the software from the book
"Scheibenkleister II" regonize the host as an ADAPTEC 4000/4070 but this
software can't format the harddrive in case of wrong orders to the OMTI,
but the software can read and write an step on the harddrive. Maybe i can patch the
software if i know the parameters for the select, the sense and the format orders
to the OMTI.S

The OMTI 5400 is Rev T with the software Rev. ST.

Please respond via E-MAIL
marienhagen@tu-harburg.dbp.de

49. Re: AUTO Folder Programs -- How do they replace system functions?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-06 14:04:31 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <694706670.3117@minster.york.ac.uk>
Source record: 46295
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <F6TyDB2w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>marco@sys6626.bison.mb.ca (Marco) writes:
> [stuff deleted]
>> Well, as you say you could use evnt_keybd() to do this from an ACC. To do
>> this from an AUTO program, would, I beleive require you to intercept the
>> TAB keypress.This would prevent the TAB from getting to the GEM program
>> which you said we were running. I think the best way is to have it as an
>> ACC and then evnt_keybd() (or evnt_multi()) for something such as
>> alt-TAB, this way, because no program I no of uses alt-TAB you don't have
>> to worry about interceppting it...

Using evnt_keybd() from an accessory won't work, because only the "currently active" program gets keypress information from GEM (Don't ask me for a accurate description of "currently active"!)

>> | John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
>
>Perhaps, but the idea is to create a program that does this without using
>up an .ACC slot. There are only six of them, so it wouldn't be a good
>idea to waste one on a trivial task. Aside from that consideration, I
>also talked about other programs that couldn't function as accessories,
>such as a program that allows you to replace the file selector with one
>of your own choosing. The best solution for this would be to tell the
>system that the file selector routine is not at the default location, and
>then terminate execution using the ptermres() system command so that the
>memory occupied by the alternate selector is not erased or used by
>another program. The only question is how to tell the system to jump to
>a different location when it needs the file selector.

You do it by intercepting the GEM TRAP vector and waiting for an fsel_input() AES call.

>This is only one
>example. Hotkeys from the desktop should also be possible, but how do
>you tell the system to wait for a keypress, and then to execute a program
>when one is found. I suppose what I am looking for is a book that would
>tell me all of this information, or as much as is available.

To "hot-key" your program, you need to intercept the IKBD (intelligent keyboard controller) interrupt and look at keypress information as it arrives.

><< mforget@ersys.edmonton.ab.ca >>
><< ersys!mforget@nro.cs.athabascau.ca >>

>>< Michel Forget >>
>>< "Do not meddle in the affairs of Wizards, >>
>>< for they are not happy campers!" - UNKNOWN >>

Mathew

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

50. RF Modulator

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-06 19:46:59 UTC
From: malay@sae.com
Message-ID: <1992Jan6.194659.7413@sae.com>
Source record: 46296

I'm sure that this must be a FAQ but here goes. I just inherited a dead 1040STf and have repaired it to working condition. I would like to be able to connect this to a regular 'ole TV set using one of those Nintendo automatic game/TV switchers. I noticed Radio Shack carries a RF Modulator. Is it possible to use the composite video off the monitor jack?? Does this line carry a signal OR do I need to do something more drastic like buy an additional third party board or something????

Somebody must of done this before. Any clues??

Bob Malay

51. Re: compiling monop on Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-06 19:52:19 UTC
From: boyd@sigma.cs.fsu.edu
Message-ID: <1992Jan6.145219.19584@mailer.cc.fsu.edu>
Source record: 46299
Cross-posted to: comp.lang.c,comp.sys.atari.st.tech

In article <12474@vela.acs.oakland.edu>, swood@vela.acs.oakland.edu (EVENSONG) writes:
>Anyone ever successfully compile the program monop (text monopoly game -
>bsd unix based) on a atari? I keep running into an error on line 24
>of the makefile regardless whether I am on a ST or on unix. (different
>errors however)
>
>The line reads:
>
>.include <bsd.prog.mk>
>
>and on the unix system, I get a bad character (octal 76) for the '>'
>and I get something like no reference or something like that on the ST.

Have you tried deleting and retyping the line? There can sometimes be
weird non-visible characters that confuse compilers.

>
>Any help would be appreciated. I am getting tired of playing on the board
>with dice and such. God knows, where would we be if we could not integrate
>our CPU's in every corner of our lives...
>

There is a PD and I believe a commercial graphical version of the Monopoly
game for the ST. I think the PD one might be on atari.archive. If not, I
can try to locate it. The commercial version is licensed, and should be
100% accurate.

Still, I personally think this game is much better with a physical board
(probably because I and 3 other drunkards would probably destroy my machine
during one of our Monopoly marathons).

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

52. Re: Dead DS drive.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-06 19:56:01 UTC
From: boyd@sigma.cs.fsu.edu
Message-ID: <1992Jan6.145602.19660@mailer.cc.fsu.edu>
Source record: 46298

In article <1992Jan5.101803.3753@cco.caltech.edu>, remyh@cco.caltech.edu (Remy Adam Hathaway) writes:
>The internal drive in my 1040ST died recently and I need a replacement. I
>would greatly appreciate recommendations of inexpensive, reliable drives.
>Thanks much!
> Remy Hathaway
>
> remyh@cco.caltech.edu

Teac mechanisms seem to be the ones of choice, at least by Toad Computers. They do not seem to exhibit the media change problem that can occur with other brands of floppy drives. I am not sure of specific model numbers, but you could probably ask Toad (1-800-448-TOAD). I recently posted a file called ibmdrive.lzh to atari.archive.umich.edu which has a bunch of text (and diagrams in .PI3 format) describing how to hook up generic 3.5" and 5.25" drives to the ST, internal and external. Hope this helps.

--

Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---

53. GEMDOS file handle limit???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-06 20:13:49 UTC
From: ant@mks.com
Message-ID: <1992Jan6.201349.16406@mks.com>
Source record: 46297

I can't find any reference in the DevDocs to the maximum number of files that can be opened in GEMDOS. I'm interested to knowing if it is a fixed or configurable limit (similar to MS-DOS's FILES= and BUFFERS= parameters).

I'm interested in this in order to build a POSIX.1 termios layer.

-ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Congratulations, you've reached 10cm dilation. You may now give birth." - Worf

54. ZOO handling of date and time

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-06 21:23:52 UTC
From: ljdickey@watserv1.waterloo.edu
Message-ID: <1992Jan6.212352.19683@watserv1.waterloo.edu>
Source record: 46300

I have been looking at various releases of ZOO and how they handle dates. At the moment I have five different releases, generally increasing in size, and the behavior that interests me falls into two categories. With my two early releases of ZOO I can to this sequence of steps:

```
echo hi > somefile
ls -l somefile
zoo a foo somefile
rm somefile
zoo e foo
ls -l somefile
```

and the file "somefile" will be restored with the same timestamp as the original file. With the later releases, the timestamp on the file moves forward by one hour. This is not acceptable behavior for an archiver, for several reasons, not the least of which is the way MAKE works.

The fact that there are two distinct classes of behaviour and the ZOO programs span several years, leads me to think that somewhere along the way someone tried to do something clever, and botched it. Has anyone else noticed this, and do you have a fix?

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
X.400: ljdickey@watmath.UWaterloo.ca

55. Re: ZOO handling of date and time

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-07 10:53:35 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92007.105335HAC041@DJUKFA11.BITNET>
Source record: 46305

Recently I had similar problems when MAKEing a program just unpacked from a ZOO archive; the dates were off by a whole day! For comparison I checked this on a Unix machine (Sun 3) and found the same behaviour, so the bug seems to be in the original Unix source code for Zoo.

Konrad Hinsen (hac041@djukfa11.bitnet)

56. Re: Desk accessorys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-07 12:36:19 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Jan7.123619.12662@echo.philips.nl>
Source record: 46306

micro@imada.ou.dk (Klaus Pedersen) writes:
>
[...some stuff about DA deleted...]
>
>The following also applies to normal GEM programs:
>
[...some good advices deleted..]
>
> - When you Allocate memory, then remember to leave some (8Kb+) for AES,
> VDI, GEMDOS, and accessorys. On a related subject, don't :
>
> p = Malloc((long) int_var);
>
> This will work if int_var is less than 32Kb, else it will fail big!
>

I wonder if this limit of 32kB is necessary.

I am using lattice C 5.06.02 and I do Malloc more than 1MB with that
function and it does function properly. Ofcourse I first investigated
the amount of possible available memory and then grap everything minus
a few kB. The final program then functions on all kind of ST machines,
from TOS 1.2 until STE with 2.05.

I grap everything in one go to overcome the anxious (but still available
in people's machines) Malloc problem when you did a lot of Mallocs within
one program.

So what's the problem then when Mallocing more than 32kB,
as you have a long int (4 bytes) to pass through the system.

>-Klaus

John Janssen

--

--
John Janssen Email: johnj@echo.philips.nl
The Netherlands

57. Re: RF Modulator

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-07 12:54:44 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Jan7.125444.1@lapis.labmed.umn.edu>
Source record: 46311

In article <1992Jan6.194659.7413@sae.com>, malay@sae.com (Bob Malay) writes:
> I'm sure that this must be a FAQ but here goes. I just inherited a dead
> 1040STf and have repaired it to working condition. I would like to be able to
> connect this to a regular 'ole TV set using one of those Nintendo automatic
> game/TV switchers. I noticed Radio Shack carries a RF Modulator. Is it
> possible to use the composite video off the monitor jack?? Does this line
> carry a signal OR do I need to do something more drastic like buy an
> additional third party board or something????

The 1040STf does not have a signal at the composite video pin on the monitor jack, despite being so listed in the 1040ST owners manual. Composite video is produced by the RF Modulator within the 1040STfm. (The 'm' indicates that an RF Modulator is installed within the machine.)

Suitable video output for the 1040STf requires additional hardware. You might want to search for a used VideoKey from the now-defunct Practical Solutions. I had one hooked up to my 1040STf and found the results 'fair' for games on television. If you want to do 'real work' (i.e. not play games), invest in either a monochrome or color monitor. Incidentally, for about $125 more than the current price of a color monitor, you should be able to pick up a multi-sync monitor, which offers you both mono and color compatability.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"The most important fact about Spaceship Earth: An instruction book didn't come with it." -- R. Buckminster Fuller

58. Re: Dlibs (Sozobon) bugs in malloc and access

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-07 14:53:29 UTC
From: ramaer@cs.utwente.nl
Message-ID: <1992Jan7.155329@cs.utwente.nl>
Source record: 46308

In article <1992Jan3.141049@cs.utwente.nl>, ramaer@cs.utwente.nl I write:

|> There is also a bug in access, from my UNIX manual:
|> RETURN VALUES
|> access() returns:
|>
|> 0 on success.
|>
|> -1 on failure and sets errno to indicate the error.
|>
|> The access from Dlibs returns TRUE on success and FALSE on
|> failure. It took me a looooong time to understand why the
|> GOFER readFile did not work.

I forgot to say that you must also grep your Dlibs sources for access
and exists (stdio.h: #define exists(f) access(f,0x00) =>
#define exists(f) (access(f,0x00)==0)
)
and recompile.

59. Re: For those technically minded...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-07 15:33:42 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jan7.153342.23877@wam.umd.edu>
Source record: 46307

In article <kq94DB4w164w@midiline.la.ca.us> jared@midiline.la.ca.us ('286 Highlander) writes:
>My theory is this... compatibility (as in IBM-compatible) only exists if
>what you're trying to emulate is BETTER than what you have. But the
>computer system I'm thinking of wouldn't need to be compatible with
>anything esle, because it, of itself, would be THE BEST! Think I've got
>a screw loose? Not in the slightest... and the way I figure, such a
>computer could easily be made to beat other systems in price as well!

As I see it, the problem with this is that the large majority
of computer buyers have almost no interest in whether or not their
machine is "the best" in terms of hardware capabilities. I think
most people have two criteria that they maximize:

1. Runs real fast
2. Runs all industry standard software packages

At the moment you're going to have a really hard time satisfying #2
unless you're compatible with another existing platform (i.e., PC, Mac,
or Unix). Remember that most of your potential buyers are close to
computer-illiterate (not because they're not smart, but because they're
not interested), so most benchmarks of computer hardware will be
completely lost on them.

Dave Baggett
dmb@wam.umd.edu

60. UUCP for the ST??? Where is it????

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-07 17:09:46 UTC
From: eldorado@tharr.UUCP
Message-ID: <2963@tharr.UUCP>
Source record: 46323
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I found an old TOS based UUCP package for the ST. It was written by
cshc@tub.uucp (or something like that) and was a 1990 or 1989 alpha test
version. Unfortunately I couldn't get it to work.
Does anyone know of a more recent/working UUCICO package for TOS??
Where can I get it? I don't have ftp access? Maybe mail :-)

I need a TOS based one as my MINIX uucp will not keep up with a v32/v42/v42bis
link, and is costing me money!!!!!!
THanks in advance.

--

Mark Powell

eldorado%tharr.uucp@uknet.ac.uk
...!uunet!mcsun!ukc!tharr!eldorado
<<<<<---- tharr - Free public access to USENET in UK. +44 234 841503 --->>>>>

61. Playing .MOD files

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-07 17:15:57 UTC
From: sgc@robots.oxford.ac.uk
Message-ID: <2719@culhua.prg.ox.ac.uk>
Source record: 46309

I'm posting the following for someone without net access. Please
reply to the address given...

---Included message begins:

I am interested in replaying sound (MOD Files) files from the Amiga
and various other sound trackers but done not quite understand how exactly
these are replayed or the format of the files. For instance, how do you
play back a sample taken ina c chord as a d chord ? How do I combine two
samples for the left and right channels to a single 8 bit sample. At the
moment I have a board capiable of replaying 8 bit samples independently
on both left and right channels.
Any help would be apprciated, in as much detail as possable as I
would really like to get the board to replay more than just samples. Please
could you keep any replies to a basic level, as I'm not too hot on 68000
assembler and are really looking for the concepts rather than a source listing
Thanks.......Contact me on Janet : DDBAN201F@UK.AC.BIRMINGHAM-POLY.SYSA or
leave a message on the mag. Thanks....

End of included message---

And here's that address again:

Janet DDBAN201F@uk.ac.birmingham-poly.sysa
Internet DDBAN201F@sysa.birmingham-poly.ac.uk

62. Re: How can you wait for media change from a DA?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-07 17:38:54 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <694805934.15170@minster.york.ac.uk>
Source record: 46315

In article <q1m2DB1w164w@sys6626.bison.mb.ca> marco@sys6626.bison.mb.ca (Marco) writes:
>I have a DA that I want to perform a certain task from every media
>change. Is there a way I could wait for this to happen "in the
>background?" Simply putting Mediach() in an infinite loop doesn't
>work--is there another way?
>Any help would be appreciated.

There is a vector somewhere in the system area (from $400 onwards) that is called whenever TOS recognises that there is a new disk in the drive. The routine deals with pulling in the drive's BIOS parameter block (BPB).

The last time I looked at this was when I got a virus -- it used this vector to write itself to the newly instered disk. I can't remember the vector offhand, but mail me if you want me to look it up.

> | John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |

Mathew

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

63. Cross-compiling with GCC help

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-07 18:24:16 UTC
From: sourada@iastate.edu
Message-ID: <sourada.694808656@vincent1.iastate.edu>
Source record: 46310

I will admit that I'm no expert at cross-compiling :), but I got gcc for the
ST compiled on a DecStation, and I seem to have only one problem left.
When I try to complile a simple test, I get the error:

ld: malformed input file (not rel or archive) /home/sourada/nonlocal/lib/crt0.o

I am using the gnulib/libolb.zoo libraries from atari.archive, which I assumed
to be the correct ones. Anyone know what I am doing wrong?

Thank you,
Steven Ourada

--

Ask me how my university is censoring my Usenet access!
sourada@iastate.edu
----

64. Re: ZOO handling of date and time

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-07 18:57:23 UTC
From: dhesi@cirrus.com
Message-ID: <1992Jan7.185723.105@cirrus.com>
Source record: 46321

In <92007.105335HAC041@DJUKFA11.BITNET> HAC041@DJUKFA11.BITNET (Konrad Hinsen) writes:

For comparison I checked this on a Unix machine (Sun 3) and found the same behaviour, so the bug seems to be in the original Unix source code for Zoo.

The bug appears only if zoo is compiled with GETTZ defined.
--
Rahul Dhesi <dhesi@cirrus.COM>
UUCP: oliveb!cirrusl!dhesi
"You're even nuttier than we've come to expect of you." -- Doug Gwyn

65. Re: addresses of system-fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-07 19:09:55 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Jan7.190955.15032@rhrk.uni-kl.de>
Source record: 46312

Bjarne Pohlers <zwq017@dmswwu1c.BITNET> writes:

>Hello,

>does anybody know how I can get the address of the array in which the
>pointer to the system-fonts (font_hdr) are stored? This address is
>returned in some registers when I call linea0, but new programs should
>not use linea any more, should they? Is there any legal way?
>Thanks.
You cannot get these addresses without using linea. A few weeks ago I had
the same problem. Because I didn't want to use linea I simply included
the 8x8 and 8x16 system font data in my program. Now I am independent of the
font addresses, regardless of the graphics card used.
Both fonts add up to 6 KB of memory, I don't think this is too much today, even
on an ST with 1 MB.

```
*******************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

66. Programming considerations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-07 19:29:26 UTC
From: steve@thelake.mn.org
Message-ID: <A1806506023@thelake.mn.org>
Source record: 46313

Bill Rehbock at Atari Corp. posted a message on GEnie recently that outlined some things to do and not to do if you want your software to be compatible with future (multitasking) versions of TOS and with other GEM applications.

Here's a rundown (paraphrased):

-- Avoid dialog boxes, because they take control of the system and don't allow the user to get at other applications. Instead, use a window.

-- Make all your windows resizable and scrollable, unless there's a solid reason not to (i.e., Pagestream's toolbox).

-- Use wind_update sparingly.

-- For consistency, always have at least Desk-File-Edit entries in your menu bar.

-- Be flexible about monochrome and color. There are 24-bit 1280x960 color systems in the works.

-- Use keyboard equivalents for cut/copy/paste/print: control-x/c/v/p.

That last recommendation has prompted a lot of grousing from users and programmers who believe the ALT key, not the CONTROL key, should be used for such functions. I have not noticed any support for the CONTROL point of view.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

67. New book on assembly language

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-07 19:51:16 UTC
From: steve@thelake.mn.org
Message-ID: <A1852315687@thelake.mn.org>
Source record: 46314
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The following press release is reproduced verbatim.

Taylor Ridge Books
P.O. Box 78
Manchester, CT 06045
(203) 643-9673

FOR IMMEDIATE RELEASE CONTACT: TAYLOR RIDGE BOOKS
(203) 643-9673

FIRST THERE WAS C-MANSHIP COMPLETE.
NOW THERE'S THE ST ASSEMBLY LANGUAGE WORKSHOP!

Manchester, CT January 6, 1992--Taylor Ridge Books has announced the release of The ST Assembly Language Workshop, Volume 1, a novice's guide to assembly language programming on the Atari ST line of computers. Written by Clayton Walnum, the author of C-manship Complete, The ST Assembly Language Workshop, Volume 1 teaches the basics of assembly language programming, starting with assembly language theory and building up to full-length programs. Covered in the 260-page book are the most-used 68000 assembly instructions, programming style and technique, file handling, printer output, system clocks, color palettes, screen flipping, loading pictures, and more. A complete 68000 instruction reference is also included.

When it's released later this year, Volume 2 of the series will cover GEM programming, with Volume 3 tackling various advanced topics. After studying all three volumes, readers will have developed the skills needed to write virtually any type of program on an ST. Even after reading only volume 1, the novice assembly language programmer will be able to write full-featured TOS programs.

The ST Assembly Language Workshop, Volume 1 comes with a disk containing all sample programs and assorted additional files. It is priced at $24.95, plus $3 shipping and handling and can be ordered at the address or phone number above. Visa and MasterCard are accepted.

68. SLM60804 Laser Controller Box HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-07 21:11:18 UTC
From: ewels@vax.oxford.ac.uk
Message-ID: <1992Jan7.211118.3663@vax.oxford.ac.uk>
Source record: 46320

Help!

Until this summer I used to own a Mega ST2 with monitor, hard drive and laser printer; however, in July there was a burglary at our flat and most of the stuff was stolen. The one piece of hardware they left was the laser printer (an SLM804), but they _did_ take the laser controller box that the printer and hard disk drive plug in to (SLM60804).

Instead of being fairly simple to replace, the laser controller box has proved impossible - the U.K. Atari warehouse claim that they don't stock them independantly from the laser printers since there's no demand, and I haven't been able to find any shops who can circumvent this. Circuit diagrams or technical details were also unavailable due to copyrights etc., so I am now left with a completely operational laser printer but no way of using it.
I can't afford to buy a whole new laser printer system (which Atari suggested), so any good ideas? Any help with technical details of the box, or somewhere I could get a new one would be much appreciated. Otherwise, if anyone has either a box they wish to sell, or wants to buy my laser printer to go with their box, please drop me a message.

As a result of the burglary I've also got some other spare equipment kicking around that I no longer need (it was at home with the folks rather than in our flat during the burglary), including a graphics tablet, b/w camera system, 3-D glasses with AutoCad, etc.

In case anyone's wondering, I really am a poor student (I bought the whole kit second hand a few years back from a firm I was working for, a few weeks before they folded), and I can't afford to buy a whole new laser printer.

Thanks in advance for any help,

Chris Ewels (EWELS@UK.AC.OX.VAX)

"You can't see the wood for the trees, if the forest is burning.."

69. Math funtions & GFA-Basic & TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-07 21:35:07 UTC
From: wscart01@ulkyvx.louisville.edu
Message-ID: <1992Jan7.163507.1@ulkyvx.louisville.edu>
Source record: 46316

...buy the new TOS 2.05 and your buying a new computer...

If I remember correctly that is how someone put it. I could sure use
a change from the old.

My question is, has anyone figured out what's wrong with the math functions?
I use GFA-Basic for just about all my programing need and have this major
problem with the math functions. For example try :

print int(223.07*100)/100 ==> 223.08
or
if .17<>.17 then ==> True

and this is the latest GFA 3.5 version. Just for my couriosity, I also
ran numbers between 0.00 and 100.00 and found that I had about 20 not-equal
numbers in that IF-THEN. It's crazy! HELP!

Is there a new GFA with new math functions (although I belive that the
math errors are incoperated in the computer)?

Will the purchase of TOS 2.06 fix these bugs?

Stuart Carter | Atari programing, it's not just a
Physics Dept | job, it's a pain...
University of Louisville |

70. gcc libraries

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-07 21:42:42 UTC
From: davidd@cs.mcgill.ca
Message-ID: <1992Jan7.214242.28644@cs.mcgill.ca>
Source record: 46319

Can anybody out there tell me what libraries I need for a a competent gcc package? From what I can tell, on atari.archive there are mint libraries, gnu libraries and gem libraries.

Also, can anybody point me to a simple file I can test out the compiler on?

thanks, David D'Andrea

71. Midi under Spectre GCR

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-07 22:25:39 UTC
From: hedley@iitinc.uucp
Message-ID: <1992Jan7.222539.13289@iitinc.uucp>
Source record: 46317

Greetings. There are some good mac Midi programs (as well as ST ones)
but suppose I want to run a mac midi one under spectre. I tried one
commercial piece and I found using Mac Nosy the appropriate places
where midi happens but it is/was not easy to patch the routines
to use the simpler ST midi, some of the code tries to init the Zilog
chip (8530 SCC??) this is harmless, the interrupt buffering though
is more of a problem. I gave up after a while but I was able to
use the ST midi from think C, it's just an address in the hardware.
Of course a solution is to get the Appletalk board I read about in the
Spectre newsletter. But then I will need to make a midi interface. Has
anyone else poked around with this stuff or am I the only one who cares
about this?

Cheers, Hedley

{decwrl|sun}!imagen!iitinc!hedley | Integrated Information Tech.
hedley@iit.com | Santa Clara, CA. (408)-727-1885 x266
--
{decwrl|sun}!imagen!iitinc!hedley | Integrated Information Tech.
hedley@iit.com | Santa Clara, CA. (408)-727-1885 x266

72. Re: ZOO handling of date and time

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 00:05:22 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <1992Jan8.000522.21429@cs.yale.edu>
Source record: 46234

In article <1992Jan6.212352.19683@watserv1.waterloo.edu> ljdickey@watserv1.waterloo.edu (Leroy J. Dickey) writes:
>The fact that there are two distinct classes of behaviour and
>the ZOO programs span several years, leads me to think that
>somewhere along the way someone tried to do something clever,
>and botched it. Has anyone else noticed this, and do you have
>a fix?

There is a known bug in the time zone handling of zoo 2.1. I have heard that it will be fixed in the next release. I do not know when that will be.

To avoid the 1 hour creep that you report, you need to tell zoo your time zone. Set your environment variable TZ to tell the number of hours west of GMT you are. I have my variable set as:
TZ=est5edt

Hope this helps.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

73. Re: Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 01:16:49 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan08.011649.5872@demon.co.uk>
Source record: 46322

I dont think that Flash can do anything until your .ACC finishes all its business. The redraw is sent but wont be recieved until you get out of your program
program (excuse the cockup at the end of the line)

74. Re: Math funtions & GFA-Basic

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 01:17:18 UTC
From: logajan@ns.network.com
Message-ID: <1992Jan8.011718.25114@ns.network.com>
Source record: 46318

```
wscart01@ulkyvx.louisville.edu writes:
>My question is, has anyone figured out what's wrong with the math functions?
>I use GFA-Basic for just about all my programing need and have this major
>problem with the math functions. For example try :
>
> print int(223.07*100)/100 ==> 223.08
> or
> if .17<>.17 then ==> True
>
>and this is the latest GFA 3.5 version. Just for my couriosity, I also
>ran numbers between 0.00 and 100.00 and found that I had about 20 not-equal
>numbers in that IF-THEN. It's crazy! HELP!

GFA has a special operator for comparing equality between floating point
numbers. Instead of = use == . There is no inequality operator but you
can accomplish the same thing with the NOT operator.

For instance:

if NOT(.17==.17) then ==> False

--
- John Logajan MS010, Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@network.com, 612-424-4888, Fax 612-424-2853
```

75. Re: Desk accessorys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 08:17:35 UTC
From: rh0083b@tin.psg.medtronic.com
Message-ID: <1992Jan8.081735.6837@medtron.medtronic.com>
Source record: 46325

In article <1992Jan7.123619.12662@echo.philips.nl> johnj@echo.philips.nl (John Janssen) writes:
>micro@imada.ou.dk (Klaus Pedersen) writes:
>>
>> - When you Allocate memory, then remember to leave some (8Kb+) for AES,
>> VDI, GEMDOS, and accessorys. On a related subject, don't :
>>
>> p = Malloc((long) int_var);
>>
>> This will work if int_var is less than 32Kb, else it will fail big!
>>
>I wonder if this limit of 32kB is necessary.
>

Nope, int_var is 16-bit and is sign extended if converted to a long.
Technically int_var cannot be more than 32k-1: it would be negative then.
Malloc just doesn't eat this :-).

Roger
(no fancy signature yet)

76. Video problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 08:23:38 UTC
From: five@sys6626.bison.mb.ca
Message-ID: <4288DB7w164w@sys6626.bison.mb.ca>
Source record: 46327

Is there anyone out there that knows of the program (I've heard one or more exist) that allows a North American ST user (60 HZ colour) to run European ST Software (50 HZ colour) without the annoying verticle hold problem?

I heard there is an accessory or something, that will convert the software's 50HZ output to 60HZ so that TVs and things that wont work properly, will.

The TV that I am having this problem on, will not allow me to adjust the Verticle hold knob far enough, as other peoples TVs will, to make up for the rolling.

On an aside: Would anyone know how I might modify the tv to solve this problem?

(It's a 15 year old Sanyo colour tv).

Thanks for any possible help.

Five

--- (skinny puppy) a user of sys6626, running waffle 1.64
E-mail: five@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

77. Re: Programming considerations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 09:31:41 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92008.093141HAC041@DJUKFA11.BITNET>
Source record: 46324

In article <A1806506023@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) says:

>-- Use keyboard equivalents for cut/copy/paste/print: control-x/c/v/p.
>
>That last recommendation has prompted a lot of grousing from users and
>programmers who believe the ALT key, not the CONTROL key, should be used
>for such functions. I have not noticed any support for the CONTROL
>point of view.

From me you can get any amount of support for CONTROL you want :-)

Before deciding on such matters, one should think about what purpose the Shift/Alt/Control/CapsLock modifiers originally had and/or should have nowadays. For the benefit of users, it would clearly be nice to assign exactly one meaning to each of these modifiers, and conversely use exactly one modifier for each purpose. The meaning of Shift and CapsLock has been clear from the good old days of the typewriter, so there is no need to discuss it. Which leaves us with Control and Alternate for other purposes, of which there are mainly two: specifying commands, and making available more characters. The necessity of having more characters available might not be obvious to Americans (and others), but for many Europeans there is a real need to be able to type in several languages, and all European languages except English use some additional characters. Kludges like ALT-keypad are not acceptable for normal users, and approaches like the 'dead-key' method are applicable only to some, but not all, special characters. And if we look at the foreign-language keyboards Atari has been shipping with STs for years, such as the German keyboard I am now typing on, we notice an obvious solution to this problem: use ALT to enter additional characters.

Therefore my proposal for the use of ALT and Control is the following:
1) Use Control, and only Control, to enter commands.
2) Use ALT, and only ALT, to get an alternate keyboard layout.

This is the only way to achieve a consistent assignment of the modifiers, and it also corresponds to the original meanings of them implied by their names. For European use it is also the only way to remain consistent with the standard keyboard layout implemented in TOS.

Restricting commands to one modifier does lead to one problem however: how to implement more than 26 (or 36, if numbers are

allowed) different keyboard commands, and how to find memorizable names for them? The solution dates back to WordStar and can be found in a modified form in today's Windows applications: Use two keys for each command, of which the first one specifies a menu and the second one an entry in this menu. For 'Open' in the 'File' menu, use ^F^O. In this way, a large number of commands (26x26) are available, which allows to assign a memorizable keyboard shortcut to practically every menu entry even in complex programs and therefore make such programs comfortable even for notorious mouse-haters (which are by no means a small minority).

Konrad Hinsen (hac041@djukfa11.bitnet)

78. Re: gcc libraries

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 10:16:54 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Jan8.101654.22785@cs.ruu.nl>
Source record: 46326

```
>>>>> davidd@cs.mcgill.ca (DDA) writes:

DDA> Can anybody out there tell me what libraries I need for a a
DDA> competent gcc package? From what I can tell, on atari.archive there
DDA> are mint libraries, gnu libraries and gem libraries.

For a minimum working gcc package you need:

Binaries of the compiler, assembler, linker etc:
gcc-1.40-bin.zoo

Include files:
include.zoo

Library objects:
libolb.zoo

If you want to use the -mshort option (16 bit integers) you also need:
libolb16.zoo

To make life easier, you would want to have the documentation:
gcc-doc-dvi.zoo
gcc-doc-tex.zoo
gcc.brief

And the debugger:
gdb-bin.zoo

And some other utilities (ar, gulam, size, prof, stk):
utilbin.zoo

If you want to use the MINT "operating system" you better have the
associated libraries:
mntinc16.zoo
mntolb16.zoo
(Note the 16 here is the version number, not 16bit)

You don't need the following if you have the libolb:
gemolb.zoo
pmlolb.zoo
because they are already included in the libolb.zoo files.

DDA> Also, can anybody point me to a simple file I can test out
DDA> the compiler on?

#include <stdio.h>
main()
{
```

```
printf ("Hello world\n");
}
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')
```

79. v_fontinit & system-font

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 10:58:55 UTC
From: zwq017@dmswwu1c.BITNET
Message-ID: <080192.115855ZWQ017@DMSWWU1C.BITNET>
Source record: 46197

As I got no answer on my previous posting about this problem I will ask again:
there exists this VDI-function v_fontinit (VDI 5, Escape 102) to change the
system-font. The only parameter is an address to the structure font_hdr. And
now my question:
How do I get the addresses of the system-fonts? I know that an address to an
array of these addresses is returned in register A1 after a linea0-call. But
one should not use linea any more. Is there any other way?
Another problem: Can I get the font_hdr-structure of the current system-font?

Any help is *very* welcome. Please reply also by eMail.

--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <srb110@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (xx49)251-866559 "
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

80. Re: strcasecmp

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 12:11:17 UTC
From: raichle@azu.informatik.uni-stuttgart.de
Message-ID: <RAICHLE.92Jan8131117@azu.informatik.uni-stuttgart.de>
Source record: 46328

```
In article <A1846351909@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
> [... code of stricmp():]
> while((c1 = tolower(*str1++)) == (c2 = tolower(*str2++)))

I hope that the used `tolower' macro (if it is a preprocessor macro)
evaluates its argument only once. Otherwise every second character of
the strings are compared only (and it's possible that the '\0'
character is not found).

-bernd
```

81. Re: gcc libraries

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 13:04:57 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.92Jan8130457@ghiggins.hpl.hp.com>
Source record: 46201

```
> Can anybody out there tell me what libraries I need for a a
> competent gcc package? From what I can tell, on atari.archive there
> are mint libraries, gnu libraries and gem libraries.
>
> Also, can anybody point me to a simple file I can test out
> the compiler on?
```

In the gnustuff section of atari.archive, in ~ftp/atarignustuff/tos/gnulib, the file "Contents" shows the following contents of libolb.zoo:

```
Archive libolb.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- --------
43326 45% 23648 14 Aug 91 15:29:32 curses.olb
552 35% 358 3 Aug 91 11:38:22 flexlib.olb
62564 67% 21389 5 Sep 91 22:41:28 gem.olb
139158 41% 81167 22 Sep 91 22:43:26 gnu.olb
5942 37% 3752 22 Sep 91 22:43:26 iio.olb
29072 58% 12354 9 Jul 91 11:21:04 pml.olb
74082 46% 40825 12 Sep 91 22:47:12 readline.olb
7860 37% 4915 14 Aug 91 15:29:32 termcap.olb
16658 45% 9187 4 May 91 14:22:10 widget.olb
1732 28% 1250 22 Sep 91 22:43:26 crt0.o
1871 29% 1331 22 Sep 91 22:43:26 gcrt0.o
-------- --- -------- --------- --------
382817 48% 200176 11 files
```

This is what you need for 32 bit ints --- if you want to use 16 bit ints with -mshort then get libolb16.zoo. As indicated, libolb.zoo includes the gem-specific library gem.olb as well as the Portable Math Library (pml) and various others. You will only need the gem library if you are making GEM calls in your code. OTOH, the complete libs don't take up that much extra disk space.

If you want MiNT compatibility, then ~ftp/atari/mint/mntolb16.zoo gives:

```
Archive mntolb16.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- --------
427 43% 242 10 Nov 91 17:23:24+5 crt0.o (V2.1)
40700 60% 16227 16 Nov 91 10:42:30+5 curses.olb (V2.1)
40328 60% 15930 16 Nov 91 10:44:54+5 curses16.olb (V2.1)
530 49% 268 10 Nov 91 17:23:28+5 gcrt0.o (V2.1)
62564 79% 13163 12 Oct 91 17:49:18+5 gem.olb (V2.1)
62320 79% 12964 12 Oct 91 20:10:10+5 gem16.olb (V2.1)
133852 58% 56179 25 Nov 91 11:30:38+5 gnu.olb (V2.1)
130946 58% 55366 25 Nov 91 11:33:26+5 gnu16.olb (V2.1)
```

```
5998 54% 2750 22 Nov 91 22:10:18+5 iio.olb (V2.1)
5914 55% 2674 22 Nov 91 22:10:22+5 iio16.olb (V2.1)
29822 73% 7941 10 Apr 91 21:49:40+5 pml.olb (V2.1)
29980 74% 7746 5 Apr 91 22:26:42+5 pml16.olb (V2.1)
5176 53% 2426 16 Nov 91 10:42:56+5 termcap.olb (V2.1)
5194 54% 2415 16 Nov 91 10:44:40+5 termcap1.olb (V2.1)
-------- --- -------- --------- --------
553751 65% 196291 14 files
------------
```

As for C source, why not pick one of the GCC source files and exercise your compiler on that, you could try ~ftp/atari/gnustuff/tos/patch/patch.zoo which contains C source code.

--
Graham Higgins
<< My opinions above are exactly that: my own, and opinions. >>

82. Problems with floppy port

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 18:09:00 UTC
From: bchs1k@menudo.uh.edu
Message-ID: <1992Jan8.180900.13147@menudo.uh.edu>
Source record: 46329

My 1 Meg 520 ST is having problems with the floppy port.
The drive works, and the power supplies (computer + drive)
work. However, when the machine is powered up, it hangs (with
the green light on the computer on, indicating power is going to
the machine), not booting from the attached floppy. Any ideas?

Thanks much,

<ESC>
edc@evolution.bchs.uh.edu

--

... Take us from the dark, out where we can see ...
--- Paul McCartney
---

83. Re: strcasecmp

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 18:16:32 UTC
From: steve@thelake.mn.org
Message-ID: <A1645221928@thelake.mn.org>
Source record: 46332

[In article <RAICHLE.92Jan8131117@azu.informatik.uni-stuttgart.de>,
raichle@azu.informatik.uni-stuttgart.de (Bernd Raichle) writes ...]

> In article <A1846351909@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>> [... code of stricmp():]
>> while((c1 = tolower(*str1++)) == (c2 = tolower(*str2++)))
>
> I hope that the used `tolower' macro (if it is a preprocessor macro)
> evaluates its argument only once. Otherwise every second character of
> the strings are compared only (and it's possible that the '\0'
> character is not found).

In this case it's a function call -- and, anyway, the ctype.h macro for
_tolower in Sozobon 1.33i evaluates its argument only once, so there's no
problem there, either.

But it's a good point to remember that function calls and macros aren't
freely interchangeable. The preprocessor can surprise you.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

84. Tcsh problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 18:31:24 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <5507@lee.SEAS.UCLA.EDU>
Source record: 46331

Has anyone else out there been experiencing problems with Eric Smith's port of tcsh? I am running it over MiNT 0.92 with TOS 1.2. The problems that I have seen are:
1) An apparent memory leak--after a while the memory of the ST is filled and no programs will run (even from the desktop). I don't know how it is mallocing outside its heap. Note: I am not using the alias "precmd".
2) Some conflict with GEM programs. It will not run from within bgacc and is also flaky running from the desktop. If started right after booting, it runs fine (until out of memory). After exiting, It bombs with segmentation or bus errors if I try to run it again. It also doesn't like to run after any GEM programs have been invoked on the desktop, including accessories.

???

-- Scott Willingham // willing@icsl.ucla.edu

85. New Heat & Serve C compiler

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 18:39:10 UTC
From: steve@thelake.mn.org
Message-ID: <A1692735528@thelake.mn.org>
Source record: 46330
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

If you peek in comp.binaries.atari.st, you'll see that Ian Lepore's
``Heat and Serve'' version of Sozobon C is beginning to move across
the network.

This version is especially good for beginners and anyone interested
in running the compiler directly from the GEM Desktop.

It's been tested fairly extensively on STs, but not at all on TTs.

We received one vague report of a problem with INSTALL.PRG, the
automatic installation/configuration program, from a TT user who
is a GEnie sysop. If any TT users could elaborate on this, please send
a note to me and/or Mike Dorman <MDORMAN1@UA1VM.UA.EDU> so it can
be forwarded to Lepore.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

86. Re: RF Modulator

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 18:59:32 UTC
From: ken@isgtec.uucp
Message-ID: <1836@isgtec.UUCP>
Source record: 46337

The composite video on the old ST's connector is not connected unless
you have an STfm with an RF modulator, and yes this is a FAQ. :-}
I don't think the Radio Shack modulator will do you any good either
because I believe it takes composite video in (and audio in) and
produces modulated RF. Personally I would look for a used RGB monitor
somewhere, fiddling around with a TV is kind of a waste of time,
especially through RF. You would only get a very fuzzy low res, with
bleeding colours etc.
- kn

87. Using an Atari 1224 Color Monitor on a Mac LC?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 19:06:40 UTC
From: trimble@laic.rdd.lmsc.lockheed.com
Message-ID: <1185@laic.rdd.lmsc.lockheed.com>
Source record: 46334
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.mac

Can an Atari 1224 color monitor be used on a Macintosh LC? Please email
or post answers and I'll summarize.

Gary Trimble

88. Re: SLM60804 Laser Controller Box HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 20:33:04 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.92Jan8213304@nic.funet.fi>
Source record: 46333

In article <1992Jan7.211118.3663@vax.oxford.ac.uk> ewels@vax.oxford.ac.uk writes:

> Until this summer I used to own a Mega ST2 with monitor, hard drive and laser
> printer; however, in July there was a burglary at our flat and most of the
> stuff was stolen. The one piece of hardware they left was the laser printer
> (an SLM804), but they _did_ take the laser controller box that the printer
> and hard disk drive plug in to (SLM60804).

> Instead of being fairly simple to replace, the laser controller box has proved
> impossible - the U.K. Atari warehouse claim that they don't stock them
> independantly from the laser printers since there's no demand, and I haven't
> been able to find any shops who can circumvent this. Circuit diagrams or
> technical details were also unavailable due to copyrights etc., so I am now
> left with a completely operational laser printer but no way of using it.
> I can't afford to buy a whole new laser printer system (which Atari suggested),
> so any good ideas? Any help with technical details of the box, or somewhere
> I could get a new one would be much appreciated. Otherwise, if anyone has
> either a box they wish to sell, or wants to buy my laser printer to go with
> their box, please drop me a message.

I suggest you should call/fax/email to Atari Europe or Atari USA and
don't hesitate to demand to speak with the persons superior, even if
you have to go all the way up to the chairman of the board.
Atari MUST be unbeleavable dork corporation IF you can't get any help
this way. I wish they realize this too.
If you can't find tel/fax numbers or email-addresses don't hesitate to
ask, at least I try to help you with them. But anyone who
knows/remembers them, PLEASE POST!

If even this turns to be a dead end, I am ready to take a risk against
the copyright laws and make a full circuit lay-out for you. It is easy,
I have such controller inside my tower... and maybe it wakes Atari
Corp. up a bit... They do nice machines and sell them with nice
prices, but their company policy and user support sometimes really
sucks!

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator at nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

89. why does drive spin on its own ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 20:43:37 UTC
From: gathings@duncan.cs.utk.edu
Message-ID: <kmmojpINNpef@utkcs2.cs.utk.edu>
Source record: 46335

I have an atari 520 stfm. when I am running uniterm, the drive
would start up for no apparent reason, then stop. It would do this
periodically. 1st I thought uniterm had a virus so . used pc/intercomm
, and the same thing happened including getting 2 bombs on the screen
and pc intercomm aborting to the GEM desktop. ANY Ideas

90. Looking for a Good PD comm program for 520

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 20:46:10 UTC
From: gathings@duncan.cs.utk.edu
Message-ID: <kmmooiINNpef@utkcs2.cs.utk.edu>
Source record: 46336

I and looking for a good PD program that offers the following :

vt100/102 emulation

the major protocols including zmodem

ability to hook into external protocols if you have them

host mode .

Thanks

Golando

91. 1040st or mega st

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 21:48:19 UTC
From: meehan@en.ecn.purdue.edu
Message-ID: <1992Jan8.214819.2878@en.ecn.purdue.edu>
Source record: 46154
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all,
I am looking to buy a 1040 st or a mega st, and need to know some things:

{1} would I be able to use the diskdrive, monitor, mouse, and printer
from my old 520st (I don't know model #s, but they are from the first
year or two of the 520's existence)

{2} Will the software run from my old 520 st
on the 1040 st's or mega's

{3} Is there a difference between the different lines (1040STFM and 1040STe and
whatever else there is...)

{4} Please also include anything that you think may help me in my decision.
(I will be using the computer to play/write video games...
Dungeon master type stuff...
- and - writing some C++ application programs.)

Thank you in advance...
Mike Meehan meehan@en.ecn.purdue.edu

92. Re: For those technically minded...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 22:36:30 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <xkH49aVQKw.@marsu.tynet.sub.org>
Source record: 46230

In <kq94DB4w164w@midiline.la.ca.us>, '286 Highlander writes:
> is anyone here interested in dreaming and working on dreams of the
> manufacturing of a new computer system, non-IBM compatible (like the ST
> was), multi-tasks like the Amiga, and basically knocks other computer
> systems on their rears? I've got the dream and would like to get started
> on at least attempting such a project. I may be biting off more than I
> can chew, but even Edison had to work on his dreams! And what of Ford,
> and others? I know exactly what i'd like, but getting others to help me
> with it (I'm not necessarily technical-minded) and doing it myself are
> the really hard part...
It's a nice dream to combine the good parts of different operating
systems. But any OS need software, and you need lots of developers
working real hard to make applications that can compete with existing
ones (so-called 'industry standard' or any other bloody standard).
BTW: Do you mainly plan to design new hardware, or a better OS?
I think there's enough good hardware available, but few really good OS.
And there's Unix, of course, which is surley going to be the next standard
OS for very different konds of hardware platforms. The problem of Unix
is the lack of cheap and powerful standard applications, like available
for DOS, TOS, Mac, Amiga and so forth.

> My theory is this... compatibility (as in IBM-compatible) only exists if
> what you're trying to emulate is BETTER than what you have. But the
> computer system I'm thinking of wouldn't need to be compatible with
> anything esle, because it, of itself, would be THE BEST! Think I've got
> a screw loose? Not in the slightest... and the way I figure, such a
> computer could easily be made to beat other systems in price as well!
Two small companies currently develop a similar project. A new standard
shall be born, for different hardware platforms and different OS, combining
the best of several worlds. This architecture will be called 'PowerOpen',
and the two companies are IBM and Apple, technically supported by
Motorola and Intel. Do you think _you_ have the chance to compete?

Sorry for sarkasm, but I think the age of 'inventing an Apple' like
Steven Jobs once did has passed away.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l TT admin on rusmv1.rus.uni-stuttgart.de *
* /irc/nick Marsu2 *
* /etc/motd >> Hey Dave, what about releasing Spectre 3.1 ? << *

93. Re: ZOO handling of date and time

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-08 22:58:20 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Jan8.225820.6438@watmath.waterloo.edu>
Source record: 46338

In article <1992Jan7.185723.105@cirrus.com> dhesi@cirrus.com (Rahul Dhesi) writes:
>In <92007.105335HAC041@DJUKFA11.BITNET> HAC041@DJUKFA11.BITNET (Konrad
>Hinsen) writes:
>
> For comparison I checked this on a Unix machine (Sun 3) and found the
> same behaviour, so the bug seems to be in the original Unix source code
> for Zoo.
>
>The bug appears only if zoo is compiled with GETTZ defined.
>--
>Rahul Dhesi <dhesi@cirrus.COM>
>UUCP: oliveb!cirrusl!dhesi
>"You're even nuttier than we've come to expect of you." -- Doug Gwyn

Thank you!

I hope that whoever has the source will re-compile ZOO now and then
make available.

--
Leroy J. (Lee) Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
UUCP: ljdickey@watmath.UUCP ...!uunet!watmath!ljdickey
Obsolescent?: ljdickey@watmath.waterloo.edu BITNET/EARN: ljdickey@watdcs

94. Re: Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-09 00:44:51 UTC
From: kbad@atari.uucp
Message-ID: <1992Jan9.004451.2271@atari.uucp>
Source record: 46339

murray@status.gen.nz (Murray Moffat) writes:

|I'm writing a Desk Accessory which uses dialog boxes [...]
|My problem is that the first dialog box doesn't disappear from the
|screen; the second one just appears over the top of the first. I thought
|the last form_dial was meant to send re-draw messages to Flash so it can
|re-draw its screen?

That's correct, form_dial(FMD_FINISH,...) will cause redraw messages to be sent to windows intersecting with the form_dial rectangle. The problem is that unless given "enough" time to redraw, some windows might not replace the old form and some may only partially get to redraw.

A delay to crank the GEM event queue after your DA closes its first dialog might help, but who knows how long it'll take for Flash to do its thing? Consider opening up windows behind your dialog boxes, or even putting your DA's dialog boxes inside windows. That way, in the process of opening and closing windows, you'll give Flash more of a chance to redraw. Also, if the code that's going on behind your second ("Please Wait...") dialog makes an occasional AES call, Flash will get a chance to redraw its window behind your DA's window/dialog.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

95. Re: Math funtions & GFA-Basic & TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-09 00:53:57 UTC
From: kbad@atari.uucp
Message-ID: <1992Jan9.005357.2406@atari.uucp>
Source record: 46340

wscart01@ulkyvx.louisville.edu writes:

|My question is, has anyone figured out what's wrong with the math functions?

```
| print int(223.07*100)/100 ==> 223.08
| if .17<>.17 then ==> True
```

What you've discovered isn't a problem with GFA Basic, rather it's an inherent limitation of doing floating point math with computers. There is always a limited amount of precision available for floating point operations. Generally, it's a tradeoff between precision and speed. The more precision you want, the slower the math routines.

In the case of the first equation, there isn't a whole lot you can do if GFA's floating math routines don't use extended precision intermediate results. The 223.07 * 100 is getting whacked off at however many digits GFA Basic likes to keep, so when the divide by 100 happens, you get a less accurate answer than you'd like.

In the second case, though, you've fallen victim to a common programming error with floating point numbers. Integers can be compared for equality without much problem, since precision doesn't enter the picture. With limited precision floating point numbers, though, .17 minus .17 may not equal 0 (probably the way the <> operator works). To get around this, choose a very small value and do the comparison yourself:

```
if .17 - .17 < 0.0001 then
```

For all practical purposes, if the difference between the numbers is very small, you can consider them equal. GFA probably didn't want to choose that "very small difference" for you, because it may change based on the precision you need for a particular program.

```
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>
```

96. Re: Programming considerations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-09 04:01:52 UTC
From: stever@flatcat.wpd.sgi.com
Message-ID: <1992Jan9.040152.20326@odin.corp.sgi.com>
Source record: 46191

In article <92008.093141HAC041@DJUKFA11.BITNET>, HAC041@DJUKFA11.BITNET (Konrad Hinsen) writes:

(reasons for the position deleted)

|> Therefore my proposal for the use of ALT and Control is the
|> following:
|> 1) Use Control, and only Control, to enter commands.
|> 2) Use ALT, and only ALT, to get an alternate keyboard layout.
|>
|> This is the only way to achieve a consistent assignment of the
|> modifiers, and it also corresponds to the original meanings of
|> them implied by their names. For European use it is also the
|> only way to remain consistent with the standard keyboard layout
|> implemented in TOS.

Well, the big problem with this is that programs which _must_ use the control key such as terminal emulators will be forced to be inconsistent. Keys like control-C, control-S and control-Q to name a few have very well-defined functions on many computer systems including IBM PCs.

If we use the _only_ the control key for commands, how can a terminal emulator provide a short-cut for Cut form the edit menu (traditionally C) and still allow the user to break out of a program. This will lead to different keys for cut and poaste in different applications whcih is the thing we are ultimately trying to avoid. So what about other characters? They can't be used in most terminal programs which are limited to ASCII so overloading the control key between these two mutually-exclusive features doesn't seem bad.

Macintoshes have solved the problem by providing control, command, and option keys.

- Steve Whitney / Silicon Graphics OS Group

|>
|> Konrad Hinsen (hac041@djukfa11.bitnet)

97. Re: Programming considerations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-09 09:32:38 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92009.093238HAC041@DJUKFA11.BITNET>
Source record: 46193

In article <1992Jan9.040152.20326@odin.corp.sgi.com>, stever@flatcat.wpd.sgi.com (Steve Whitney) says:

>Well, the big problem with this is that programs which _must_ use the control
>key such as terminal emulators will be forced to be inconsistent. Keys

That's true, but terminal emulators are the only applications I can think of that have such a problem. So the choice seems to be either to make terminal emulators inconsistent or all other applications. In that situation I would rather place the burden on terminal emulators, for a number of reasons:
1) It's just one type of inconsistent application
2) People who use terminal emulators are actually doing their work on a different machine, which means they are not using anything resembling a GEM interface. Hence they have to change habits anyway, so an additional change on the ST side wouldn't disturb as much.
3) People who use terminal emulators are normally not beginners and tend to know what they are doing.

>allow the user to break out of a program. This will lead to different keys
>for cut and poaste in different applications whcih is the thing we are
>ultimately trying to avoid. So what about other characters? They can't be

True, but it's not the only type of inconsistency that should be avoided.

>used in most terminal programs which are limited to ASCII so overloading the
>control key between these two mutually-exclusive features doesn't seem bad.

We seem to agree that some kind of overloading is unavoidable, but in my opinion it should be the ALT key that gets a double meaning. The connection between the Control key and entering commands goes back to ASCII terminals and is one of the oldest traditions among computer users. It is even apparent from the name 'control' (try to convince a novice that he should use ALT to control his program and control to enter characters). And even in the case of terminal emulators, pressing Control leads to some kind of action, even if on the remote machine.
Using ALT for entering commands leads to an extremely annoying inconsistency for all users of non-English keyboards. How would you explain to a German beginner that ALT-A performs a command whereas ALT-A(Umlaut) produces a square bracket?

>Macintoshes have solved the problem by providing control, command, and option
>keys.

Just as IBM compatibles nowadays have Control, Alt and AltGr. Of course a third modifier key would be the best solution, but we don't have a spare

one...

Konrad Hinsen (hac041@djukfa11.bitnet)

98. Information about future TOS versions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-09 11:03:29 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92008.112424ONM07@DMSWWU1A.BITNET>
Source record: 46194

Just found this text on our local FTP server:

--- snip ---

The following files are pre-release versions of the
Win32(tm) Application Programing Interface. Microsoft
is providing these files in pre-release form to give
Windows developers a chance to review and understand
the changes between the Windows 3.x API and the Win32
API. These files may be redistributed without fee
in unmodified form subject to the copyright statement,
which is the first topic in the help overview.

The help files are provided in two forms: API32WH.HLP
for use with WinHelp, and API32QH.HLP for use with
QuickHelp and the Programmer's Workbench. Because these
files are over 2MB each, they are available here
in pieces, API32WH.001 through .004 and API32QH.001
through .004. Download the files in pieces, and also
download COMBINE.BAT which will combine the pieces to
recreate the original file.

If you are not a Windows 3.1 beta site and you wish to use
the api32wh.hlp file, you will need to download the
wh307c.zip file, and unpack it to re-create a version
of winhelp.exe which will read it. The beta Windows 3.1
WinHelp.exe programs should also read api32wh.hlp, and
the wh307c.zip version should read Windows 3.0 help files.

--- snip ---

Now my question: if even Microsoft can do this, why can't Atari give us
SOME information about Multi-TOS?????

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong _____________________________

99. Re: AUTO Folder Programs -- How do they replace system functions?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-09 12:29:20 UTC
From: bkr@drdhh.hanse.de
Message-ID: <1992Jan9.132920.22309@drdhh.hanse.de>
Source record: 46216
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mjl-b@minster.york.ac.uk writes:
>In article <F6TyDB2w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>>marco@sys6626.bison.mb.ca (Marco) writes:
>> [stuff deleted]
>You do it by intercepting the GEM TRAP vector and waiting for an
>fsel_input() AES call.

You should be aware that is one of TOS's major amusements to
throw you out of this vector again.
(after each TOS/TTP start, IMHO)

One solution to this is to intercept BIOS Setexc() too and watch
for trap#2 being changed.

-bkr
--
bkr@drdhh.hanse.de - Bjoern Kriews - Stormsweg 6 - D-2000 Hamburg 76 - FRG

100. Re: Programming considerations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-09 12:32:03 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92009.123203ONM07@DMSWWU1A.BITNET>
Source record: 46202

In article <A1806506023@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) says:
>
>Bill Rehbock at Atari Corp. posted a message on GEnie recently that
>outlined some things to do and not to do if you want your software
>to be compatible with future (multitasking) versions of TOS and with
>other GEM applications.
>
>Here's a rundown (paraphrased):
>
>-- Avoid dialog boxes, because they take control of the system and
>don't allow the user to get at other applications. Instead, use a window.
>
>-- Make all your windows resizable and scrollable, unless there's a solid
>reason not to (i.e., Pagestream's toolbox).
>
>-- Use wind_update sparingly.
>
>-- For consistency, always have at least Desk-File-Edit entries in your
>menu bar.
>
>-- Be flexible about monochrome and color. There are 24-bit 1280x960
>color systems in the works.
>
>-- Use keyboard equivalents for cut/copy/paste/print: control-x/c/v/p.
>
>That last recommendation has prompted a lot of grousing from users and
>programmers who believe the ALT key, not the CONTROL key, should be used
>for such functions. I have not noticed any support for the CONTROL
>point of view.
>
> --
> Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
> Land of lutefisk, ice castles and jumper cables

First of all, I'd really like to see the full mail. Second: CTRL-C/V/X etc. is used by practically ALL modern GEM programs (SciGraph, Interface, Phoenix, Script....)

_____________________________ cut here _____________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong _____________________

101. ZEST and GFA Basic

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-09 12:34:26 UTC
From: keithb@hemel.bull.co.uk
Message-ID: <1992Jan9.123426.29863@hemel.bull.co.uk>
Source record: 46199

Has anyone experience of using ZEST (NEXT-like windows in GFA Basic)?

A screen-designer (AutoZest) generates GFA code to create and manipulate
Windows, buttons etc. It looks very impressive but runs in mono and
generates GFA 3 code to run in mono.

I prefer colour and have GFA 2. I can convert the generated code easily
(except for a BOUNDARY 0 statement - does this set the border colour?)
but wonder if a colour version of AutoZest is available?

==
Keith Bedford keith.bedford@hemel.bull.co.uk
Bull Special Products Division
Maxted Road - UK03-HM14
Hemel Hempstead
Herts HP2 7DZ Tel: +44-442-88 4250
England Fax: +44-442-88 4570
==

102. Bug in MiNT 0.92 ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-09 13:28:59 UTC
From: roarment@faui09.informatik.uni-erlangen.de
Message-ID: <1992Jan9.132859.17090@informatik.uni-erlangen.de>
Source record: 46200

Hi there,

I noticed some strange behaviour using MiNT 0.92, and was wondering
if the bug is inside MiNT or if it just has to do with my hard disk
driver:

If I do a 'File-Show Info' from the Desktop of drive 'C:', I get a
'TOS Error #34'. I first suspected my hard drive data beeing corrupted,
but rebooting my machine without MiNT and trying the same again under
plain TOS 1.4 (all accessories and auto folder programs disabled)
resulted in the normal info box with the correct data.

I suspected some bug in MiNT's Dfree(), but a small C-program showed
that Dfree() was working perfectly fine.

Increasing the debugging level of MiNT (hitting CTRL-ALT-F1 two times)
showed me that the Desktop recursivly traverses all directories using
Fsfirst/Fsnext to collect the information. Shortly before terminating
with the TOS error, the MiNT kernel issued a warnig: 'having to re-use
a directory slot'.

So can some guru out there tell me if the bug is inside MiNT, or if
my hard disk driver does something illegal ?

I'm using a 520 STM with 1 Meg memory, a 20 MB ProFile 20 SCSI hard
drive from Protar, running the Protar HD driver Version 2.11, Jul 1990
under TOS 1.4.

Any hints welcome,

Bye
Roberto

--
* roarment@cip.informatik.uni-erlangen.de *
* Roberto Armenti, Loewenichstr. 37, W8520 Erlangen, Germany *

"Beam me up, Scotty. There is no intelligent life on this planet."

103. Re: ZEST and GFA Basic

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-09 14:03:45 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Jan9.140345.1@lapis.labmed.umn.edu>
Source record: 46206

In article <1992Jan9.123426.29863@hemel.bull.co.uk>, keithb@hemel.bull.co.uk (Keith Bedford) writes:
>
> Has anyone experience of using ZEST (NEXT-like windows in GFA Basic)?

> ...It looks very impressive but runs in mono and
> generates GFA 3 code to run in mono.
>
> I prefer colour and have GFA 2.

A medium-res version of the ZeST code was released on GEnie sometime in December, along with a compiled application program which used the interface. I don't know whether it is compatible with GFA BASIC 2.0 or not.

If you're patient, I'll try to gt it to the atari.archive server by the end of this week. I you're impatient, and have a GEnie account, go look for the relevant files there.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"The most important fact about Spaceship Earth: An instruction book didn't come with it." -- R. Buckminster Fuller

104. Re: ST MIDI Networking

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-09 14:36:35 UTC
From: kc@dcs.ed.ac.uk
Message-ID: <24683@skye.dcs.ed.ac.uk>
Source record: 46204

In article <q92269.694568908@pbhrzx.uni-paderborn.de> q92269@pbhrzx.uni-paderborn.de (Daniel 'danny' Roedding) writes:
>at731@cleveland.Freenet.Edu (Troy L. Nothnagel) writes:
>
>> I'm interested in setting up an ST MIDI network and would like
>>to hear from anyone who has done so. (Successfully or not.)
>
>I think it'll be awfully slow, since you cannot speed up the ACIA without
>hardware modifications. Think of a simple ring system with 5 nodes. Since
>the hardware is too slow for a collision protocol (everyone puts data on
>the net when he wants to), you'll have to pass a token. This will screw
>up all the machines and the ring goes down when the first machine crashes.
What collision protocol ?? With standard cables, you connect the output

from one machine to the input of the next, (although that means all the nodes have to have the 'midi-demon' running all the time), then pass packets around the ring. I.e. each machine reads in a packet, and forwards it on to the next machine unless it is the intended receiver. A machine can insert a packet any time it wants. What kind of protocol you build on top of this is upto you.
This does work, I used it in a multi-user adventure game (the software supports 60+ players, but the biggest ring I've tried is about 6 machines).
Of course its a good idea to put the address at the start of the packet so that it can be forwarded on, mid packet and not at the end (saves bandwidth).
>If you use Midi-Thru, you have the problem of inserting your own packets
>into the data stream and you'll have to do lots of buffer management. Midi
>is too slow for sending out a short query packet before a transfer -- if
>you do this on a 5-site-ring, it'll surely take at least 100 ms ... just to
>decide whether a new net command may be issued or not.
What decision, you seem to be suggesting that the network has all the bad points of a shared bus type net, and all the bad points of a point to point chain, and none of the good points of either.
Midi will be slow agreed, but depending on the required use, it may be workable. Plus in the system outlined above, (point to point etc) there can be several packet on the ring at once, which increases the amount of data that can be shunted around in a given time.

>Daniel
>
>P.S.: Yes ... I know ... it's a little negative-vision, but all the Midi-
>based networks were so slow that you couldn't reasonably work with them.
>Just imagine ... a newwork at 25 % of the speed of your floppy drive :-/
I agree that its pretty bad, but is does depend on what its needed for, it is possible.
--
Kenneth@Edinburgh

Any opinions expressed above are mine, Edinburgh University can't afford any of their own at the moment.

105. 1040ST Midi Buffer Size

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-09 16:45:21 UTC
From: coll@babss.UUCP
Message-ID: <1441@b1.babss.UUCP>
Source record: 46203

Hi, I need help in changing the size of the midi input buffer. I am trying to read a stream of system exclusive data using Bconstat & Bconin but seem to only get 190-300 bytes before the buffer is reporting empty (I know I am sending 400+ bytes). Thanks,

Gary

106. Re: TERMCAP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-09 18:11:20 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <5515@lee.SEAS.UCLA.EDU>
Source record: 46205

In article <1992Jan2.142653.11052@cc.curtin.edu.au>
gkessells@cc.curtin.edu.au writes:
>Could anyone out there post me, or point me in the direction of a termcap
>file suitable for the ST, with instructions on what enviro variables etc. to
>set. I am using MINT with TCSH and ELVIS and have had no luck getting the
>arrow keys to work for the TCSH history.
>
>Thanks, Rob.

A termcap entry will not help you. The problem is that MiNT does not simulate
a terminal for console input. All function/arrow keys return an ascii value
of 0 when read by standard UNIX-like i/o. To determine which key is pressed,
a program must use TOS i/o and look at the key's scan code. This maintains
compatability with TOS/GEM programs. Maybe under certain domains, the MiNT
kernel could simulate VT100 keycodes, but this would require someone to
modify the kernel.

-- Scott Willingham // willing@icsl.ucla.edu

107. SLM60804 Laser Controller Box HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-09 18:20:34 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <695087747.0@therip.FidoNet.Org>
Source record: 46236

Who did you call with atari?
You should be able to find someone willing to help you out.
If not I would send a letter to "brother bob" at atari and he normally will get such problems resolved. (I can't recall his name, but he tends to like to get the job done. He might be at a show somewhere but otherwise it woudnt be a bad idea to call him up. I cant recall his last name at the moment but I am sure someone else can remember his name real easy..)

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

108. Replacing LS logic parts between MMU and DRAM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-09 23:47:39 UTC
From: jmack@b11.ingr.com
Message-ID: <1992Jan9.234739.17206@b11.ingr.com>
Source record: 46207

I had heard on the net once of someone replacing the LS logic parts (74LS244 and 74LS373) with F speed parts. Could someone please tell me why this was done and/or what problem it fixed?
The reason I ask is that I just finished a 520ST to 2.5Meg upgrade via the piggyback method (my second upgrade performed; so I know it works) and the lower bank (512k) is heat sensitive. When the machine is cold, the lower bank shows up in the MMU as being 128k, the upper 2Meg bank is OK. After the machine warms up and I reboot, I get 512k and 2Meg like I expect. At this point I can use freeze spray and lose part of the lower bank again. Since my new DRAMs are 120ns and the old ones are 150's, plus the heat sensitivity, it sounds like a timing problem. What then, is the deal with those LS parts? Thanks in advance!

| J. Cary McCormick | Intergraph Corporation |
| | jmack@gunshop.b11.ingr.com (205)
| 730-6185 |

109. Monitor Haze...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-10 02:34:43 UTC
From: jared@midiline.la.ca.us
Message-ID: <koBBeB1w164w@midiline.la.ca.us>
Source record: 46210

Just recently, I've noticed that the display on my Atari SM124 monochrome monitor gets noticably 'fuzzed' around the outer perimiter of it's range.

Does anyone know what causes this and/or what can be done about it? As well, how would I increase it's viewing area? Does it increase it's pixel ratio or just fuzz everything around the edges even worse?

Jared

Reply in Email ("Mail") Thank you...

110. Re: why does drive spin on its own ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-10 03:22:29 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Jan10.032229.3736@watmath.waterloo.edu>
Source record: 46209

In article <kmmojpINNpef@utkcs2.cs.utk.edu> gathings@duncan.cs.utk.edu (Golando Gathings) writes:
>
>I have an atari 520 stfm. when I am running uniterm, the drive
>would start up for no apparent reason, then stop. It would do this
>periodically. 1st I thought uniterm had a virus so . used pc/intercomm
>, and the same thing happened including getting 2 bombs on the screen
>and pc intercomm aborting to the GEM desktop. ANY Ideas

I run Uniterm on a 1040 and Mega ST2 and have never had this problem.
But I wonder if you are using (perhaps inadvertently) file capture mode.

--
Leroy J. (Lee) Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
UUCP: ljdickey@watmath.UUCP ...!uunet!watmath!ljdickey
Obsolescent?: ljdickey@watmath.waterloo.edu BITNET/EARN: ljdickey@watdcs

111. WILL MY COMMODORE MONITOR WORK WITH 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-10 03:33:57 UTC
From: tominatr@ac.dal.ca
Message-ID: <1992Jan9.233357.2825@ac.dal.ca>
Source record: 46213

Will my Commodore 1084S monitor work with an Atari 1040ST?

E-mail or post.

- Tom N.

112. Re: Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-10 03:41:28 UTC
From: harryk@bucsf.bu.edu
Message-ID: <96681@bu.edu>
Source record: 46208

In article <1992Jan08.011649.5872@demon.co.uk> Keith Sommerville
<ksommerville@cix.compulink.co.uk> writes:
>I dont think that Flash can do anything until your .ACC finishes all its
>business. The redraw is sent but wont be recieved until you get out of your pr-
>ogram
>program (excuse the cockup at the end of the line)

No, no, no ... that's not true. When the redraw event is sent by the acc it
is received by the "background" application which is responsible for redraw-
ing its own windows... now, I don't use Flash & don't know if it interprets
(sp?) redraw-events properly. But certainly redraw-events sent by accs
ARE NOT suspended until the accs finish.
On a related note, the function that sends a redraw-event for the area
covered by a dialog-box is: form_dial(FMD_FINISH,...);

If you send the redraw-event manually (i.e. with appl_send()) you should
make sure you are using the correct dimensions for the clipping rectangle

==
Author of ATZENTA2 Harry Karayiannis ________E-Mail________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@bucsf.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
===| cscrzcc@buacca.bu.edu
----

113. STalker help

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-10 04:07:41 UTC
From: il@bambam.u.washington.edu
Message-ID: <1992Jan10.040741.2605@milton.u.washington.edu>
Source record: 46212

Is there any way to get a 80x24 vt100 screen with STalker?

--
Il Hwan Oh |"...in Science, as in religion,
Univ. of Washington, Tacoma | when one has destroyed human wonder and
iho@cac.washington.edu | compassion,
| one has killed man." -- Loren Eisley

114. Re: Programming considerations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-10 04:28:17 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1992Jan10.042817.3035@gumby.cc.wmich.edu>
Source record: 46211

In article <A1806506023@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
> Bill Rehbock at Atari Corp. posted a message on GEnie recently that
> outlined some things to do and not to do if you want your software
> to be compatible with future (multitasking) versions of TOS and with
> other GEM applications.
>
> Here's a rundown (paraphrased):
>
> -- Avoid dialog boxes, because they take control of the system and
> don't allow the user to get at other applications. Instead, use a window.

I'm glad you posted this summary here (I read the original via Znet),
but this extract implies that all dialog boxes are to be avoided. What
was really meant is that the main application should be set up to run
in a window, not as a dialog box. A couple programs that "break" this
rule that spring to mind are ArcShell, and most of the DC utilities
(Squish, Xtract, etc.)

> -- Make all your windows resizable and scrollable, unless there's a solid
> reason not to (i.e., Pagestream's toolbox).

Unfortunately, this isn't always possible, due to the screen space
eaten up by all the window gadgetry, if you want your application to
be able to fit on a medium-res color screen. This is made worse by
the GEM bug that forces empty scroll bar areas on you whenever you
include the SIZER box. In my opinion, this is a bug that Atari should
finally fix, if they expect developers to follow these rules.

I appreciate Bill outlining the do's and don't's, but think that a bit
more explanation of the motivation for some of these would help people
to understand and encourage them to comply.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

115. PC Ditto II and Mega ST. HELP!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-10 07:33:03 UTC
From: i9853100@uavax0.ccit.arizona.edu
Message-ID: <1992Jan10.003303.1@uavax0.ccit.arizona.edu>
Source record: 46214
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a PC Ditto II doard that works fine on My 1040 ST, but does not
work properly on my Mega ST. I am sure that it was connected properly to the
Mega. It would boot DOS and then would always crash very shortly thereafter.
Later, I noticed that If I try to turn on the Blitter from the desktop (
before even running the PC ditto software) the computer instantly hangs.
If I disconnect the PC Ditto, things are normal.
Does anybody have any ideas as to what the problem is? Was the PC Ditto II
known to have problems with the Megas? I am not sure if the board has the
updated PALs or not. Does anybody know the part numbers of the replacements>
Any help would be appreciated!

Doug Tarico
I9853100@ccit.arizona.edu

116. Re: TERMCAP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-10 09:27:04 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jan10.092704.48622@link-1.ts.bcc.ac.uk>
Source record: 46215

In article <1992Jan2.142653.11052@cc.curtin.edu.au> gkessells@cc.curtin.edu.au writes:
>Could anyone out there post me, or point me in the direction of a termcap
>file suitable for the ST, with instructions on what enviro variables etc. to
>set. I am using MINT with TCSH and ELVIS and have had no luck getting the
>arrow keys to work for the TCSH history.
>
>Thanks, Rob.

I don't believe the port od tcsh supports the Atari special keys, ie the
cursor group and the function keys. These keys needs special code to
determine what they are, else they all look as if they return NUL (`\0`).

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

117. STE Paddle Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-10 10:22:43 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4445@brahma.cs.hw.ac.uk>
Source record: 46221

If you have an STE, you will no doubt have noticed the two new 15 pin ports on the left hand side of your machine. These are for extra switch type joysticks, light pens and paddles. I've been trying to use the paddle ports with no luck. Has anyone put a potentiometer on these ports and got results? For simplicity sake lets just say I'm trying to read PADDLE #0 X position at $FF9210 (the data is actually a byte @ $FF9211).

My instincts (OK my old BBC Micro experience) told me to wire the port thus:-

```
10K Linear
Gnd -----\/\/\/\/\/----- Vcc
^
!
PADDLE INPUT
```

I am annoyed that the developer kit says next to nothing about such constructions. All it tells you is the pinout and where to read the data.

BTW I already know that the pinout diagram in the dev docs is wrong in that the PADDLE X and Y pins are transposed.

Any help greatly appreciated.


```
+-------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+-------------------------------------------------------------------------+
```

118. Re: Programming considerations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-10 11:20:55 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <695042453.26852@minster.york.ac.uk>
Source record: 46223

In article <1992Jan10.042817.3035@gumby.cc.wmich.edu> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
> [...]
>Unfortunately, this isn't always possible, due to the screen space
>eaten up by all the window gadgetry, if you want your application to
>be able to fit on a medium-res color screen. This is made worse by
>the GEM bug that forces empty scroll bar areas on you whenever you
>include the SIZER box. In my opinion, this is a bug that Atari should
>finally fix, if they expect developers to follow these rules.

But if you didn't have the empty scroll bars, where would you put the sizer box? Inside the window? Sticking off the bottom right hand corner?

>Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
>Western Michigan University
>Kalamazoo, MI 49008

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

119. Re: Programming considerations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-10 11:23:52 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jan10112352@acae127.cadence.com>
Source record: 46220

In article <A1806506023@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:

>
> -- Avoid dialog boxes, because they take control of the system and
> don't allow the user to get at other applications. Instead, use a window.

hmm... i have quite successfully used non-modal dialog boxes
in the past. i was programming in NeWS as the time. There seems to be
a fixed notion in some peoples minds that dialog boxes are always
modal. its a lot more convenient to dismiss a dialog box as opposed to
a window, and more consistent use of the visual metaphors of dialog
boxes as opposed to windows, IHMO ofcourse ...

> -- Use wind_update sparingly.
if a decent window manager is available, there should be
absolutely no need for this.

> -- For consistency, always have at least Desk-File-Edit entries in your
> menu bar.
where do the per application menus go ??

> -- Be flexible about monochrome and color. There are 24-bit 1280x960
> color systems in the works.
thats great. my request to atari is that they make enough
information easily available to do this without resorting to lineA.

> -- Use keyboard equivalents for cut/copy/paste/print: control-x/c/v/p.
>
> That last recommendation has prompted a lot of grousing from users and
> programmers who believe the ALT key, not the CONTROL key, should be used
obviously they are not enough emacs users around :-) :-)

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

120. Re: ST MIDI Networking

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-10 12:30:24 UTC
From: q92269@pbhrzx.uni-paderborn.de
Message-ID: <q92269.695046624@pbhrzx.uni-paderborn.de>
Source record: 46217

kc@dcs.ed.ac.uk (Kenneth Cameron) writes:
>What collision protocol ?? With standard cables, you connect the output

>from one machine to the input of the next, (although that means all the nodes
>have to have the 'midi-demon' running all the time),
This is a real problem, since the whole network crashes if one single
machine goes down. Not acceptable for any real installation. If you want
to go around this, you have to set up some hardware that bypasses a machine
when it's turned off or not responding.

> then pass packets around
>the ring. I.e. each machine reads in a packet, and forwards it on to the next
>machine unless it is the intended receiver. A machine can insert a packet any
>time it wants. What kind of protocol you build on top of this is upto you.
>This does work, I used it in a multi-user adventure game (the software supports
>60+ players, but the biggest ring I've tried is about 6 machines).

It's ok for games, since everyone *wants* his machine to be alive, but in
a real network where different people run different applications (or trying
their new site-killers...) the ring will be broken most of the time, I think.

>Midi will be slow agreed, but depending on the required use, it may be
>workable.

The standard network service, remote file transfer (by mounting other people's
block devices?) will be much too slow on this transport medium.

Still with a negative-vision of it... :-)

--
Daniel Roedding "Wenn Architekten ihre Haeuser so bauen wuerden, wie Program-
Detmolder Str. 19 mierer ihre Programme schreiben, koennte ein einziger Specht
D-4790 Paderborn unsere ganze Zivilisation vernichten"
/ q92269@pbhrzx.uni-paderborn.de / danny@fiction.ms.sub.org / +49 5251 541965 /

121. Re: Programming considerations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-10 14:47:52 UTC
From: steve@thelake.mn.org
Message-ID: <A1174018090@thelake.mn.org>
Source record: 46218

[In article <1992Jan10.042817.3035@gumby.cc.wmich.edu>,
obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes ...]

>> -- Avoid dialog boxes, because they take control of the system and
>> don't allow the user to get at other applications. Instead, use a window.
>
> I'm glad you posted this summary here (I read the original via Znet),
> but this extract implies that all dialog boxes are to be avoided. What
> was really meant is that the main application should be set up to run
> in a window, not as a dialog box. A couple programs that "break" this
> rule that spring to mind are ArcShell, and most of the DC utilities
> (Squish, Xtract, etc.)

It's a little broader than that. Even with a program that uses a menu bar
and windows, it's easy and tempting to hog the screen with a status box
while performing some lengthy task. (Rehbock offered file transfers and
printing as examples.)

A dialog doesn't block GEM's pseudomultitasking, but it blocks the user
from having access to the menu bar or other objects, such as desk
accessories that already have been opened. Rehbock's posting suggests to
me that the same will be true of the revised user interface in
multitasking TOS.

Somewhere around here I have a chunk of code from an unfinished email
program that probably would serve as another example. I prompted the user
for an email address and subject line by using a dialog box and form_edit.
I can imagine a situation in which I might start to type a list of
addresses, then need to root around in a file to find another address.

With a dialog box on the screen, I can't activate another window or
another application (desk accessory) to perform that task. If I had coded
my user interaction to take place in a window, I could switch
applications, find the information, and switch back.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

122. Partition sizes on HardDisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-10 15:12:27 UTC
From: jhd@doc.ic.ac.uk
Message-ID: <1992Jan10.151227.18385@doc.ic.ac.uk>
Source record: 46222

Hello all ST users,

I would like to buy a Harddisk, something around 80-100Mb.

I have heard though that you HAVE to partition the disk into a number
of drives. eg. c: d: e:, etc. and that they have to be within a certain
size.

What is this size and can it be "fixed" to increase it?

Either post here or email me please.

Thankyou

Jake

--
Jake Dias | "Ronald Reagan didn't always know
Imperial College | what he knew"
jhd@uk.ac.ic.doc <- JANET | Oliver North
|

123. Re: For those technically minded...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-10 19:00:02 UTC
From: X049BC@tamvm1.tamu.edu
Message-ID: <92010.46802.X049BC@tamvm1.tamu.edu>
Source record: 46224

Ina a previous post for this topic, the following appears:

In article <kq94DB4w164w@midiline.la.ca.us> jared@midiline.la.ca.us ('286 Highla
>My theory is this... compatibility (as in IBM-compatible) only exists if
>what you're trying to emulate is BETTER than what you have. But the
>computer system I'm thinking of wouldn't need to be compatible with
>anything esle, because it, of itself, would be THE BEST! Think I've got
>a screw loose? Not in the slightest... and the way I figure, such a
>computer could easily be made to beat other systems in price as well!

As I see it, the problem with this is that the large majority
of computer buyers have almost no interest in whether or not their
---------- Bunch 'o' stuff deleted ------------------------------
1. Runs real fast
2. Runs all industry standard software packages

At the moment you're going to have a really hard time satisfying #2
unless you're compatible with another existing platform (i.e., PC, Mac,
or Unix). Remember that most of your potential buyers are close to
computer-illiterate (not because they're not smart, but because they're
not interested), so most benchmarks of computer hardware will be
completely lost on them.

Dave Baggett

Dave is SO right! There are a LOT of problems with this dream, at least from
the commercial standpoint. First off, define "SIMPLY THE BEST" in a commerical
frame. If you don't include "Does all the things I want it to do, so fast it
saves me a bunch of time, for the kind of money I've got to spend and without
having to read any books or owner's manuals," then you've missed the point.
I could make a pretty good argument that the ST was "the best" home
computer when it came out, but only from the standpoint of price/hardware
performance. By the same token, the Mac had to have been one of the worst!

However,
Dreams are great things, and should never be forgotten or dismissed! If you
are willing to forego making any money on this computer design for quite a
while, and work your b*** off keeping it ahead of other technology, you might
succeed! Think along the lines of shareware-hardware! Give or loan the thing
away with all the software for a while, who knows, you could be the next Steve
Wozniak!

Bill (I know he's here, coz I kin smell 'im) Chase

124. Re: WILL MY COMMODORE MONITOR WORK WITH 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-10 19:12:18 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jan10191218@solb1.essex.ac.uk>
Source record: 46225

I have heard of it being done; you just need the right cable mde up.

Simon.

125. Re: Video problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-10 20:56:17 UTC
From: jonc@status.gen.nz
Message-ID: <i1NDeB1w164w@status.gen.nz>
Source record: 46219

five@sys6626.bison.mb.ca (skinny puppy) writes:

> Is there anyone out there that knows of the program (I've heard one or
> more exist) that allows a North American ST user (60 HZ colour) to run
> European ST Software (50 HZ colour) without the annoying verticle hold
> problem?
>

The program you need is called 50_60.tos or 50_60.prg it is about 1k long
unarced .. You will find it on moST Atari ST releated BBS's, on GEnie, CI$
and Bix ...

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Auckland,New Zealand kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6

126. v_fontinit & system-font

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-10 21:08:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A33847@MS.maus.de>
Source record: 46226

zwq017@dmswwu1c.BITNET (Bjarne Pohlers) wrote:

> As I got no answer on my previous posting about this problem I will ask
>again:
>there exists this VDI-function v_fontinit (VDI 5, Escape 102) to change the
>system-font. The only parameter is an address to the structure font_hdr. And

This function is not documented officially anywhere. If you use it, your
software may fail on extended graphic cards with own vdi drivers.

> How do I get the addresses of the system-fonts? I know that an address to an
>array of these addresses is returned in register A1 after a linea0-call. But
>one should not use linea any more. Is there any other way?
> Another problem: Can I get the font_hdr-structure of the current system-font?

You should avoid LineA but if you _really_ like to get the address - call
LineA "init". It's the only way.

127. Modem Setup in GFA BASIC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-10 23:32:24 UTC
From: tymbrimi@milton.u.washington.edu
Message-ID: <1992Jan10.233224.21020@milton.u.washington.edu>
Source record: 46228

Hi all, I had made a good term program in GFA BASIC but I erased it by mistake :-(So as a result I have lost the info on the XBIOS call to set up the serial port (and no I do not care to install the VT-52 em. just to set the serial port).

So anyway, can some kind soul please post the proper values to use in the XBIOS(15) call to set-up for normal modem usage? I have a 1200 baud modem and need to know the last four values, i.e. so when I send "A","T",and a CR to the modem it will pick it up and send "OK".

Thanks!

Ben Gilbert, CS major, University of Washington
tymbrimi@milton.u.washington.edu

*** Wishing I had money to buy a Mega STe and a 9600 baud modem... :-)

128. running opterm 5.0 on a color monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-10 23:42:41 UTC
From: gathings@hydra1a.cs.utk.edu
Message-ID: <kmsbrhlNNkhi@utkcs2.cs.utk.edu>
Source record: 46227

I need to know if the program opterm05.lzh can run on a color
atari system. The specs say that it will only run on a mono monitor, but
I am seeing if a hack exists to run on a color one.

I also need to know of any term program with built in zmodem
protocol transfers, or the ability to shell out to gsz, rz or sz

Thanks

Golando

129. Re: Information about future TOS versions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-11 02:12:10 UTC
From: kbad@atari.uucp
Message-ID: <1992Jan11.021210.28484@atari.uucp>
Source record: 46229

ONM07@DMSWWU1A.BITNET writes:

|Just found this text on our local FTP server:

[information about pre-release Win32 info from Microsoft]

|Now my question: if even Microsoft can do this, why can't Atari give us
|*SOME* information about Multi-TOS?????

Patience, please, Julian.

Just this week, I got the first version of Multi-TOS that I considered
useable. I'm just learning my way around it now. Soon some developers
will have this version of it in their hands (some may already have it,
for all I know).

We will release information about it when there's real information to
release, but when the thing's still in development, and a lot of specs
are still very liquid, there's not much to say. Ok? Ok.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

130. Re: Programming considerations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-11 02:35:21 UTC
From: kbad@atari.uucp
Message-ID: <1992Jan11.023521.29105@atari.uucp>
Source record: 46231

<ONM07@DMSWWU1A.BITNET> writes:

|CTRL-C/V/X etc. is used by practically ALL modern GEM programs
|(SciGraph, Interface, Phoenix, Script....)

...PageOMat...

I also agree that the only programs that have a real problem with Control-ized key equivalents are terminal programs. Several solutions exist for terminal programs, too. Make them more modal, so that menu key equivalents are not available during terminal input (not the best, but _a_ solution). Let the user configure key equivalents for problem keystrokes. Provide other means of generating common control keystrokes or of performing standard File & Edit operations. White Knight on the Mac, for example, has the option of using buttons to start and stop text and to send ^C.

This issue concerns me a lot because 2 of the programs I use more than any other, STalker and STeno, would probably end up with different key equivalents for common menu items. On the other hand, the "Edit" menu items in STalker are so rarely used, I wouldn't miss the control key menu equivalents.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

131. Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-11 10:12:39 UTC
From: bg258s1421@sycom.mi.org
Message-ID: <bg258s1421.13vh@sycom.mi.org>
Source record: 46233

Does anybody have a color monitor for sale cheap? [for my 520ST]

-- C-UseNet V0.55b
??
? HELLO ?
? DON'T TALK TO TECHINAL PLEASE ?
? JUST TALK IN LAMENS TERMS ?
? I'LL WRITE BACK ANY HOW ?
? TAKE IT EASY! MOOSE ?
??

132. Re: Partition sizes on HardDisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-11 14:25:58 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Jan11.142558.3130@rhrk.uni-kl.de>
Source record: 46232

jhd@doc.ic.ac.uk (Jake H Dias) writes:

>Hello all ST users,

>I would like to buy a Harddisk, something around 80-100Mb.

>I have heard though that you HAVE to partition the disk into a number
>of drives. eg. c: d: e:, etc. and that they have to be within a certain
>size.
The maximum partition size is 256 MBye, if you partition your drive with
a program compatible to at least HDX 3.0.

>What is this size and can it be "fixed" to increase it?
Once you have partitioned your drive you cannot change the partitions sizes
without loosing your data.

```
*******************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

133. Re: strcasecmp

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-11 15:46:10 UTC
From: micro@imada.ou.dk
Message-ID: <1992Jan11.154610.10717@imada.ou.dk>
Source record: 46143

bcc@Eyring.COM (Brian Cooper) writes:

>[talk strcmpi]
>[...] Some obvious enhancements -- only store 128 bytes and
>mask the high bit of the index -- whatever. Good luck!

ENCHANCEMENTS - mask off the top bit???
What about us who use national a char. set??? Your Idea with the table is very good, because it also works with national chars. If you look at the character set, then you will notice that there is no symetry in UPPER/lower chars of the national chars, and therefor is your tabel based implementation good (and the only working implementation!)

-Klaus

134. Re: Programming considerations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-11 17:03:01 UTC
From: micro@imada.ou.dk
Message-ID: <1992Jan11.170301.10878@imada.ou.dk>
Source record: 46142

steve@thelake.mn.org (Steve Yelvington) writes:

>-- Be flexible about monochrome and color. There are 24-bit 1280x960
>color systems in the works.

When I first heard about a 24 bit VDI, I looked at the VDI and came to the conclution that it couldn't be done. Please can someone tell how to make ones programs 24 bit clean?

The problems is
- colour index parameter (only 16 bits),
- the ncolors (in the workout array) which is 16 bits too (whith zero meaning 'true color').

The following is speculation in how it could be done (so people have something to flame - they just love it!):
A TCVDI (true colour) could be implemented by making use of the VDI-palette (which can be up to 30 bits - 10 bits per colour), to set up a selection of colours. The 'color index' parameter will then be a shortcut for a 24 bit colour.
This will mean that pixels allready on the screen wont change colour even if the palette entry for that colour is changed (on a TC-card).

>-- Use keyboard equivalents for cut/copy/paste/print: control-x/c/v/p.

>That last recommendation has prompted a lot of grousing from users and
>programmers who believe the ALT key, not the CONTROL key, should be used
>for such functions. I have not noticed any support for the CONTROL
>point of view.

All the programs I use, use the CONTROL key! Besides - the ALT key is used by TOS to give me NON national chars! I have to press ALT to get '{}[]~@' plus paragraph and dot-dot (name?).
Why change this parting (word?), esp. now when Atari have assigned the ALT-keypad combination to get to all ascii chars?

I think that is would be very confusing if we used the ALT key for Control of the program and the Control key to get alternate chars!

I use both German and US/UK programs and it is can be very confusing! If a german program have a shortcut with 'Z', then most programs expect you to press the 'Y' key, because germans have these keys exchanged. This could be avoided if people didn't use the SCANCODE directly, but used the BIOS-translation tables to get a ASCII value.

Some US/UK programs programs have shortcuts outside the base keys (fx '^[')
I have to press ALT to get to the key and the program expects to see the

control key alone...
Or '+' and '-' are next to the '0' key on amercian keyboards but not that on other keyboards!

Could we get a French guy to show the first keys on their keyboard?
Is it 'AZER..(?)' instead of 'QWERTY'? - boy they must have a nightmare when using 'imported' programs...

Therefor : shortcuts with CONTROL and only on the base keys (a-z) using the BIOS-translation tables. Or on fixed keys (function, keypad, help, undo....) with the SCANCODES directly!

-Klaus

(enough ravings for now)

135. Re: SLM60804 Laser Controller Box HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-11 17:06:51 UTC
From: micro@imada.ou.dk
Message-ID: <1992Jan11.170651.10947@imada.ou.dk>
Source record: 46141

ewels@vax.oxford.ac.uk writes:

>stuff was stolen. The one piece of hardware they left was the laser printer
>(an SLM804), but they _did_ take the laser controller box that the printer
>and hard disk drive plug in to (SLM60804).

The controler box contains nothing but a mask programmed 8 bit CPU. Bad luck!

-Klaus

136. Re: Cross-compiling with GCC help

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-11 20:31:33 UTC
From: ridderbusch.kd@sni-usa.com
Message-ID: <RIDDERBUSCH.KD.92Jan11203133@usun01.sni.de>
Source record: 46166

In article <sourada.694808656@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:

I will admit that I'm no expert at cross-compiling :), but I got gcc for the
ST compiled on a DecStation, and I seem to have only one problem left.
When I try to complile a simple test, I get the error:

ld: malformed input file (not rel or archive) /home/sourada/nonlocal/lib/crt0.o

I am using the gnulib/libolb.zoo libraries from atari.archive, which I assumed
to be the correct ones. Anyone know what I am doing wrong?

Thank you,
Steven Ourada

--

Ask me how my university is censoring my Usenet access!
sourada@iastate.edu

I've build the GCC cross-compiling environment on three platforms
without problems (a 68020 box with SVR3, a Mips box with SVR4 and a
SNI Targon /35 (aka Pyramid)). The only major changes were necessary
for the Pyramid, which aligns strutures on long words (only the
linker, the archiver and the symbol lister needed the fixes). The
fixes for this are in the latest utilities (>PL20). Bammi did the
the changes for word aligned machines like SPARC and I extended them
to also work on long word aligned machines.

Your particular problems seems to in connection with the byte
ordering. All machines I used, use big endian notation. The
DECstation is the only machine I know off, which operates the Mips
processor in little endian mode. (The R3000 can run in little and big
endian mode). So, you have to do some patching to make the linker
work on a little endian machine.
--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch / , Abt.: D10 PU222
/ /./ Heinz Nixdorf Ring
/=== /,== ,===/ /,==, // W-4790 Paderborn, Germany
/ // / / // / / \ Tel.: (49) 05251-8-0
/ / `==/\ / / / \ NERV:ridderbusch.kd

Email: ridderbusch.kd@sni-usa.com (America (North & South))
ridderbusch.kd@sni.de (Rest of world)

137. Re: 1040st or mega st

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-11 21:14:14 UTC
From: jonc@status.gen.nz
Message-ID: <FiJFeB2w164w@status.gen.nz>
Source record: 46238

meehan@en.ecn.purdue.edu (Michael J Meehan) writes:

>
> Hi all,
> I am looking to buy a 1040 st or a mega st, and need to know some things
>
> {1} would I be able to use the diskdrive, monitor, mouse, and printer
> from my old 520st (I don't know model #s, but they are from the first
> year or two of the 520's existence)

Yes you can use your existing disk drive you merely plug it in the rear a
and it becomes drive b:

>
> {2} Will the software run from my old 520 st
> on the 1040 st's or mega's

It will depend on what software you have as some of the OLDer games will not
run 100% on tos 1.4 and above but all else works 100%. (You can use
quick.tos to load the older versions of tos to play the games though)

>
> {3} Is there a difference between the different lines (1040STFM and 1040STe a
> whatever else there is...)

There sure is .. but no matter what you get I am sure you will be happy. If
you have the oppitunity I would suggeST you look at the STe as they can be
easily expanded up to 4megs of memory with off the shelf SIMMS.
>

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Auckland,New Zealand kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6

138. New World RAM upgrade problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-11 23:10:47 UTC
From: onstott@d.cs.okstate.edu
Message-ID: <1992Jan11.231047.6548@d.cs.okstate.edu>
Source record: 46235

I have an Atari 1040St in which I recently installed a New WOrld
RAM upgrade kit. Now, I have some interesting problems. First, I have
double checked and triple checked the installation and traces everything
is to SPEC and there are no cuts. So here is the problem:

1.) Some programs (Word Perfect, Interlink, etc) put garbage on the screen
when they run. However, interestingly enough, the garbage is predicatble!
Yes, everytime these programs run the same type of garbage is located in the
same place. In Word Perfect, for example, I only get garbage when I use
a dialog box.

2.) I upgraded to 4 Megabytes of RAM because I use Steinberg/Jones
Cubase for the Atari ST. A program called Switcher is included with
Cubase. Switcher, for those who don't know, is a quasi-Multi-Tasking
operating system. I can load up to 10 programs (provided I have enough
memory) and they will more or less run concurrently. Although I have
found conflicts between the RS-232 port and MIDI. Anyway, to make the
plot even more interesting when Switcher is running I GET NO GARBAGE AT
ALL. For instance, if I load Word Perfect from Switcher I have no problems.
But if I run it from the TOS desktop, Voila, lots of probs.

I have a theory and I wanted suggestions. Is it possible that I have
an old version the MMU that has no idea what to do with the extra RAM
so it goofs up. While Switcher, being the clever genius it is, happens
to know what all of the extra memory is for, can patch up mistakes the
MMU makes? I don't know. The ST I am using is a STFM and it is about
5 years old. Any help would be greatly appreciated. At the moment I think
I am going to chunk it in favor of an STE; BUT, the money out of it would
be nice.

Thanks again.

BCnya,
Charles Onstott, III

Charles O. Onstott, III P.O. Box 2386
Undergraduate in Philosophy Stillwater, Ok 74076
Oklahoma State University onstott@d.cs.okstate.edu

"The most abstract system of philosophy is, in its method and purpose,
nothing more than an extremely ingenious combination of natural sounds."
-- Carl G. Jung
---

139. Re: Programming considerations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-12 02:11:35 UTC
From: Alex.Valdez@actrix.gen.nz
Message-ID: <1992Jan12.021135.10635@actrix.gen.nz>
Source record: 46240

In article <695042453.26852@minster.york.ac.uk> mjl-b@minster.york.ac.uk (Mathew Lodge) writes:
> In article <1992Jan10.042817.3035@gumby.cc.wmich.edu> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
> > [...] This is made worse by
> >the GEM bug that forces empty scroll bar areas on you whenever you
> >include the SIZER box. In my opinion, this is a bug that Atari should
> >finally fix, if they expect developers to follow these rules.
>
> But if you didn't have the empty scroll bars, where would you put the sizer
> box? Inside the window? Sticking off the bottom right hand corner?
>
You're right, of course. But you also don't need both vertical and
horizontal empty scroll bars, either. One would suffice.

Incidentally, the Amiga does that sort of thing - the sizer doohickey
sorts of takes up a notch in one corner, making the window work area
non-rectangular.
--
==========Alex Valdez==========

140. Re: Programming considerations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-12 02:42:02 UTC
From: atai@sdcc13.ucsd.edu
Message-ID: <27048@sdcc12.ucsd.edu>
Source record: 46237

In article <A1806506023@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>Bill Rehbock at Atari Corp. posted a message on GEnie recently that
>outlined some things to do and not to do if you want your software
>to be compatible with future (multitasking) versions of TOS and with
>other GEM applications.
>
>Here's a rundown (paraphrased):
>
>-- Avoid dialog boxes, because they take control of the system and
>don't allow the user to get at other applications. Instead, use a window.
>

Yea, great. First provide a "feature" as an essential part of the
Atari interface and then 5 years later ask not to use it. It is
Atari's fault not to provide support for modeless dialog boxes.

Use a window? but there are only eight windows to play with!

>-- Make all your windows resizable and scrollable, unless there's a solid
>reason not to (i.e., Pagestream's toolbox).
>

If GEM windowing was usable, than not most programs would use full-screen
windows...

>
>-- Be flexible about monochrome and color. There are 24-bit 1280x960
>color systems in the works.
>

If GEM would provide device-independent support....

> --
> Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
> Land of lutefisk, ice castles and jumper cables

141. Re: New World RAM upgrade problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-12 08:39:46 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan12.083946.20256@actrix.gen.nz>
Source record: 46239

In article <1992Jan11.231047.6548@d.cs.okstate.edu> onstott@d.cs.okstate.edu (ONSTOTT CHARLES OR) writes:
>
> I have an Atari 1040St in which I recently installed a New WOrld
> RAM upgrade kit. Now, I have some interesting problems. First, I have
> double checked and triple checked the installation and traces everything
> is to SPEC and there are no cuts. So here is the problem:
>
> 1.) Some programs (Word Perfect, Interlink, etc) put garbage on the screen
> when they run. However, interestingly enough, the garbage is predicatble!
> Yes, everytime these programs run the same type of garbage is located in the
> same place. In Word Perfect, for example, I only get garbage when I use
> a dialog box.
>
> 2.) I upgraded to 4 Megabytes of RAM because I use Steinberg/Jones
> Cubase for the Atari ST. A program called Switcher is included with
> Cubase. Switcher, for those who don't know, is a quasi-Multi-Tasking
> operating system. I can load up to 10 programs (provided I have enough
> memory) and they will more or less run concurrently. Although I have
> found conflicts between the RS-232 port and MIDI. Anyway, to make the
> plot even more interesting when Switcher is running I GET NO GARBAGE AT
> ALL. For instance, if I load Word Perfect from Switcher I have no problems.
> But if I run it from the TOS desktop, Voila, lots of probs.
>
> I have a theory and I wanted suggestions. Is it possible that I have
> an old version the MMU that has no idea what to do with the extra RAM
> so it goofs up. While Switcher, being the clever genius it is, happens
> to know what all of the extra memory is for, can patch up mistakes the
> MMU makes? I don't know. The ST I am using is a STFM and it is about
> 5 years old. Any help would be greatly appreciated. At the moment I think
> I am going to chunk it in favor of an STE; BUT, the money out of it would
> be nice.
>
> Thanks again.
>
> BCnya,
> Charles Onstott, III
>
> --
> Charles O. Onstott, III P.O. Box 2386
> Undergraduate in Philosophy Stillwater, Ok 74076
> Oklahoma State University onstott@d.cs.okstate.edu
>
> "The most abstract system of philosophy is, in its method and purpose,

> nothing more than an extremely ingenious combination of natural sounds."
> -- Carl G. Jung
> --

If its the C0 100109-001 MMU than you can get problems with 2.5 megs.

But I have seen othere problems with 520's upgraded to 1 meg, with
bits flikering/givering on the screen with some programs,
I also did test the Memory with a good memory tester program and did
not find any faults, also I never had chance to find out what was finaly
wrong. !

May be Atari put all there stuffed chips in the 520 ST's..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

142. Question about my setup, and randomly trashed files!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-12 18:18:36 UTC
From: tjh2982@ultb.rit.edu
Message-ID: <1992Jan12.181836.9677@ultb.isc.rit.edu>
Source record: 46144

Good morning everyone. I have a question about my system....
I'm running a 1040STf with TOS 1.0 and GEMDOS .19 (old!) and a 30MB
Megafile Hard Drive. I have the HD set up as a single partition, and
everything seems to work fine (sort of)... I have folderXXX.prg and a
a program called headst11.prg in my autofolder (I use headstart to run a
shell, okami13b, because i dont like gem :-)) anyway, when the shell
crashes which it does occasionally, i have noticed that sometimes
programs on the harddrive get trashed, meaning they don't work anymore.
I was wondering if anyone knows if this is a problem with the drive, or
more likely the fault of the shell I am using. Anyway, thanks for any
help!
L8r,
Tad

--
Blurp.................Blurp.................Blurp!

143. Patch to compile.el for ST GNU Emacs users

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-12 20:12:58 UTC
From: ridderbusch.kd@sni-usa.com
Message-ID: <RIDDERBUSCH.KD.92Jan12201258@usun01.sni.de>
Source record: 46183

```
This are some diffs, which might be interesting for ST users, who use
GNU Emacs and GNU-C on their ST's. Apply the below patches to
compile.el from the GNU-Emacs distribution. This allows the function
next-error (bound the \C-x`) to work, also with native TOS style
filenames. You might then want to rename the resulting file and
restore the original. I've renamed it to compiles.el. To use the patch
include the line below into your Emacs initialization file.

(autoload 'next-error "compiles" nil t)

Now, to actually use this patch, compile all your source files with
the additional '-z' option. This option directs the compiler driver
gcc.ttp to redirect the output for all subsequently executed commands
to a file named "compile.err". Now startup Emacs, type ^X` (CTL-x`)
and by this circle through all error messages.

This also works for the output of the grep command. Execute

grep -n 'things to serach' files_to_search >grep.out

And again by typing ^X`, you can step through all found occurences of
a search.

The next-error function looks for the two file "compile.err" or
"grep.out".

BTW, the parsing of the error messages may take a little bit of time
on a normal 8MHz ST.
==================== patch follows ====================
--- g:/loc-lisp/compile.el Mon Dec 2 02:27:40 1991
+++ g:/loc-lisp/compiles.el Sun Jan 12 20:03:30 1992
@@ -17,7 +17,7 @@
;; along with GNU Emacs; see the file COPYING. If not, write to
;; the Free Software Foundation, 675 Mass Ave, Cambridge, MA 02139, USA.

-(provide 'compile)
+(provide 'compiles)

(defvar compilation-process nil
"Process created by compile command, or nil if none exists now.
@@ -40,6 +40,12 @@
(defvar compilation-error-message nil
"Message to print when no more matches for compilation-error-regexp are found")

+(defvar compilation-error-output-file "compile.err"
+ "This file contains the error messages from an earlier compilation run")
+
```

```
+(defvar compilation-grep-output-file "grep.out"
+ "This file contains the output from an earlier grep run")
+
;; The filename excludes colons to avoid confusion when error message
;; starts with digits.
(defvar compilation-error-regexp
@@ -175,6 +181,21 @@
(if compilation-error-list
nil
(save-excursion
+ (if (not (get-buffer "*compilation*"))
+ (progn
+ (save-excursion
+ (set-buffer "*scratch*")
+ (if (file-exists-p compilation-grep-output-file)
+ (if (y-or-n-p "Use output of previous grep command ? ")
+ (find-file compilation-grep-output-file)
+ (find-file compilation-error-output-file)))
+ (rename-buffer "*compilation*")
+ (beginning-of-buffer)
+ (insert "\n\n")
+ (while (re-search-forward "^\\([A-Za-z]\\):\\\\" nil 1)
+ (replace-match "/dev/\\1/" t))
+ (compilation-forget-errors)
+ (setq compilation-parsing-end 1))))
(set-buffer "*compilation*")
(set-buffer-modified-p nil)
(compilation-parse-errors)))
@@ -300,9 +321,15 @@
(progn (forward-sexp 1) (point)))
(goto-char (point-min))
(read (current-buffer)))
- (buffer-substring (point)
- (progn
- (skip-chars-forward "^ :,\n\t(")
- (point)))))
+ (let ((a (point))
+ (b (progn
+ (skip-chars-forward "^ :,\n\t(")
+ (point))))
+ (save-restriction
+ (narrow-to-region a b)
+ (goto-char (point-min))
+ (while (search-forward "\\" nil t)
+ (replace-match "/")))
+ (buffer-substring a b))))

(define-key ctl-x-map "`" 'next-error)
==================== patch ends here ====================
--
```

MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch / , Abt.: D10 PU222
/ /./ Heinz Nixdorf Ring
/=== /,== ,===/ /,==, // W-4790 Paderborn, Germany
/ // / / // / / \ Tel.: (49) 05251-8-0
/ / `==/\ / / / \ NERV:ridderbusch.kd

Email: ridderbusch.kd@sni-usa.com (America (North & South))
ridderbusch.kd@sni.de (Rest of world)

144. Re: Programming considerations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-13 02:51:32 UTC
From: steve@thelake.mn.org
Message-ID: <A2792364076@thelake.mn.org>
Source record: 46145

[In article <1992Jan11.170301.10878@imada.ou.dk>,
micro@imada.ou.dk (Klaus Pedersen) writes ...]

> The following is speculation in how it could be done (so people have something
> to flame - they just love it!):
> A TCVDI (true colour) could be implemented by making use of the VDI-palette
> (which can be up to 30 bits - 10 bits per colour), to set up a selection of
> colours. The 'color index' parameter will then be a shortcut for a 24 bit
> colour.

Actually, that's pretty close. My (limited, thirdhand) understanding is
that the 24-bit color VDIs work with a 256-color TT palette. You set up the
palette, draw with it, then change the palette entries without affecting
what's already been drawn.

> This will mean that pixels allready on the screen wont change colour even if
> the palette entry for that colour is changed (on a TC-card).

Yup.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

145. 7 window AES limit...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-13 05:06:03 UTC
From: sourada@iastate.edu
Message-ID: <sourada.695279163@vincent1.iastate.edu>
Source record: 46146

Anyone know why the AES ever had a seven window limit? I'm sure there is some explanation relating to how window data is handled internally, but that doesn't make it clear why DRI (I assume) would ever have made the decision to support such a small number of windows.

Are there any versions of TOS (Atari's or other's) that allow more than 7? Hopefully at least Multi-TOS will have a few more, I can't imagine trying to run more than two programs with only 7 windows around...

Later,
Steven Ourada
sourada@iastate.edu

Look for Digital Theater software soon!

--

Ask me how my university is censoring my Usenet access!
sourada@iastate.edu
---

146. Re: Information about future TOS versions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-13 09:26:16 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92013.092616HAC041@DJUKFA11.BITNET>
Source record: 46147

In article <1992Jan11.021210.28484@atari.uucp>, kbad@atari.uucp (Ken Badertscher) says:
>
>We will release information about it when there's real information to
>release, but when the thing's still in development, and a lot of specs
>are still very liquid, there's not much to say. Ok? Ok.

Even if there are no definite technical details at this time, some kind of information would nevertheless be valuable for developers right now. First of all there are some general considerations when programming for multitasking systems, like the dialog box problem recently mentioned in a quote from Bill Rehbock (which I would really like to see in full; could someone on GEnie perhaps post a copy?). These changes are due to different user habits made possible by multitasking systems, or due to fundamental technical differences. In this respect it would be helpful for developers to know what type of multitasking system the TOS is going to be.
Is it preemptive? Is it coarse-grained or fine-grained? Does it support multitasking for GEM applications only, or also for TOS applications (and what happens to console I/O in that case)?
Does it offer some kind of protection of processes from each other?
What kinds of interprocess communication are supported? Is it possible to share program code between processes?
Such design decisions must already be decided, if test versions are out already, so why not make this information available?

Another important information for developers would be on which machines it will be available, i.e. will it be restricted to TTs (which have PMMUs) or will it be available for the whole ST/TT range? This decision will determine the number (and 'category') of potential customers for multitasking applications.

Konrad Hinsen (hac041@djukfa11.bitnet)

147. Re: TERMCAP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-13 13:24:38 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Jan13.132438.17482@cs.nott.ac.uk>
Source record: 46148

In article <1992Jan2.142653.11052@cc.curtin.edu.au> gkessells@cc.curtin.edu.au writes:
>Could anyone out there post me, or point me in the direction of a termcap
>file suitable for the ST, with instructions on what enviro variables etc. to
>set. I am using MINT with TCSH and ELVIS and have had no luck getting the
>arrow keys to work for the TCSH history.
>
>Thanks, Rob.

The problem is not in termcap, it's in the fact that the special keys on the ST (like the cursor pad, f-keys and so on) don't send a ASCII string, just a scan code, and s/w ported from Unix doesn't know about scan codes. I'm an avid Bash and uEmacs user (both compiled from source), so what I did was to write a silly (well, not _that_ silly) little program which does the following:

1. Rebind some of the special keys to emacs-style equivalents (eg. left cursor to ^B, shift-left to ^A, and so on) using the XBIOS Keytbl() call, then

2. run a program (given as arguments, for me this is normally mint.prg), and

3. rebind the keyboard using Bioskeys(), so that normal GEM programs don't get confused.

If any wants, I could post source, but it's a trivial little program to write.
--
`Grave' Dave Gymer | /-A-\ --T-- /-A-\ |-R-\ -I- /-S-- --T--
42 St Mary's Park, | | | | | | | | \\ |
Louth, Lincs, | |---| | |---| |---/ | \\ |
LN11 0EF, ENGLAND | | | | | | \ --- ----/ |

148. Fast Basic source

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-13 13:57:18 UTC
From: scoafs@thor
Message-ID: <3322.9201131357@thor.cf.ac.uk>
Source record: 46149

Does anyone out there know of or have a way to convert from
Fast Basic *.BSC format to/from ASCII format.

Thanks in advance,
Andy.Stratton.

149. Re: Fast Basic source

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-13 16:11:17 UTC
From: csi056@cch.cov.ac.uk
Message-ID: <raqcbphs@cck.cov.ac.uk>
Source record: 46153

In article <3322.9201131357@thor.cf.ac.uk> scoafs@thor (Andrew Stratton) writes:
>
> Does anyone out there know of or have a way to convert from
>Fast Basic *.BSC format to/from ASCII format.
>
Fast Basic can do that. I can't remember exactly how, as it's years since I've
used FB, but I **THINK** you copy the file into the clipboard and then save
the clipboard. FB saves this as ASCII.
Loading ASCII is easier; just choose your file from the file selector and FB
converts it automatically after loading.
Of course if you don't have FB then you're stumped really.

--
* * ***** *** |WEG- M Weston, Computer Science, Coventry Polytechnic, UK
* * *___ * __ |email: WEG or csi056 | JANET:csi056@uk.ac.cov.cck
* * * * * *|INET: csi056%cck.cov.ac.uk@nsfnet-relay.ac.uk
** ** ***** *** |"The trick was to stay sane." Douglas Adams

150. Re: Fast Basic source

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-13 16:14:26 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Jan13.161426.24743@cs.nott.ac.uk>
Source record: 46150

In article <3322.9201131357@thor.cf.ac.uk> scoafs@thor (Andrew Stratton) writes:
>
> Does anyone out there know of or have a way to convert from
>Fast Basic *.BSC format to/from ASCII format.
>
> Thanks in advance,
> Andy.Stratton.

Assuming you've got fast basic (or can find someone who has), just load the
program in, copy it (in its entirety), then save the clipboard (drag its
icon to the floppy icon). That's it!
--
`Grave' Dave Gymer | Olivier's law:
42 St Mary's Park, |
Louth, Lincs, | Experience is something you don't get until
LN11 0EF, ENGLAND | just after you need it.

151. Re: strcasecmp

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-13 16:21:47 UTC
From: bcc@Eyring.COM
Message-ID: <1992Jan13.162147.8996@Eyring.COM>
Source record: 46151

In article <1992Jan11.154610.10717@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:
>bcc@Eyring.COM (Brian Cooper) writes:
>
>>[talk strcmpi]
>>[...] Some obvious enhancements -- only store 128 bytes and
>>mask the high bit of the index -- whatever. Good luck!
>
>_ENCHANCEMENTS_ - mask off the top bit???
>What about us who use national a char. set??? Your Idea with the table is very
>good, because it also works with national chars. If you look at the character
>set, then you will notice that there is no symetry in UPPER/lower chars of the
>national chars, and therefor is your tabel based implementation good (and the
>only working implementation!)
>
>-Klaus

Oops. Not having worked with the national character sets, I had a blind spot turned to this aspect. Ok, leave it at 256 bytes. I can't seem to abandon the mindset acquired back in the old days when you measured a machine's memory in tens of K, not tens of M.

Another side benefit of using a table-lookup for strcasecmp is that you don't do multiple evaluations of each argument, yet you can still use a macro to do the operation. Wish I'd thought of the idea, but I stole it.

Brian.
--
Brian Cooper bcc@Eyring.COM uunet!lanai!bcc
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

152. Re: Video problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-13 17:06:15 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Jan13.120616.25503@mailer.cc.fsu.edu>
Source record: 46157

In article <4288DB7w164w@sys6626.bison.mb.ca>, five@sys6626.bison.mb.ca (skinny puppy) writes:
>Is there anyone out there that knows of the program (I've heard one or
>more exist) that allows a North American ST user (60 HZ colour) to run
>European ST Software (50 HZ colour) without the annoying verticle hold
>problem?
>
>I heard there is an accessory or something, that will convert the
>software's 50HZ output to 60HZ so that TVs and things that wont work
>properly, will.

Hmm, all the programs I have seen are merely switchers (they switch your monitor to 50 or 60, then reboot the system). They enable US machines to play euro games that don't automatically set the correct Hz (which most of them thankfully do).

--

Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---

153. Re: Monitor Haze...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-13 17:12:24 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Jan13.121224.25701@mailer.cc.fsu.edu>
Source record: 46158

In article <koBBeB1w164w@midiline.la.ca.us>, jared@midiline.la.ca.us ('286 Highlander) writes:
>Just recently, I've noticed that the display on my Atari SM124 monochrome
>monitor gets noticably 'fuzzed' around the outer perimiter of it's range.
>
>Does anyone know what causes this and/or what can be done about it? As
>well, how would I increase it's viewing area? Does it increase it's
>pixel ratio or just fuzz everything around the edges even worse?
>

There are pots in the monitor (white plasic with a screw slot on top).
Some are marked, some are not. There is a "focus" one that might help
you out, in addition to Vsize and Hsize. Mine looks very nice (expanded),
so I don't think the fuzz thing applies strictly to increased size.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------

154. ICD host adaptor, which one?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-13 17:14:58 UTC
From: u1398@jsp.umontreal.ca
Message-ID: <1992Jan13.171458.24661@jsp.umontreal.ca>
Source record: 46152

Someone who knows about ICD host adaptors may be able to help me out:

I just got myself a "Quantum Prodrive 80S". I dont know how fast it is supposed to be (I was told about 15ms-20ms). I attached it to "an original ST Host Adaptor" by ICD. Is this Host Adaptor too slow for this hard drive?

I ask this because I heard somewhere that ICD makes faster host adaptors (perhaps called "ICD ADscsi") or large/small ones that run better.

My current host adaptor claims the drive is 26ms and runs at 673K/sec.

Will buying the more expensive/faster ICD host adaptors improve this speed or is the speed I claimed really the top my ST can pull out of the drive?

--
Das machine is nicht fur gefingerpoken und mittengrabben. Ist easy schnappen der springenwerk, blowenfusen und corkenpoppen mit spitzensparken. Ist nicht fur gewerken by das dummkopfen. Das rubbernecken sightseeren keepen hands in das pockets, relaxen und vatch das blinkenlights!!! ------------- :-) ------

155. Re: Partition sizes on HardDisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-13 17:15:35 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Jan13.121535.25776@mailer.cc.fsu.edu>
Source record: 46159

In article <1992Jan10.151227.18385@doc.ic.ac.uk>, jhd@doc.ic.ac.uk (Jake H Dias) writes:
>
>Hello all ST users,
>
>I would like to buy a Harddisk, something around 80-100Mb.
>
>I have heard though that you HAVE to partition the disk into a number
>of drives. eg. c: d: e:, etc. and that they have to be within a certain
>size.
>
>What is this size and can it be "fixed" to increase it?

TOS 1.0 and 1.2, 16mb. Tos 1.4 and greater, 32mb. These are per partition.
If you use the ICD host adaptor (a good choice), you can use BGM partitions
of any size, but some software will reputedly not work with them (however,
for storage of stuff they work fine). Can anyone confirm/deny this?

You are also restricted to drive letters A-P.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

156. Re: Information about future TOS versions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-13 18:43:08 UTC
From: steve@thelake.mn.org
Message-ID: <A1701058605@thelake.mn.org>
Source record: 46155

As requested, here are a couple of the recent postings by Bill Rehbock on GEnie. I don't know if it's necessary to include the copyright cruft, but I did just to be on the safe side.

The first posting concerns Line A; the second posting is the one with the caveats about multitasking, dialog boxes, and ctrl/alt-key aliases for menu entries.

==========
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To sign up for GEnie service, call (with modem) 800-638-8369. Upon connection type HHH (RETURN after that). Wait for the U#= prompt. Type XJM11877,GEnie and hit RETURN. The system will prompt you for your information.
==========

Atari-ST RoundTable
Category 14, Topic 4
Message 20 Sat Dec 14, 1991
B.REHBOCK [Bill@Atari] at 03:45 EST

The main problem that we have experienced with developer's going straight to Line-A is that they tend to also go around all of the other set-up procedures required to get along nicely with desk accessories, potential multi-tasking, etc. For instance, using Line-A to draw into a window, assuming you're the only application around, so you don't flag wind_update during your drawing. We warn against developers using it, simply because as the O/S and hardware mature, it will get harder and harder to use. For guys like the Codeheads, Gribnif, Ditek, etc. they have the sense to check with us at Atari to see if anything is going to turn around and bite them in 6 months, and they know how to cover themselves. The novice user writing share- ware (I mean developer) is much better off sticking to the book. The users that use the software will be happier in the long run, and they will have much less grief. There could come a time when the set up for graphic primitives will be set up in the registers of a graphics co-processor; the board may not even be ours. The driver for the board may not support Line-A but will know how to do VDI calls really, really, fast. The whole Line-A issue is a strong recommendation from Atari to ensure guaranteed upward compatibility.

-Bill @ Atari

Atari-ST RoundTable
Category 14, Topic 4

Message 21 Sat Dec 14, 1991
B.REHBOCK [Bill@Atari] at 04:39 EST

Just a few quick programming considerations so that software written can keep
in step with product developments...

1) Your user interface should always be made up of MOVEABLE windows
and a MENU BAR. Static Dialog boxes are bad, very bad, and really
really, really, irritate users on a multi-tasking system, because
they generally take control, and leave the user with no ability
to get at their other applications.
2) If the window is not being used specifically for status output
(such as the up/download status in STalker) or as a toolbox (the
toolbox in PageStream or Touch-Up), you should allow the user
to resize it, and supply the user with scrollers and arrows.
3) For consistency, you should have at least Desk-File-Edit menu
items in your menu bar.
(unless completely unappropriate, of course :-) (It's ok to replace
"Desk" with the Fuji.)
4) The keyboard equivalents for Cut, Copy, Paste, and Print should
ALWAYS be <CONTROL> (NOT <ALT>) X,C,V, and P, respectively.
5) If your program has a status box for anything, like upload/download
or printing progress, it should be in a window, and not continuously
bracketed in a wind_update. Please use wind_update as little as
possible.
(TOS 2.xx/3.xx gives the user 7 windows, future versions will have
no limit)
6) Make no assumptions on what type of system the user will have. Be
able to deal with everything. There are many 24-bit color solutions
in the works, going up to 1280x960. (As far as I know, but I'm sure
bigger will be coming soon :-)
There will always be monochrome systems also, so it can't be
ignored either. The two third-party 24-bit VDI's that I've seen
both virtualize the normal 256 color TT palette. That is, once
a palette color is set, then used to draw with, changing the
color of that palette register does not change the color on
the screen. This keeps applications from doing palette-shift
animation, (such as Neochrome) but does not effect any other
color-oriented applications in an adverse way. (Calamus SL and
PageStream and Chronos and Prism Paint should all be just fine.)

I hope this points people a little bit better in the right direction.
There is a lot of neat stuff coming down the pipe from third parties for the
TT and MegaSTE in 1992. We would like to avoid the kind of compatibility
problems that people had when the Moniterm first was introduced. When
multitasking hits, there is no reason whatsoever that applications written
today shouldn't work immediately with it.
-Bill Rehbock, Atari Corp.
----

157. Re: Information about future TOS versions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-13 19:07:54 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92013.141211ONM07@DMSWWU1A.BITNET>
Source record: 46156

Of course. It's good to hear that Multi-TOS will become real during this year.

_____________________________ cut here _____________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong _____________________________

158. Re: Desk accessorys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-13 21:21:00 UTC
From: Peter.Kocourek@p17.f301.n282.z2.fidonet.org
Message-ID: <fido_2_282/301.17_2971f5ab@linn.fidonet.org>
Source record: 46081

In a message of <12 Jan 91 18:58:16>, Erwin Zoer (2:281/801.6) writes:

d>> Can I load a resource file for example ??
EZ>
EZ> I think it possible, however I'm not sure because I never tried it
EZ> out.

Yes, you can. You should do it before the menu_register(), and see whether the rsrc_load() is successful. If not, go to an evnt_timer(-1L) loop. Although you shouldn't do too many calls before the menu_register() in general, but I can't give a definite number for that.

YHS:QSI!
--- On & On & On... The Bright Blue No Turning Back Poi
Peter.Kocourek@p17.f301.n282.z2.fidonet.org
or Peter.Kocourek@p17.f301.n282.z2.linn.gna.tfd.com

159. Re: Bug in MiNT 0.92 ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-13 21:38:41 UTC
From: apratt@atari.uucp
Message-ID: <1992Jan13.213841.23737@atari.uucp>
Source record: 46162

roarment@faui09.informatik.uni-erlangen.de (Roberto Armenti) writes:
>I noticed some strange behaviour using MiNT 0.92 [and Show Info from
>the Desktop]...
>...the MiNT kernel issued a warnig: 'having to re-use
>a directory slot'.

This message means the MiNT kernel is out of memory at a time when it's trying to keep track of yet another Fsfirst call by the Desktop.

I think there's nothing for it but to recompile MiNT with a larger value for KERNEL_MEM found in mem.h. That's really too bad, but I don't think there are any alternatives.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

160. Switching clock-freq. on MSTE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-13 23:01:20 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Jan13.230120.1342@tdb.uu.se>
Source record: 46164

Is there anyone that could tell me how to switch between 8 and 16 MHz
on a Mega STE without using the control-panel? I suppose it can be done by
altering some bits on a high-address, but I don't know what bits and what
address. I don't feel like disassembling the control-panel, so any help
would be apreciated.

Does anyone know where I can get my hands on the new floppy-chip (the
so called AJAX-chip) that can handle 1.44 and 2.88-meg drives? I called
Atari-Sweden but they said it COULD take up to half a year before it
reaches Sweden, and I don't feel like waiting that long.

Also, is there someone that has some info about the DIP-switches in the
MSTE? I know what DIP-7 is for (HD-format from desktop), but I haven't
got a clue about the others.

*** | Daniel Eriksson - Delta Force | m91der@bellatrix.tdb.uu.se |
*** | Uppsala University/Sweden | IRC: DanielDF |
*** |------------------------------| Voice: +46 18 370024 |
* * * | "Fighting for peace is like | Voice weekends: +46 26 72901 |
* * * | fucking for virginity!" | Fidonet: 2:205/218 (T.A.R) |

161. Spectrum Code Fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-13 23:11:43 UTC
From: stevendd@mentor.cc.purdue.edu
Message-ID: <31022@mentor.cc.purdue.edu>
Source record: 46160
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A while ago the source code to display a Spectrum picture was posted. This code worked great until it exited, and then it locked up. Does anyone have the code to allow this program to exit correctly?

Its possible that I may be at fault, since my compiler doesn't have an "illegal" macro. Which might make the program end properly.

If you know how to modify the formentioned program to make it exit correctly, or if you have another version all together let me know.

Thanks a lot, Doug.

---
stevendd@mentor.cc.purdue.edu stevensd@mentor.cc.purdue.edu

This is grain which any fool can eat but for which God intended a more divine means of consumption. Let us give praise to our Maker and glory to his bounty by learning about... BEER. -- Friar Tuck from Robin Hood.
---

162. Using Atari monitor as a PC CGA monitor?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-13 23:32:28 UTC
From: rmd@gca-prism.com
Message-ID: <1992Jan13.233228.16394@gca-prism.com>
Source record: 46171

The subject line says it all. Can an Atari color monitor (the SM1224 I think) be used on a PC compatible in CGA mode? If so, how can this be done? Thanks in advance.

--
Bob Dyas
PRISM Interactive
rmd@gca-prism.com

163. Monitor question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-14 01:12:52 UTC
From: dcd123@fig.ucsb.edu
Message-ID: <3134@ucsbcsl.ucsb.edu>
Source record: 46161

Greetings. I am building an interface cable for the monitor port. Can I hook up the monochrome & ground? If so, do I need to raise the monochrome select pin with the 12v on the port as well? Any advice is welcome. I have a monochrome monitor and a color tv and would like to be able to see something. BTW it is a 1040STf

Many thanks.

164. Sizer box

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-14 01:45:15 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <5LTieB2w164w@sys6626.bison.mb.ca>
Source record: 46165

Or a program can do like STalker 3 does and, if you choose to turn the scroll bars off (therefore disabling the sizer box), just click on the bottom right of the window with the right mouse button depressed and that will simulate a sizer box press..and you can size the window... I find this option VERY useful, because with a term emulator, you need 80 columns, so I disable the vertical scroll bars...but I can still size the window.

--- (Trevor Cordes) a user of sys6626, running waffle 1.64
E-mail: genius@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

165. Re: Programming considerations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-14 01:53:29 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1992Jan14.015329.9770@gumby.cc.wmich.edu>
Source record: 46163

In article <695042453.26852@minster.york.ac.uk> mjl-b@minster.york.ac.uk (Mathew Lodge) writes:
> In article <1992Jan10.042817.3035@gumby.cc.wmich.edu> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
> > [...]
> > This is made worse by
> >the GEM bug that forces empty scroll bar areas on you whenever you
> >include the SIZER box. In my opinion, this is a bug that Atari should
> >finally fix, if they expect developers to follow these rules.
>
> But if you didn't have the empty scroll bars, where would you put the sizer
> box? Inside the window? Sticking off the bottom right hand corner?

Sure, why not? I've seen it done this way on many Mac applications. But
for myself, most of the time I'd like to be able to have JUST horizontal
scroll bars, or JUST vertical scroll bars... in which case the SIZER box
is right where it's always been.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

166. For DoubleClick people mainly!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-14 05:38:43 UTC
From: marshall@cs.uq.oz.au
Message-ID: <6120@uqcspe.cs.uq.oz.au>
Source record: 46167

Dear DC people: you kindly sent me a prize of DataDiet. Unfortunately, my ATSpeed adaptor in my MegaSte was kaput, so the machine went into the hospital for weeks, while i waited for a replacement from Germany via UK! now it's back,, and I tried to install Datadiet.
but it keeps saying: "Not installed - maybe needs registering?".
I did register it, but only AFTER copying it to my backup and to the hard disk. Actually, I dleted the stuff from the h/disk, and registered on the floppy.Then I recopied the auto stuff, but not the *.app's, since i had not deleted them anyway. In short, i cocked it all up!

Now the registration prog has disappeared from both the Master and the backup floppy, and I can't get Datadiet to run. The config only shows the info and calories buttons - dietize and normalise are disabled.
What do I do now? Sorry I didn't do it right! I'm desperate, as all my mates are waiting to see how it runs! Thanks for any help you can offer.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

167. TMS4256 12NL specs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-14 08:20:28 UTC
From: sslee@micromed.net.netcom.com
Message-ID: <Tc7ieB2w164w@micromed.net.netcom.com>
Source record: 46173

Does anyone have specs for the Atari 1040ST ram chips?
The part # is TMS4256 12NL from Texas Instruments. I basically
need the pinouts and an explanation for what each pin does.

Thanks,

---

sslee@micromed.net.netcom.com (Steven Lee)
Micro-Medic BBS (408) 280-1610

168. info on IDE drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-14 08:28:48 UTC
From: sslee@micromed.net.netcom.com
Message-ID: <Pq7ieB3w164w@micromed.net.netcom.com>
Source record: 46175

I've noticed the latest type of hard drives (at least for the IBM
world) now uses the IDE controllers. I have an old ICD adapter
card which accepts only MFM drives. I'm planning on buying a
new hard drive but I'm not willing to spend money on old technology.
Is there a way to build a cable for the ICD adapter to accept
IDE drives?

---

sslee@micromed.net.netcom.com (Steven Lee)
Micro-Medic BBS (408) 280-1610

169. 32 colors on an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-14 08:39:01 UTC
From: sslee@micromed.net.netcom.com
Message-ID: <q87ieB4w164w@micromed.net.netcom.com>
Source record: 46176

I've heard many people say the original ST was to have a 4096
color palette and 32 colors simultaneously in low res. The
4096 was realized in the STe, but we are still stuck with only
16 colors (without any special tricks).

The Shifter chip, which determines the color registers, has
five pins dedicated for this. Therefore, 2^5 is 32 color
registers. Currently, the hardware color registers are
located at $ff8240-4ff825e (2 bytes/color register). It seems
one of the pins is not used unless it is used to access
$ff8260 (which determines the resolution).

Is it possible to modify the ST so it will recognize 32 color
registers? Other than the fact that no one else will have
this capability, I don't see why it can't be done and not
affect any other software. Are there consequences to doing
this (ie future TOS will not work)?

(I meant the registers are located at $ff8240-$ff825e not 4ff825e)

---
sslee@micromed.net.netcom.com (Steven Lee)
Micro-Medic BBS (408) 280-1610

170. Re: 7 window AES limit...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-14 09:33:49 UTC
From: zxmkr08@mailserv.zdv.uni-tuebingen.de
Message-ID: <zxmkr08.695381629@mailserv>
Source record: 46169

In <sourada.695279163@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:

>Are there any versions of TOS (Atari's or other's) that allow more than 7?

There is a german PD program called WINX which allows up to 124 (?, I'm not
sure about this) windows. Unfortunately it runs only with TOS 1.4 (and refuses
to work with TOS 2.05).
--

/* Cornelius Krasel, Department of Physiological Chemistry, U Tuebingen */
/* email: krasel@mailserv.zdv.uni-tuebingen.de (Internet) */
/* krasel@chemie.uni-tuebingen.dbp.de (WIN/X400) */

171. Re: 1040ST Midi Buffer Size

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-14 09:58:32 UTC
From: eker@cwi.nl
Message-ID: <5133@charon.cwi.nl>
Source record: 46168

There's a TOS routine for changing the size of i/o buffers - can't recall its name off hand but you'll find it in any decent TOS reference manual.

However this probably won't fix you problem - ST's lose a lot of midi bytes to overrun errors on the midi ACIA - what happens is that some other level 6 interupt routine locks out the midi interupt for more than the 320ms between midi bytes - the worst offender is the keyboard/mouse but the 200Hz system clock can also do this.

The only real fix is to write your own interupt code which is more difficult than is ought to be because the midi and keyboard/mouse IRQ lines are wire OR'd together and feed an edge rather than level triggered device so you have to handle both ACIAs to stop them from locking each other out.

Steven Eker eker@cwi.nl

172. Re: Partition sizes on HardDisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-14 13:25:33 UTC
From: zxmgn01@mailserv.zdv.uni-tuebingen.de
Message-ID: <zxmgn01.695395533@mailserv>
Source record: 46172

In <1992Jan13.121535.25776@mailer.cc.fsu.edu> boyd@pi.cs.fsu.edu (Mickey Boyd) writes:

>In article <1992Jan10.151227.18385@doc.ic.ac.uk>, jhd@doc.ic.ac.uk (Jake H Dias) writes:
>>
>>Hello all ST users,
>>
>>I would like to buy a Harddisk, something around 80-100Mb.
>>
>>I have heard though that you HAVE to partition the disk into a number
>>of drives. eg. c: d: e:, etc. and that they have to be within a certain
>>size.
>>
>>What is this size and can it be "fixed" to increase it?

>TOS 1.0 and 1.2, 16mb. Tos 1.4 and greater, 32mb. These are per partition.
>If you use the ICD host adaptor (a good choice), you can use BGM partitions
>of any size, but some software will reputedly not work with them (however,
>for storage of stuff they work fine). Can anyone confirm/deny this?

>You are also restricted to drive letters A-P.

>--
> ---------------------------------+-------------------------------------
> Mickey R. Boyd | "Come to your senses professor
> FSU Computer Science | Fernberg. You did not transcend
> Technical Support Group | the time-space continuum. You
> email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
> ---------------------------------+-------------------------------------

I myself have a 60MB harddisk. I was a original Megafile30, but i got a
60MB RLL from a friend, which i put in instead.
I formated it with AHDI 3.01 and also use this driver.

The first few months, i used 6 partitions, all smaller than 16MB, although
i use TOS1.4.

One day, i backuped my harddisk and reformated it (there were several new
errors...), and decided to try larger partitions. First, i tried up to
30 MB. That worked fine with all programms, except some very old ones.

But as i used greater partitons than 32MB, nearly every programm didn't
work anymore, which needed direct sector-read access. For example SED440
didn't work anymore, and it's one of the best german disk-monitor programms.

So i changed again to less than 32MB and everything worked fine again.

By the way: The CBHD, the driver of the SED didn't work with these big Partitions, too...

Phil.

173. Of 3.5" drives and IDE Controllers...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-14 13:40:50 UTC
From: dddean@bluemoon.rn.com
Message-ID: <R7kJeB2w164w@bluemoon.rn.com>
Source record: 46174

Hello out there? ./`
Is there anybody out there? ./`

If remembering lines from Pink Floyd were my only problems at the moment, I'd be a happy guy! But alas, they are not.

You see, I have these two little questions that I am SURE have been asked here before, and would like some feedback about them....

1) How much trouble is it to take a standard IBM 720k 3.5'' drive and swap it into my Atari 520STfm? I ASS/U/ME that is all that they do, for when I had to repair my ST drive, I noticed a striking resemblance.

2) I have this IBM IDE controller and a Maxtor 120mb hard drive. What all would it entail to make this thing work with my Atari ST? I know that I'm gonna have to custom build a case (or find a small metal box), and that it will have to have it's only power, and that I'm probably gonna have to find some really wierd/rare parts to complete this task.

Basically, can anyone PLEASE give me some simple-to-follow instructions that would remedy these problems?

Thanks alot to anyone who HELPS me..

David D. Dean, Vice Chairman David D. Dean, Activities Chairman
Exploring Officer's Association Explorer Post 891
Central Ohio Council AT&T Systems & Bell Laboratories

These thoughts belong to: dddean@bluemoon.rn.com !!!! No one else!
But if you pay me $1,000,000 they can be yours!

174. Keyboards

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-14 13:50:59 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jan14135059@solb1.essex.ac.uk>
Source record: 46170

After 3 and a half years of using the crummy keyboard on
my 520, I am heartily sick of it. Is there any way of
hooking a Mega keyboard up to my 520?

Thanks in advance,
Simon.

175. Re: ICD host adaptor, which one?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-14 14:40:02 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.92Jan14094002@rcx1.ssd.csd.harris.com>
Source record: 46178

You man want to reformat with a different format. I forget the correct term, but the ICD software lets you intersperce you're sectors so instead of the sector order being, say,

1 2 3 4 5 6

It mignt be

1 4 2 5 3 6

or

1 3 5 2 4 6

The advantage of this is it give the controller & computer more time to get ready for the next sector. If they aren't ready, the disk has to spin all the way back around, slowing access down. By spacing them cout like this, they get ready for the next sector just in time for the sector to pass under the r/w head.

Hope this helps.

--
==========
Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.csd.harris.com | bust you up tonight."
x5120 | Jesus said, "Go ahead, make my day."
~~~~~~~~~ -- Carman, "The Champion"
-=-
-=-=- Virus Sigzy 2.0 has commandeered this .signature. Beware! -=-=-
-=-
~~~~~~~~~

176. Re: 7 window AES limit...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-14 15:57:32 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <LAHTINEN.92Jan14165732@gideon.fmi.fi>
Source record: 46179

In article <zxmkr08.695381629@mailserv> zxmkr08@mailserv.zdv.uni-tuebingen.de (Cornelius Krasel) writes:

>Are there any versions of TOS (Atari's or other's) that allow more than 7?

There is a german PD program called WINX which allows up to 124 (?, I'm not sure about this) windows. Unfortunately it runs only with TOS 1.4 (and refuses to work with TOS 2.05).
--

And it need a GERMAN TOS 1.4. So it is not very usefull. I would be very much interested if someone could port similar program to use US TOS 1.4.
--
* *

Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi or
Finnish Meteorological Institute kimmo@field.fi
Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

177. Re: 1040ST Midi Buffer Size

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-14 16:22:48 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992Jan14.212338.12458@ryn.mro4.dec.com>
Source record: 46181

In article <5133@charon.cwi.nl>, eker@cwi.nl (S.M. Eker) writes...
>There's a TOS routine for changing the size of i/o buffers - can't recall its
>name off hand but you'll find it in any decent TOS reference manual.

Its the IOREC call...

>
>However this probably won't fix you problem - ST's lose a lot of midi bytes
>to overrun errors on the midi ACIA - what happens is that some other
>level 6 interupt routine locks out the midi interupt for more than the
>320ms between midi bytes - the worst offender is the keyboard/mouse but
>the 200Hz system clock can also do this.

This is true... I wrote my own level 6 interrupt handler, which I then
discovered dictated that I write my own "windowing system"...

WOW, what a task this is!

John

178. Re: 7 window AES limit...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-14 17:45:02 UTC
From: godot@uni-paderborn.de
Message-ID: <1992Jan14.174502.23070@uni-paderborn.de>
Source record: 46177

In article <sourada.695279163@vincent1.iastate.edu>, sourada@iastate.edu (Steven D Ourada) writes:
|> Anyone know why the AES ever had a seven window limit? I'm sure there is some
|> explanation relating to how window data is handled internally, but that
|> doesn't make it clear why DRI (I assume) would ever have made the decision
|> to support such a small number of windows.
|>
|> Are there any versions of TOS (Atari's or other's) that allow more than 7?
|> Hopefully at least Multi-TOS will have a few more, I can't imagine trying to
|> run more than two programs with only 7 windows around...
|>

There is a hack (RAM) for TOS 1.04 (and nothing else) done by. M. Osieka
allowing up to 128 windows. It is an auto folder program and the program
name includes the maximum number of windows.
The Atari-Desktop itself for what reasons soever does not support more than
4 windows but some/most programs do and Gemini, my favourite desktop,
fortunately does, too.

Frank

179. Where to get new floppy-chip?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-14 21:32:14 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Jan14.213214.9436@tdb.uu.se>
Source record: 46050

Is there anyone that knows where I can buy the new AJAX-floppy-chip that can handle 1.44 and 2.88-meg drives? I know it's beeing shipped in the latest TT's in Germany, so there must be somewhere I can get it. Atari-Sweden told me that it might take up to half a year before it gets to Sweden, and I don't feel like waiting that long.

I would also like to know if someone has managed to use a 1.44-meg drive in a MSTE (with the old WD1772 and TOS 2.05) just by plugging in a new drive and flippin DIP-7.

```
*** | Daniel Eriksson - Delta Force | m91der@bellatrix.tdb.uu.se |
*** | Uppsala University/Sweden | IRC: DanielDF |
*** |-------------------------------| Voice: +46 18 370024 |
* * * | "Fighting for peace is like | Voice weekends: +46 26 72901 |
* * * | fucking for virginity!" | Fidonet: 2:205/218 (T.A.R) |
```

180. Re: 7 window AES limit...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-14 22:54:00 UTC
From: UweKloss@lionbbs.bs.open.de
Message-ID: <psEGpYpBARc@lionbbs.bs.open.de>
Source record: 46060

In <sourada.695279163@vincent1.iastate.edu>, Steven D Ourada writes:
> Anyone know why the AES ever had a seven window limit? I'm sure there is some
> explanation relating to how window data is handled internally, but that
> doesn't make it clear why DRI (I assume) would ever have made the decision
> to support such a small number of windows.
The guys there didn't allocate the memory for window data
dynamically, but used a fixed sized array! I'm shure!
Similar mess as with folders. (At least to the user!)

> Are there any versions of TOS (Atari's or other's) that allow more than 7?
No!
But there's a program floating around, which allows you
to access more windows. It's of the same fashion as the
FOLDERxxx.PRG.

Uwe
--
Uwe Kloss UUCP: UweKloss@lionbbs.bs.open.de
Fasanenstrasse 65 BTX: 0531336908 0001
3300 Braunschweig FIDO: not connected

181. Re: For DoubleClick people mainly!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-14 23:58:48 UTC
From: sterbbs@sus.eur.nl
Message-ID: <sterbbs.695433528@eursus>
Source record: 46185

marshall@cs.uq.oz.au (Marshall Harris (G.M.)) writes:

>Now the registration prog has disappeared from both the Master and the
>backup floppy, and I can't get Datadiet to run. The config only shows the
>info and calories buttons - dietize and normalise are disabled.
>What do I do now? Sorry I didn't do it right! I'm desperate, as all
>my mates are waiting to see how it runs! Thanks for any help you can offer.

You should now the answer: "send your original disk in a self-stamped
envelope with a small not explaning the problem"

Bert Rozenberg.

- If I've insulted anybody or anything I will take -
- everything back and state the opposite. -
- Complaints? EMail: Largest ST BBS in Europe: STER BBS -
- Holland +31 (0)1880 40035 SterUID: SYSOP. -
---

182. GCC 1.40 on the TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 00:00:57 UTC
From: u1398@jsp.umontreal.ca
Message-ID: <1992Jan15.000057.4745@jsp.umontreal.ca>
Source record: 46180

4 questions [concerning the TT, SST, ASV]...

1. If I buy a TT, will I be able to use the GCC compiler available at
Atari Archives on it? Can GCC produce 68030-specific code?

[I just learned C, and havent tried it on Any Atari yet.]

2. Is there an Assembler specifically for the TT? If so, can someone
tell me which company makes it, and where to get it?

3. Is there a graphics expansion to work with the SST by Dave Small,
should I decide to not buy that TT?

4. How long before Atari's System V Unix is made available for the
TT? Ballpark would be fine.

--
Das machine is nicht fur gefingerpoken und mittengrabben. Ist easy schnappen
der springenwerk, blowenfusen und corkenpoppen mit spitzensparken. Ist nicht
fur gewerken by das dummkopfen. Das rubbernecken sightseeren keepen hands in
das pockets, relaxen und vatch das blinkenlights!!! ------------- :-) ------

183. Re: Of 3.5" drives and IDE Controllers...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 02:44:36 UTC
From: frecks@bluemoon.rn.com
Message-ID: <2gLkeB1w164w@bluemoon.rn.com>
Source record: 46186

The only thing you'll hafta do to hook up an IBM 720 to an ST is play with the jumpers a little bit. Unless you have the docs for that drive, it will be much fun; enjoy yourself...

BTW-does anyone know how the DMA port does commands. A recently snared EE type friend of mine is busily reconstructing one of my old ST's and needs more info on the ACSI port than is readily available to us. Any help would be greatly appreciated.

This is from
frecks@bluemoon.rn.com
who doesn't have their own obnoxious signature yet

184. hooking up 810/1050 drive to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 02:47:05 UTC
From: drp9500@ultb.rit.edu
Message-ID: <1992Jan15.024705.22011@ultb.isc.rit.edu>
Source record: 46182
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know how to make the cable required to connect these two??

Or how about making a null modem cable from the 13 pin SIO port on the
8bit to a RS-232 port??

I need to transfer some files between the systems and doing it over
phone lines is VERY slow!!

any help??

thanks
Bob

--
****
* Just because I'm a film major | < Net-address > *
* doesn't mean I'm a Spielber-wanna-be....| *
* I'm a Lynch-wanna-be! | drp9500@ultb.isc.rit.edu *

185. 24 bit code...The Right Way?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 04:38:53 UTC
From: cse0507@desire.wright.edu
Message-ID: <1992Jan14.233853.1380@desire.wright.edu>
Source record: 46044

So what is the proper way to code for 24 bit boards? Is virtualizing the palette going to be the way to go? So, one would check with the VDI, get back >32768 colors, but a palette is in use. Or, would the "no palette" signal 24 bits? Also, what about 32 bits- 24 bit color with 8 bits of alpha channel? DKB Raytracer would've been ported by now, but for these questions. Yes, other than that, my code follows B.REHBOCK's suggestions, but I'm not putting half-baked (by my lights :-) crap out to the net. I have a TT and know what a gripe it is to find programs that didn't bother to make that simple call to the OS to find res, colors, etc. (SuperBoot 7.2 especially!)

?!?!?!

186. Problems with Word Up 3.0 and Mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 07:29:34 UTC
From: mmiller@isis.cs.du.edu
Message-ID: <1992Jan15.072934.8736@mnemosyne.cs.du.edu>
Source record: 46184
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From what I've experienced with Word Up, I think it is an excellent concept. I got it with my system and I would really like to keep it, but there are some problems which make me very wary of it, and I am considering switching to another word/document processor, possibly of lesser features, if the problems cannot be remedied.

The problems I am encountering are:

- When there is no document open, and I want to open a document, it HAS to know that disk A is in drive A, otherwise it kind of crashes (I think it just goes into an infinite loop or something). But I am unable to do anything else. It just locks up. I can still move the mouse pointer though.

This does not happen if I have at least one document open. It will prompt me to insert disk A.

- If I just open and close single documents (not having more open than 1 at a time), things work out fine. But if I open more than one document at a time, it seems that I have to close them in the reverse order that they were opened, otherwise the next time I want to open a document, it crashes with 3 bombs (address error). I have sometimes noticed that if I have 3 documents open at one time, and if I alternate between closing and opening the 2nd and 3rd windows, I can avoid a crash...for a while, but eventually I get the 3 bombs again.

Being a programmer myself, I think I have a sense of what is going wrong here. It looks to me like Word Up is not managing memory well as far as maintaining memory for documents that exist in memory, and loading new ones. I thought that if a 1st document was opened, and then a 2nd, and if the 1st document was closed, that the 2nd document's contents would be copied to the 1st's place, starting at the 1st's starting pointer. This way one could load another 2nd document without worrying about stepping on another one "somewhere out there." I get the feeling that the problem is being caused by something in memory remaining static when it's not supposed to. I mean, when I do the above operation, the 2nd document moves down to the 1st document's place in the Windows menu. But it does not appear, just to my intuitive sense, that in memory the 2nd document has taken the place of the first. It just stays where it is.

Either that, or else the program is getting its pointers confused. I don't know exactly what "Address Error" means. Is it an address that is out of bounds? I have a Mega 1 STe, so would an address beyond 1

Meg. cause an address error?

- In text mode, at least, almost every time I edit a line (inserting or deleting) it "shaves off" the top of the line below it, and moves that top part along with the line I am editing. Sometimes it seems Word Up is able to compensate, by moving the "shaved" part back, but usually it fails.

Other than these bugs, the program has worked great. I have had no problems using multiple fonts, using the spell checker, or printing in the various modes, with, and without fonts (text mode).

I heard a while back that Atari had acquired the rights to Word Up, and would be selling it someday. Does anyone know when they will be releasing their version? I assume they have made efforts to make it more STe compatible. Will they support existing Word Up customers with upgrades? That question was unanswered the last time I heard anything about this. I have been wanting to mail my registration form, but I heard that Neocept went out of business, and Atari got the rights to it. So I don't know where to mail it.

Is there a patch available somewhere that would fix the problems I am having with it?

If nothing else, could someone recommend good word/document processors that have the following features: multiple fonts (not just those that the printer supports), headers, footers, selective page numbering (like only putting the page number on all but the first page), a spell checker (among other advanced features), and is compatible with the Mega STe (or just STe's in general). Being able to put graphics in documents is nice, but for me it is just iceing on the cake. It's not really necessary. Please give company name, and price, along with the software title.

Thank you,

Mark Miller, computer science	"I was just thinking of the immortal words
major at C.S.U.	of Socrates...'I drank what?'"
millerm@mozart.cs.colostate.edu	"What a waste it is to lose one's mind..."
/ Atari friend! ||| |"If we do not succeed, we run the risk of
\/ --- The Mark)|(	failure."
World Peace /	\ There's nothing else quite like it.

187. Re: RF Modulator

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 09:15:51 UTC
From: Laura_Burnett@mindlink.bc.ca
Message-ID: <9430@mindlink.bc.ca>
Source record: 46187

As an alternative to the VideoKey 'from the now-defunct Pratical Solutions' , there was an article on page 81 of the December 1989 issue of RADIO ELECTRONICS which described a circuit to convert RGB to NTSC (suitable for that Radio Shack RF modulator). Incredibly the article was specificly written for the Atari ST!! so you will not have to adapt it to the 1040.

signed-> David Galloway

188. Re: For DoubleClick people mainly!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 10:58:03 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan15.105803.11005@actrix.gen.nz>
Source record: 46189

In article <6120@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au writes:
> Dear DC people: you kindly sent me a prize of DataDiet. Unfortunately, my
> ATSpeed adaptor in my MegaSte was kaput, so the machine went into the
> hospital for weeks, while i waited for a replacement from Germany via UK!
> now it's back,, and I tried to install Datadiet.
> but it keeps saying: "Not installed - maybe needs registering?".
> I did register it, but only AFTER copying it to my backup and to the hard
> disk. Actually, I dleted the stuff from the h/disk, and registered on the
> floppy.Then I recopied the auto stuff, but not the *.app's, since i had not
> deleted them anyway. In short, i cocked it all up!
>
> Now the registration prog has disappeared from both the Master and the
> backup floppy, and I can't get Datadiet to run. The config only shows the
> info and calories buttons - dietize and normalise are disabled.
> What do I do now? Sorry I didn't do it right! I'm desperate, as all
> my mates are waiting to see how it runs! Thanks for any help you can offer.
>
> --
> _-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
> / B <--+ Department of Computer Science :fx:+61 7 365 1999
> _.-._/ | University of Queensland, St.Lucia
> v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

I always back up my disks before I play with them at all..:-)..

Try using Fcopy III..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

189. Re: Using Atari monitor as a PC CGA monitor?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 11:05:11 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan15.110511.11253@actrix.gen.nz>
Source record: 46190

In article <1992Jan13.233228.16394@gca-prism.com> rmd@gca-prism.com (Robert Dyas) writes:
>
> The subject line says it all. Can an Atari color monitor (the SM1224
> I think) be used on a PC compatible in CGA mode? If so, how can this
> be done? Thanks in advance.
>
>
> --
> Bob Dyas
> PRISM Interactive
> rmd@gca-prism.com

Yes you will have to change the 5 volt TTL outputs of the PC, to the
0.75 volts that the Atari monitor needs, or good by monitor,
also note the input impedance of the Atari monitor is 75 ohms..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

190. Re: TMS4256 12NL specs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 11:10:48 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan15.111048.11410@actrix.gen.nz>
Source record: 46041

In article <Tc7ieB2w164w@micromed.net.netcom.com> sslee@micromed.net.netcom.com (Steven Lee) writes:
> Does anyone have specs for the Atari 1040ST ram chips?
> The part # is TMS4256 12NL from Texas Instruments. I basically
> need the pinouts and an explanation for what each pin does.
>
> Thanks,
>
> ---
> sslee@micromed.net.netcom.com (Steven Lee)
> Micro-Medic BBS (408) 280-1610

These could be the 256 * 1 or the 256 * 4, how many memory chips
are there in your 1040,?, these are standard memory chips,
and if you don't mind why do you ask..?.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

191. Re: Of 3.5" drives and IDE Controllers...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 11:25:18 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan15.112518.11697@actrix.gen.nz>
Source record: 46042

In article <R7kJeB2w164w@bluemoon.rn.com> dddean@bluemoon.rn.com (David D. Dean) writes:
> Hello out there? ./`
> Is there anybody out there? ./`
>
> If remembering lines from Pink Floyd were my only problems at the moment,
> I'd be a happy guy! But alas, they are not.
>
> You see, I have these two little questions that I am SURE have been asked
> here before, and would like some feedback about them....
>
> 1) How much trouble is it to take a standard IBM 720k 3.5'' drive and
> swap it into my Atari 520STfm? I ASS/U/ME that is all that they do, for
> when I had to repair my ST drive, I noticed a striking resemblance.
>
> 2) I have this IBM IDE controller and a Maxtor 120mb hard drive. What
> all would it entail to make this thing work with my Atari ST? I know that
> I'm gonna have to custom build a case (or find a small metal box), and
> that it will have to have it's only power, and that I'm probably gonna
> have to find some really wierd/rare parts to complete this task.
>
> Basically, can anyone PLEASE give me some simple-to-follow instructions
> that would remedy these problems?
>
> Thanks alot to anyone who HELPS me..
>
>
>
> David D. Dean, Vice Chairman David D. Dean, Activities Chairman
> Exploring Officer's Association Explorer Post 891
> Central Ohio Council AT&T Systems & Bell Laboratories
>
> These thoughts belong to: dddean@bluemoon.rn.com !!!! No one else!
> But if you pay me $1,000,000 they can be yours!

Well there are some problems with OEM drives, like media change, as Atari
uses the write protect line, this does not always work when the disk is
write enabled, ie, test this by setting the write protect on/off and
see if the disk is reread each time the Esc key is pressed, for each setting,
it some times can be fixed by connecting pin 2 to 28 at the drive or on
the back of the Atari main PCB.

Also some of the older PC drives use a 6 ms step rate,
the Atari uses 3 ms..

I don't know if there is a IDE host adapter yet..

I have also been told that you can't reformat a IDE drive..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

192. Re: AUTO Folder Programs -- How do they replace system functions?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 11:31:54 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <1992Jan15.113154.25072@newcastle.ac.uk>
Source record: 46065
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm unable to help you about installing programs such as you describe from pascal or C, but the way it's done from assembly language is to modify interupt vectors in low ram.
There is no reason to write another bomb-out error handler as one already exists in the PD. I think it was published on the STFORMAT cover disk, but sohuld be available at atari.archive, and is called NOBOMB.PRG.
I'll post example code of how to install interupt vectors from assembly language if you're still interested.

>>>>>>>>>>>>>CRAIG GRAHAM>>>>>>>>>>
<-->
/\ /\
...Not built to last but built to burn, / \ / \
Contribute, contribute, send all you earn. / \ _ / \
No deposit, no return. / \ / \ / \
No deposit, no return. /_______ / \ ________\
Health and happiness guaranteed, |P O P|
Free seven day trail, it's all you need. \ /
Every hour on the hour, this is the voice of fate. /_/\
It's the voice of power. / \
E104,E122,E137,E142. / \
Here's to the king of the nineteen nineties..... /_________\
....give me everything.....give me everything........

-POP WILL EAT ITSELF. This is the day, this is the hour, this is this....

193. Re: info on IDE drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 11:33:10 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan15.113310.11950@actrix.gen.nz>
Source record: 46043

In article <Pq7ieB3w164w@micromed.net.netcom.com> sslee@micromed.net.netcom.com (Steven Lee) writes:
> I've noticed the latest type of hard drives (at least for the IBM
> world) now uses the IDE controllers. I have an old ICD adapter
> card which accepts only MFM drives. I'm planning on buying a
> new hard drive but I'm not willing to spend money on old technology.
> Is there a way to build a cable for the ICD adapter to accept
> IDE drives?
>
> ---
> sslee@micromed.net.netcom.com (Steven Lee)
> Micro-Medic BBS (408) 280-1610

I would not state that SCSI is old technology, but I will state that IDE
is Cheap technology, you can't even reformat them..!!

From what I have read Atari is to standardise on SCSI as it can be
used on Printers, Scanners and Tape back things, I don't think this is posible
with the IDE buss, you can only connect 2 things to it, and I don't
think that it can run to far, not like the 6 m that SCSI 1 can..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

194. GFA Basic Info required

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 12:56:12 UTC
From: keithb@hemel.bull.co.uk
Message-ID: <1992Jan15.125612.23972@hemel.bull.co.uk>
Source record: 46045

I need information in programming GFA Basic 2 - are there any tutorials
etc available over Internet?

==
Keith Bedford keith.bedford@hemel.bull.co.uk
Bull Special Products Division
Maxted Road - UK03-HM14
Hemel Hempstead
Herts HP2 7DZ Tel: +44-442-88 4250
England Fax: +44-442-88 4570
==

195. Re: RF Modulator

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 13:03:56 UTC
From: rjg@garfield.cs.mun.ca
Message-ID: <1992Jan15.130356.17248@garfield.cs.mun.ca>
Source record: 46077

I sent for the kit of parts available for this project and it worked well. I was able to display a decent image on a large composite monitor and record stuff on a VCR (even medium-rez text). A TTL inverter chip included allowed the circuit to work with CGA video from a PC (but not EGA or above) if so desired as well.

/|\ Russ.

--
Russell J. Gladden - rjg@garfield.cs.mun.ca _ /\
Telephone: (709) 753-5463. \'o.O'
Mail: 134-B Patrick Street, St. John's, =(___)=
Newfoundland, Canada, A1E 2T1. U

196. ICD Host Adapter Cables

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 14:06:09 UTC
From: grillo@olivey.ATC.Olivetti.Com
Message-ID: <52566@olivea.atc.olivetti.com>
Source record: 46046

I'm buyng an ICD Host adapter over there in USA (I'm from Italy)
trough a friend that will be there next week.
Since I never seen an ICD I'm wondering what kind of cable/connectors
are required to put Atari/ICD card/HDU togheter and if they are available
at the store where my friend will buy the ICD card (ie San Jose Computer
or B&C Computervision in the Bay Area).

Thanks in Advance.

Savino

197. Re: GCC 1.40 on the TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 14:32:34 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jan15.143234.106269@link-1.ts.bcc.ac.uk>
Source record: 46052

In article <1992Jan15.000057.4745@jsp.umontreal.ca> u1398@jsp.umontreal.ca (Kosmatos Odisseas) writes:
>4 questions [concerning the TT, SST, ASV]...
>
>1. If I buy a TT, will I be able to use the GCC compiler available at
> Atari Archives on it? Can GCC produce 68030-specific code?
>
> [I just learned C, and havent tried it on Any Atari yet.]

Yes, it will work nicely. It doesn't produce 68030 code, but it does do 68020 code, which is pretty well the same as 68030, it also supports the 68882 maths co-processor which is built into the TT.

>
>2. Is there an Assembler specifically for the TT? If so, can someone
> tell me which company makes it, and where to get it?

Yes there is.. it's from HiSoft.

>
>3. Is there a graphics expansion to work with the SST by Dave Small,
> should I decide to not buy that TT?

I think there might be one in the works.. but don't quote me.

>
>4. How long before Atari's System V Unix is made available for the
> TT? Ballpark would be fine.

All I've heard is that it will be available "real soon now" and that it will need the 19" mono monitor to run Motif.

I don't know if it will run at all on the 14" colour TT monitor.. does anyone else know?

>
>--
>Das machine is nicht fur gefingerpoken und mittengrabben. Ist easy schnappen
>der springenwerk, blowenfusen und corkenpoppen mit spitzensparken. Ist nicht
>fur gewerken by das dummkopfen. Das rubbernecken sightseeren keepen hands in
>das pockets, relaxen und vatch das blinkenlights!!! ------------- :-) ------

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

198. Re: 1040ST Midi Buffer Size

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 15:44:15 UTC
From: eker@cwi.nl
Message-ID: <5139@charon.cwi.nl>
Source record: 46048

In article <1992Jan14.212338.12458@ryn.mro4.dec.com>,
miskinis@aidev.enet.dec.com (John Miskinis) writes:
|>
|> This is true... I wrote my own level 6 interrupt handler, which I then
|> discovered dictated that I write my own "windowing system"...

The problem with writing your own level 6 interupt handler is that you have
to handle both midi and ikbd input otherwise the ACIA's could lock each other
out. Once you have read the ikbd input you then have the problem of
giving to it
TOS/GEM. There isn't any documented way of doing this to my knowledge so that
is probably why you wrote your own window system.

Actually there are a couple of ways around the problem without resorting to
this measure but they are rather complicated and its very easy to make a
subtle error that will bomb under rare input conditions. The basic
idea is to make the TOS handlers interuptable by lowering the IPL but
remember TOS handlers are (mutually) non-reenterant and may bomb if a
second TOS handler executes before a first one has completed.

It took me 4 weekends and 80+ crashes to figure out how to do it right
(would have been 3 weekends but for a nasty bug in Sozobon JAS assembler).

BTW at least one commercial sequencer "solves" the problem by
disabling the mouse during record (ugh!).

You may be interested to know that
when I first hit the problem I trawled through some archives at lancs.pdsoft
and found several of your postings on the subject.
When I trawled through the same archives some weeks ago I saw your
posting mentioning your solution. Actually since the TOS/GEM code is so
inefficient its probably worth writing a window system from scratch for a
commercial product and this is what I might do for my next sequencer
(if I ever find the time to write it...)

Steven Eker eker@cwi.nl

199. Monitor help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 15:51:19 UTC
From: dcd123@fig.ucsb.edu
Message-ID: <3157@ucsbcsl.ucsb.edu>
Source record: 46188
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I recently aquired a 1040STf, without a monitor. I thought it would be simple to rig my own, but I seem to have been mistaken. I have a television and a composite video monochrome monitor. When I connect the monitor to ground and monochrome (on the 1040ST) I get nothing. CV similarly gives nothing. Is there a trick I am missing? Please help me, I look forward to using this machine.

Thank you in advance.

200. Re: 32 colors on an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 16:34:36 UTC
From: eker@cwi.nl
Message-ID: <5140@charon.cwi.nl>
Source record: 46049

In article <q87ieB4w164w@micromed.net.netcom.com>,
sslee@micromed.net.netcom.com (Steven Lee) writes:
|>
|> Is it possible to modify the ST so it will recognize 32 color
|> registers? Other than the fact that no one else will have
|> this capability, I don't see why it can't be done and not
|> affect any other software. Are there consequences to doing
|> this (ie future TOS will not work)?

I can think of at least 3 problems:

1. The extra registers might not actually exist on the shifter chip.

2. Where will the extra bit plane go? remember on the ST the bit planes are
interleaved.

3. When will the extra bit plane be accessed? there are only so many memory
cycles in a scan line.

Steven Eker eker@cwi.nl

201. Re: Patch to compile.el for ST GNU Emacs users

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 16:43:23 UTC
From: ridderbusch.kd@sni-usa.com
Message-ID: <RIDDERBUSCH.KD.92Jan15164323@usun01.sni.de>
Source record: 46056

```
Unfortunatly, my patch to compile.el had an bug due to a last minute
change, which I didn't test thoroughly enough. Instead

+ (if (file-exists-p compilation-grep-output-file)
+ (if (y-or-n-p "Use output of previous grep command ? ")
+ (find-file compilation-grep-output-file)
+ (find-file compilation-error-output-file)))

it should be

+ (if (and (file-exists-p compilation-grep-output-file)
+ (y-or-n-p "Use output of previous grep command ? "))
+ (find-file compilation-grep-output-file)
+ (find-file compilation-error-output-file))

Sorry about that.
--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch / , Abt.: D10 PU222
/ /./ Heinz Nixdorf Ring
/=== /,== ,===/ /,==, // W-4790 Paderborn, Germany
/ // / / // / / \ Tel.: (49) 05251-8-0
/ / `==/\ / / / \ NERV:ridderbusch.kd

Email: ridderbusch.kd@sni-usa.com (America (North & South))
ridderbusch.kd@sni.de (Rest of world)
```

202. ATARI TO COMMODORE MONITOR CABLE WANTED!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 16:57:10 UTC
From: tominatr@ac.dal.ca
Message-ID: <1992Jan15.125710.2915@ac.dal.ca>
Source record: 46047
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

WANTED:

Cable to hook an Atari 1040ST to a Commodore 1084S. I beleive this is a special cable, but if anyone has one they wish to sell, PLEASE E-mail me.

- Tom N.

203. Re: Tcsh problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 19:43:02 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <5606@lee.SEAS.UCLA.EDU>
Source record: 46051

Well, last week I asked whether anyone has had problems with
Eric Smith's port of tcsh under MiNT. Noone has responded,
which could mean one of two things: nobody using tcsh has seen
the same problems, or nobody else is using tcsh. Hence, I will
ask the converse question:

Is anyone out there using tcsh without
experiencing any problems?

Thanks,
Scott Willingham // willing@icsl.ucla.edu

204. Re: ICD host adaptor, which one?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 20:04:53 UTC
From: bpohl@dvorak.amd.com
Message-ID: <1992Jan15.200453.16220@dvorak.amd.com>
Source record: 46053

```
In article <JGJ.92Jan14094002@rcx1.ssd.csd.harris.com> jgj@ssd.csd.harris.com (Jeff
Jackson) writes:
>
>You man want to reformat with a different format. I forget the correct
>term, but the ICD software lets you intersperce you're sectors so instead
>of the sector order being, say,
>
> 1 2 3 4 5 6
>
>It mignt be
>
> 1 4 2 5 3 6
>
>or
>
> 1 3 5 2 4 6
>
>The advantage of this is it give the controller & computer more time
>to get ready for the next sector. If they aren't ready, the disk has
>to spin all the way back around, slowing access down. By spacing them
>cout like this, they get ready for the next sector just in time for
>the sector to pass under the r/w head.
>
>Hope this helps.
>
>--
>==============================================================================
>Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
>jgj@ssd.csd.harris.com | bust you up tonight."
>x5120 | Jesus said, "Go ahead, make my day."
> ~~~~~~~~~ -- Carman, "The Champion"
>-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
>-=-=- Virus Sigzy 2.0 has commandeered this .signature. Beware! -=-=-
>-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

I think the term your looking for is Interlacing.
```

205. Re: GCC 1.40 on the TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 22:21:41 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan15.222141.25852@demon.co.uk>
Source record: 46070

"is there an assembler specifically for the TT?"

Yes, Devpac TT manufactured by Hisoft in the UK. It costs abour 120 UKP
and includes a very pwerful debugger.
I have it and strongly recommend it.

Their address is:-
The Old School
Greenfield
Bedford
MK45 5DE
ENGLAND
phone 44 525 718181

206. Supra Hard Disk Interface

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-15 22:52:05 UTC
From: Jean-marc.Zucconi@bbs.oit.unc.edu
Message-ID: <1992Jan15.225205.3245@samba.oit.unc.edu>
Source record: 46054

I have problems connecting some Hard disks to a Supra HD adapter.
I can use a Quantum P40S (42 Mbytes) but not a Quantum LP105S (105 Mbytes)
nor a Fujitsu M2614S (180 Mbytes). The problem with the LP105S and the M2614S
is that they do not appear on the bus ('DMA device not responding') whatever
their SCSI number is. Clearly the problem does not come from the software
since the result is the same with the ICD formatter.
Does anyone know why some hard disk can't be used w/ the Supra
adapter?

Thanks,

Jean-Marc Zucconi

207. Re: GCC 1.40 on the TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-16 01:27:23 UTC
From: mats@netcom.COM
Message-ID: <1992Jan16.012723.9294mats@netcom.COM>
Source record: 46055

ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>In article <1992Jan15.000057.4745@jsp.umontreal.ca> u1398@jsp.umontreal.ca (Kosmatos Odisseas) writes:
>>4 questions [concerning the TT, SST, ASV]...
>>
>>4. How long before Atari's System V Unix is made available for the
>> TT? Ballpark would be fine.

>All I've heard is that it will be available "real soon now" and that it will
>need the 19" mono monitor to run Motif.

The release is pending (it's in something akin to Beta now, having been
released to selected "developers").

>I don't know if it will run at all on the 14" colour TT monitor.. does
>anyone else know?

It's been run internally at Atari on the 14" color, but that version isn't
supported. Only the 19" mono is "officially" supported; there will be
some form of color support (probably only for larger screens, with an
add-on board) later.

If you've got a choice, and money isn't an impediment, I find the TTM195
monitor superior to the TTM194.
--
Mats Wichmann
Systems Software Consultant
alruna!mats@ossi.com (or mats@netcom.com)

208. Small's SST for MSTE?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-16 02:05:29 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Jan16.020529.24428@tdb.uu.se>
Source record: 46057

Is there anyone out there (Small for example) who knows if there will
be a Mega STE-version of the SST-accelerator in the forseable (sp?)
future? If so, will it be a VME-plug-in-card or something that fits
on top of the old 68000? How much will it cost?

*** | Daniel Eriksson - Delta Force | m91der@bellatrix.tdb.uu.se |
*** | Uppsala University/Sweden | IRC: DanielDF |
*** |------------------------------| Voice: +46 18 370024 |
* * * | "Fighting for peace is like | Voice weekends: +46 26 72901 |
* * * | fucking for virginity!" | Fidonet: 2:205/218 (T.A.R) |

209. Re: 1040ST Midi Buffer Size

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-16 08:09:27 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992Jan16.075105.7120@ryn.mro4.dec.com>
Source record: 46058

There are still a couple mysterious issues tha I'd like to nail down,
about replacing the level 6 interrupt...

If MIDI data, (and *sometimes* mouse data), is coming in while I
replace the handler, the machine freezes up occasionaly. It's not a
big deal now, as I can always make sure data isn't coming in when I fire
up my program. I would like to know why though, and solve this problem!

Currently, I have a 300 byte buffer for mouse events, and in the
interrupt handler, I just store the 3 incoming bytes in the cyclical
buffer. I thought I'd have to increase the buffer to a size much
larger than 300, but I've never been able to overrun the buffer.
The mouse "queue" is read in my main "event loop", and if there is
data to process, I update the mouse sprite position accordingly. I
noticed however that the mouse sprite flickers slightly when moved,
but the Atari standard mouse sprite doesn't. I would tend to think
that they are updating the mouse sprite in between screen refreshes,
while I update it whenever I need to. I remember seeing something
like a vsync() call, but I figured this would "block" for a while,
until a screen refresh has just happened. If anyone knows about this,
PLEASE post some info!

I originally thought about disabling the mouse while recording, but
that seemed to be an "uncool" solution, as a graphical interface to
a sequencer would suffer from the lack of a PAUSE or STOP button,
and then the issue of providing MIDI thru (reliably) would be
possible only when the mouse was disabled. I figured that since
I wanted to provide 100% data accuracy AND allow full mouse control
during recording/playback/THRU that I might as well rewrite the
handler.

There are some disadvantages to using a "home brewed" handler though:

1) The standard keyboard and mouse data structures are not filled, so
none of the standard system routines will work.

2) No screen savers are compatible, and if installed will be activated
as they think that the mouse and keyboard have been inactive!

3) By not using GEM, no desk accessories can be invoked.

At this point in time, I have no support for "double/triple clicking".
I've always hated mutiple clicking myself, and may never implement it, as
I don't think it's an important component in a user interface. This
is just *MY* opinion, and I'm sure there's a lot of people out there
that will disagree with me.

Because I'd like to someday offer some comercial software for the ST,
I didn't mind investing the time and effort to develop the handler,
and "windowing system". I would not recommend doing this though,
unless you have a LOT of time, and are not easily frustrated. I'm
still working on the windowing system, and although I have the basics
complete, I know that I still have a long way to go...

I currently support medium-resolution only, as I wanted color, and
a decent resolution. I may have to support monochrome in the future,
but I don't know how good the 3D effect will look using dithering to
achieve different levels of gray. I currently use the 4 colors in
the medium resolution to their full power, and although it's possible
to get decent looking screens, I sometimes wish I used low resolution
for 16 colors would be REAL conducive to 3D effects!

I will most likely post a binary in a few weeks (if people are interested)
that illustrates what I've been working on. I've got a 61 key piano
keyboard on the screen, that lights/unlights the keys as they are played.

Currently 4 sliders indicate pitch, VCF (controller 2), Oscillator (controller
1), and aftertouch in real-time. Although the MIDI data is recorded in
a fixed length buffer (50K now), I have not incorporated my playback
routines into this. Also, I have not tested my windowing system with
a timer A rundown interrupt routine updating a clock. I sure hope that
I don't get any suprises when I fold these routines in!

ANYWAY, enough rambling for now...

John

210. Atari developer documentation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-16 08:56:44 UTC
From: steve@thelake.mn.org
Message-ID: <A387323952@thelake.mn.org>
Source record: 46069
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The following announcement was made available on GEnie by Bill Rehbock.

January 15, 1992

Atari Corporation Official Announcement

I am pleased to announce that Atari is making all of the released TOS development information available to the general public. We are making the kit available to fulfil the needs of programmers that already have purchased a third-party development package, Atari owners that are curious about the 'nuts and bolts' of The Operating System, and anyone else that wants to have a detailed understanding of TOS software development. If you wish, you may purchase the entire kit for $150.00 (U.S.) and also get one year of technical support from Atari via the private Atari Developer Roundtable on GEnie, 6 issues of the bi-monthly Developer Newsletter, ATARI.RSC, and one year of on-going developer kit upgrades. If you wish to renew after one year, there is a fee of only $40.00.

If you wish information on only certain aspects of Atari TOS computers, we also sell sections of the kit separately. The items that are available range from every issue of the developer newsletter since 1985, to the release notes for the exciting new STBOOK. Every detail a software or hardware developer could want is outlined, including MegaSTE/TT VME Bus specifications, STE DMA sound, FSM GDOS programming information, and more. Please see the order form for details.

You must purchase the $150.00 full kit to be eligible for on-going support. I'm sorry, but at this time, you may not purchase a part of the kit, and later "upgrade" to the support level.

Developers that are currently not registered with Atari, and have a commercial product on the market, or have a product in development, or have any other special needs requiring direct unlimited telephone support should sign up under the Atari Commercial Developer Program. There is an additional fee for this program, but there is no renewal fee required as long as you continue product development and support. (Educators, universities, and businesses may fall into this category.) Please contact Gail Bacani on 408-745-2022 for more information on the Commercial Developer Program.

The complete order form follows, outlining all of the documentation that is available. Please note that several items include disks

containing software relating to the documentation. We want to assure that you get the most out of your Atari Computer experience!

Sincerely,

Bill Rehbock,
Director of Technical Services, Atari Corp.

Included in this archive, please find the file, ORDERFRM.TXT. It outlines all of the documentation that is available, pricing and ordering information.

Atari TOS Developer's Kit -- Order Form -- January 4, 1992

_____ $150.00 Complete Developer's Kit, including all documents and disks. Includes 1 year of support via Atari-RSC Developer Roundtable on GEnie, on-going developer kit updates for 1 year, and 6 issues of ATARI.RSC, the bi-monthly developer newsletter.

_____ $40.00 One year renewal fee -- 1 year of support via Atari-RSC Developer Roundtable on GEnie, on-going developer kit updates for 1 year, and 6 issues of ATARI.RSC, the bi-monthly developer newsletter.

Document and Disk Packages

_____ $10.00 Atari.RSC Newsletters (Dec. '89, Jan. '90, Feb. '90, Mar. '90, Apr. '90, May '90, June '90, July '90, Aug. '90, Sept. '90, Oct. '90, Nov. -- Jan. '90-'91, Apr. -- May '91, June -- July '91) The Atari Forum (Mar. '88, May '88, July -- Aug. '88, Sep. -- Dec. '88 Fuji Stripe Newsletter, pages 3 -- 7 (undated) Q & A Bulletins (Feb. '86, Mar. '86, Apr. '86, May '86, June '86, Feb. '87)

_____ $20.00 Atari GEMDOS Reference Manual Table of Contents (Apr. 4, 1986) Introduction (5/22/86) Calling, filenames, fileops, processes, vectors, errors (4/4/86) GEMDOS functions by number (undated) Funcs (4/10/86) except pages (9), (21), and (25) (1-23-89) and page (13) (3/7/90) Prg (4/4/86) Pexec Cookbook (6 Sept. 1991) Hitchhiker's Guide to the BIOS (Nov. 26, 1985) New pages: 5, 7, 12, 16, 38, 56, 75 (1-23-89) New pages: 15, 31, 32, 33, 34, 35, 36, 37, 37a (3-5-90) AHDI 3.00 Release Notes (April 18, 1990) Atari CHKDISK3 Documentation (April 22, 1990)

TOS Developer's Kit Disk #4: HDX / System Utilities / STE Programming Examples / CHKDISK3

_____ $40.00 GEM Programming Guide Volume 1 -- VDI (Third Edition: January 1989)

Volume 2 -- AES (Third Edition: January 1989)
GDOS/FSM GDOS Developer Guide (10/91)
GEM Resource Construction Set (undated)

TOS Developer's Kit Disk #2: MicroEMACS / Source
Code Examples / RCS

_____ $40.00 Gem DOS Programmer's Tools (undated, copyright 1989)
Command Shell
AS68
MADMAC Reference Manual (ver. 1.00) & update (ver. 1.07)
ALN Docs. (8/12/88) and update sheet (90/01/24)
AR68 (Archive Utility) (undated)
DUMP
SIZE68
DB Docs. (Release 2, 90/01/24)
Motorola S-Record Format

TOS Developer's Kit Disk #1: Alcyon C Compiler
/ ALN Linker
TOS Developer's Kit Disk #3: MADMAC / DB Debugger
/ Programming Utilities / CHKDISK3

_____ $15.00 Engineering Hardware Specifications (7 January 1986)
Intelligent Keyboard Protocol (26 February 1985)
Chip specifications:
6850 ACIA, MC6850 (undated)
68901 MFP (undated)
AY-3-8910 PSG (undated)
Programmable Sound Generator Manaual (February 1979)
GIACCESS (page 1, March 7, 1990; page 2, 1-23-90)
WD 1770/1772 Floppy Disk Controller (undated)
Atari Monitor Summary Specifications (May 14, 1986)
128K ROM cartridge schematics (1-2-85)
Blitter Chip (17 June 1987)

_____ $25.00 STE Hardware Developer Addendum
STE features list
Genlock and the STE
Video Modifications
How to Implement Fine Scrolling on the STE
STE Digitized Sound Developer Information
TT030 Hardware Reference Manual
VME Bus Specifications for TT030 and Mega STE Products
Rainbow TOS Release Notes
STE TOS Release Notes
TT030 TOS Release Notes
STBook Expansion Bus Electrical Specification

TOS Developer's Kit Disk #4: HDX / System
Utilities / STE Programming Examples / CHKDISK3
TOS Developer's Kit Disk #5: Demonstrator /

eXtensible Control Panel

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____

____

******* Make sure you return both pages of the order form. ********

Please allow 2 - 4 weeks for processing.
Make checks payable in U.S. funds to Atari Corporation.
Direct all orders to: Atari Corp.
1196 Borregas Avenue
Sunnyvale, Calif., U.S.A. 94086
Attn: Gail Bacani

211. Re: RF Modulator

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-16 08:58:01 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992Jan16.080231.7391@ryn.mro4.dec.com>
Source record: 46059

> As an alternative to the VideoKey 'from the now-defunct Pratical Solutions' ,
>there was an article on page 81 of the December 1989 issue of RADIO ELECTRONICS
>which described a circuit to convert RGB to NTSC (suitable for that Radio Shack
>RF modulator). Incredibly the article was specificly written for the Atari ST!!
>so you will not have to adapt it to the 1040.

WOW! Did they say how well it worked, or how hard it was to build?

Also, is Practical Solutions really defunct? I just picked up a cordless
mouse made by them (cheap), perhaps that's why it was cheap. I noticed
that once in a while if I move the mouse quickly to the left about an
inch or so, 5 times in a row, it will miss one movement. Is my
warranty useless?

ANY and ALL infomation is appreciated,

John

212. Re: Monitor help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-16 10:36:12 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan16.103612.20657@actrix.gen.nz>
Source record: 46061

In article <3157@ucsbcsl.ucsb.edu> dcd123@fig.ucsb.edu (Hanson) writes:
> I recently aquired a 1040STf, without a monitor. I thought it would be
> simple to rig my own, but I seem to have been mistaken. I have a television
> and a composite video monochrome monitor. When I connect the monitor to
> ground and monochrome (on the 1040ST) I get nothing. CV similarly gives
> nothing. Is there a trick I am missing? Please help me, I look forward to
> using this machine.
>
> Thank you in advance.

This will not work, Please don't insult you Atari and do get a proper monitor
for it..

But I did see a Sony TV with a scart input work ok for games, but I
would never recomend any thing lower than that..!!!
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

213. Re: RF Modulator

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-16 11:10:47 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan16.111047.21631@actrix.gen.nz>
Source record: 46062

```
In article <9430@mindlink.bc.ca> Laura_Burnett@mindlink.bc.ca (Laura Burnett) writes:
>
> As an alternative to the VideoKey 'from the now-defunct Pratical Solutions' ,
> there was an article on page 81 of the December 1989 issue of RADIO ELECTRONICS
> which described a circuit to convert RGB to NTSC (suitable for that Radio Shack
> RF modulator). Incredibly the article was specificly written for the Atari ST!!
> so you will not have to adapt it to the 1040.
>
> signed-> David Galloway

Better still and cheaper, use the Amiga A500 modulator I did this for
a friend and a Mega 2...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***
```

214. Re: ICD Host Adapter Cables

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-16 11:15:37 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan16.111537.21785@actrix.gen.nz>
Source record: 46063

In article <52566@olivea.atc.olivetti.com> grillo@olivey.ATC.Olivetti.Com (Savino Grillo) writes:
> I'm buyng an ICD Host adapter over there in USA (I'm from Italy)
> trough a friend that will be there next week.
> Since I never seen an ICD I'm wondering what kind of cable/connectors
> are required to put Atari/ICD card/HDU togheter and if they are available
> at the store where my friend will buy the ICD card (ie San Jose Computer
> or B&C Computervision in the Bay Area).
>
> Thanks in Advance.
>
> Savino

They come with the DMA cable, but you will need a 50 way cable for the drive
and a 4 way for power to the drive, and posibly a cable (power) to the adapter,
but that one could be suppied..

E-Mail me if I can help some more, I have a home brew SCSI 50 meg drive
that I made up myself..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

215. Re: Supra Hard Disk Interface

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-16 11:21:55 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan16.112155.21947@actrix.gen.nz>
Source record: 46064

In article <1992Jan15.225205.3245@samba.oit.unc.edu> Jean-marc.Zucconi@bbs.oit.unc.edu (Jean-marc Zucconi) writes:

> I have problems connecting some Hard disks to a Supra HD adapter.
> I can use a Quantum P40S (42 Mbytes) but not a Quantum LP105S (105 Mbytes)
> nor a Fujitsu M2614S (180 Mbytes). The problem with the LP105S and the M2614S
> is that they do not appear on the bus ('DMA device not responding') whatever
> their SCSI number is. Clearly the problem does not come from the software
> since the result is the same with the ICD formatter.
> Does anyone know why some hard disk can't be used w/ the Supra
> adapter?
>
> Thanks,
>
> Jean-Marc Zucconi

Is this the old Supra one, ie, no clock, its not a good design,
also some of these drives need a reset command to get them going, that
from what I have read in some of the ICD Docs's, ICD provided a reset
program to put into your Auto folder to fix this...

--

*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

216. Mixing SIMMs ??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-16 12:41:42 UTC
From: laurent@hpgnd.grenoble.hp.com
Message-ID: <1410002@hpgnd.grenoble.hp.com>
Source record: 46094

Hello !

Is it possible to mix different access time SIMM memories into
the 4 slots of a 520 STE. Let's say 2 "80 ns" and 2 "120 ns" ?

Thanks a lot for your help.

Laurent JULLIARD
laurentj@hpgnse2.grenoble.hp.com

217. Re: Where to get new floppy-chip?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-16 13:45:04 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jan16.134504.1552@unibi.uni-bielefeld.de>
Source record: 46066

In article <1992Jan14.213214.9436@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:
|>
|> Is there anyone that knows where I can buy the new AJAX-floppy-chip
|> that can handle 1.44 and 2.88-meg drives? I know it's beeing shipped
|> in the latest TT's in Germany, so there must be somewhere I can get
|> it. Atari-Sweden told me that it might take up to half a year before
|> it gets to Sweden, and I don't feel like waiting that long.
|>
|> I would also like to know if someone has managed to use a 1.44-meg
|> drive in a MSTE (with the old WD1772 and TOS 2.05) just by plugging
|> in a new drive and flippin DIP-7.
|>

I've tried to use a HD-module from an ordinary ST, which does nothing
more than to switch the WD1772 to 16 MHz clock rate. But I'm sorry, it
doesn't work reliably. From time to time the bios reports CRC-Checksum
Errors. I don't know if this is just because of badly placed 16MHz lines
(but I think that's the reason) or if there really has some programing
in the BIOS got to be done. Since in the MEGA-STE the computer tells the
floppy which density to use and not the floppy indicates which kinda disk
is inserted, the BIOS must make two attempts to read a disk, switching
the WD1772 clock frequence. Normally, the BIOS can handle disks with up
to n sektors per track, where n is a positive integer number greater than
a, and a may be choosen freely, but perhaps the floppy controller must be
programmed a bit different and the BIOS doesn't do this. In a way it's
said that ATARI didn't release the MSTE and TT with HD-floppies because
of "some troubles", but it was never explained what the troubles were.
Nevertheless I will try the above mentioned method and may be back with
some good news in some days. The WD1772-02-02 (the -02-02 is important)
is definitetly said to be able to handle 16 MHz, so where is the problem?
Anybody who knows about this is invited to mail any comments.

TeSche
itschere@techfak.uni-bielefeld.de

218. Re: 1040ST Midi Buffer Size

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-16 16:07:22 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1992Jan16.160722.15319@gumby.cc.wmich.edu>
Source record: 46067

In article <5133@charon.cwi.nl> eker@cwi.nl (S.M. Eker) writes:
> There's a TOS routine for changing the size of i/o buffers - can't recall its
> name off hand but you'll find it in any decent TOS reference manual.

Actually, there's not a routine for it, but it's easy enough to write yourself. The critical information you need is that XBios routine #14 (IoRec) returns a pointer to the buffer parameter block for the serial I/O devices (the MIDI port is device #2). The first entry in the block is a pointer to your input buffer, the second is a word with the buffer size (followed by head and tail index words).

One thing to note is that the ROM routines (at least up through TOS 1.4) won't handle buffers larger than 32 kB. So if you want more than that, you'll have to write your own interrupt handlers.

Also, don't forget to restore the original buffer block values before exiting your program.

> However this probably won't fix you problem - ST's lose a lot of midi bytes
> to overrun errors on the midi ACIA - what happens is that some other
> level 6 interupt routine locks out the midi interupt for more than the
> 320ms between midi bytes - the worst offender is the keyboard/mouse but
> the 200Hz system clock can also do this.

This is really weird. I keep reading about how the Atari loses input data on it's MIDI port, and how the only way to avoid it is to write your own MIDI interrupt handlers. I've been doing MIDI on the ST since 1987 (when we released our Omni-Banker ST universal MIDI librarian), and have neither lost MIDI data, nor written my own interrupt handler. The program is in use on every version of TOS, with every nationality of ROM, all over the world for the past 5 years, with NO reports of data loss of this kind.

It's true that the mouse can generate a lot of interrupts very fast, and can result in MIDI data loss. But it's very easy to send a message to the IKBD processor to disable the mouse during the short period of time that data is being received. (I'm talking here about librarian type applications. If you're writing a continuous real-time application like a sequencer, shutting the mouse off may not be an option, and the custom interrupt handler approach is probably required.)

It's not true that the 200 Hz system clock generates enough overhead to cause data loss. I know, because Omni-Banker relies on periodic checks of that clock to determine whether data dumps have timed out. I can dump 15 kB from a Yamaha RX-17 drum machine at 325 uS per byte into Omni-Banker without loss. What may be surprising is that I've left

the input buffer at it's default size of 128 bytes, and the data capture loop is written in OSS Pascal (with no assembly code). (I pull the bytes out, examine them to see if they should be filtered out, check for EOX terminators, check the timing, and stuff them into my own buffers... all in real-time, all in Pascal).

The key factor here is to avoid the Bios-level I/O routines like the plague. The bConIn and bConStat routines that you would logically use for this purpose have about a 1 mS overhead associated with them. In the time it would take to check the status and read one MIDI byte, SIX bytes have arrived. You'll overflow the buffer pretty quickly that way. The situation gets even worse when you have several AUTO programs that patch themselves into the system vectors and check everything that goes by (extra overhead).

Another area that *might* result in data loss is if there are many routines hung off the VBI chain. I don't know for sure about this, because I had already shut off all but the first entry (the GEM timer), in an attempt to avoid data loss, before I came up with my fast input data collector. I never bothered to re-enable the VBI chain to see what impact it would have.

It's at a rather low frequency (only one blip every 40-60 MIDI bytes), but what's important is the total time consumed by all the routines in the chain. My collector requires ~100 uS to process one byte, plus maybe 40 uS or so for the standard interrupt handler; leaving less than 180 uS worst case for everything hung off the VBI.

However, the MIDI port is attached to the MFP chip, which is at a higher priority level than the VBI, so input data would still be collected, unless a VBI routine was badly behaved and set the interrupt level up, locking out the MIDI port (for >150-180 uS). Probably pretty safe, although in a commercial application, I wouldn't want to risk it.

Hopefully, this analysis will prove to be useful to someone. And to place your order for this unbelievably fantastic universal MIDI librarian that supports over 300 instruments!, just call... :-)

Just kidding! ;-)

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

219. Re: 1040ST Midi Buffer Size

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-16 16:11:59 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1992Jan16.161159.15428@gumby.cc.wmich.edu>
Source record: 46068

In article <1992Jan14.212338.12458@ryn.mro4.dec.com> miskinis@aidev.enet.dec.com (John Miskinis) writes:
>
> In article <5133@charon.cwi.nl>, eker@cwi.nl (S.M. Eker) writes...
>
> >However this probably won't fix you problem - ST's lose a lot of midi bytes
> >to overrun errors on the midi ACIA - what happens is that some other
> >level 6 interupt routine locks out the midi interupt for more than the
> >320ms between midi bytes - the worst offender is the keyboard/mouse but
> >the 200Hz system clock can also do this.

I'll just mention that the 200 Hz system clock is Timer C, which is level 5 on the MFP, and can't interrupt the MIDI input, which is on level 6 (i.e., a higher priority level).

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

220. Re: GCC 1.40 on the TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-16 16:27:39 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <695579259.24009@minster.york.ac.uk>
Source record: 46073

In article <1992Jan15.143234.106269@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>All I've heard is that it will be available "real soon now" and that it will
>need the 19" mono monitor to run Motif.
>
>I don't know if it will run at all on the 14" colour TT monitor.. does
>anyone else know?

Unix itself supports the TT's colour modes, but you need the 19" mono
monitor to run X.

>Steve

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

221. Desk Accessory ordering

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-16 16:45:29 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <695580328.24486@minster.york.ac.uk>
Source record: 46072

Just out of interest, does anybody know how GEM chooses to order accessories on the "Desk" menu? Is is just "directory order" (i.e. the order that Fsfirst and Fsnext supply them), or is there a deeper rationale ?

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

222. Re: hooking up 810/1050 drive to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-16 17:43:01 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <52857@cup.portal.com>
Source record: 46071
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

I think I have the pin-out for the Xformer cable somewhere, but it'd take me a month or two to find it <grin>. If you don't need Xmodem transfer there's a file on Atari Base (408) 745-2193 that shows how to hack a joystick cable to RS232 (RS232JOY.ARC) it'll go to 19,200 BAUD, but the ST can't capture that fast. For regular handshake type stuff, Xmodem, you can only go to 300 BAUD, but it will do two way transfers.

223. Re: Partition sizes on HardDisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-16 20:16:46 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Jan16.201646.23128@chinet.chi.il.us>
Source record: 46075

In article <1992Jan13.121535.25776@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>In article <1992Jan10.151227.18385@doc.ic.ac.uk>, jhd@doc.ic.ac.uk (Jake H Dias) writes:
>>
>>I have heard though that you HAVE to partition the disk into a number
>>of drives. eg. c: d: e:, etc. and that they have to be within a certain
>>size.
>>
>>What is this size and can it be "fixed" to increase it?
>
>TOS 1.0 and 1.2, 16mb. Tos 1.4 and greater, 32mb. These are per partition.
>If you use the ICD host adaptor (a good choice), you can use BGM partitions
>of any size, but some software will reputedly not work with them (however,
>for storage of stuff they work fine). Can anyone confirm/deny this?
>
I have a disk with partitions up to 240 MB working fine on a Mega with TOS
1.2. The host adapter is a BMS 200. The key is in the hard disk utilities:
I believe HDX 3 or higher is needed to get partitions bigger than 16 MB.
The version I'm using (5.something) is supposed to be in general release,
but the ways of Atari can be a little confusing to outsiders, so maybe
it isn't.
Steve saj@chinet.chi.il.us

224. gcc help (again)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-16 22:21:30 UTC
From: davidd@cs.mcgill.ca
Message-ID: <1992Jan16.222130.2794@cs.mcgill.ca>
Source record: 46074

I'm having trouble with gcc (again). After seemingly having
it working for a little while, it's hassling me again.

If I try to compile

```
#include <stdio.h>

main ()
{
printf ("Hey there\r\n");
}
```

gcc gives me the following error:

In file included from hmm.c:1:

e:\gcc\include\stdio.h:115: parse error at null character

(I guess some of that stuff is mupfel control codes.)

I'm using gcc 1.40 on a 2.5M STe, using gemini (mupfel).

David D'Andrea

225. NEw program

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-16 22:56:39 UTC
From: five@sys6626.bison.mb.ca
Message-ID: <5s6NeB16w164w@sys6626.bison.mb.ca>
Source record: 46076

Sorry lads. This may not be the correct newsgroup for this message, but it's the ONLY ST Newsgroup that are hub is pulling in. Please bear with me. :)

I'm just working the FINAL bugs in my first ever game. An 8 sided dice version of Triple Yahtzee for Monochrome STs.

Couple of questions: I'm programming in GFA Basic 2.0. I've never programmed seriously, in any other language, and don't have a LOT of programming knowledge, and DO NOT have a manual for this basic. (It being PD, I got it from a friend, but he had no manual).

HOW can I print something graphically to the screen, WITHOUT the mouse blinking? (As in the numbers for the 'rolling' dice in my game. When the die are rolling, (about 20 times/second) the mouse blinks at the same rate). I would LOVE to get this fixed before I release Version 1.0 of this shareware game.

Other than that and a minor bug or two, the game is ready for release.

Also, is there anyone out there, that I could mail a copy of the game to, so that they could upload it to somewhere on the net, that has an ST downloading area, or to Compuserve? Doing this favor for me would include a registered version of the software. (Putting you on my registered owner mailing list, which entitles you to a free copy of all updates, upto and including Version 2.0 (BUT, only including 1 mailing free. I can't pay for postage for every update between major versions). Version 2.0 will support colour monitors, and MIDI for sound support.

Thanks for ANY help on this!


```
-----------------------------------------------
[ Five - Owner/Operator of ][ Remember, things ]
[ Aural Research Foundation ][ never change, ]
[ Studio and Synthesists ][ they just get ]
--------------------------][ modulated. ]
------------------
```

--- (skinny puppy) a user of sys6626, running waffle 1.64
E-mail: five@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

226. Re: GCC 1.40 on the TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-16 23:59:13 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan16.235913.4170@demon.co.uk>
Source record: 46092

"is there an assembler specifically for the TT?"

Yes, Devpac TT manufactured by Hisoft in the UK. It costs abour 120 UKP
and includes a very pwerful debugger.
I have it and strongly recommend it.

Their address is:-
The Old School
Greenfield
Bedford
MK45 5DE
ENGLAND
phone 44 525 718181

227. Re: Partition sizes on HardDisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-17 03:45:15 UTC
From: remyh@cco.caltech.edu
Message-ID: <1992Jan17.034515.4564@cco.caltech.edu>
Source record: 46078

saj@chinet.chi.il.us (Stephen Jacobs) writes:

>In article <1992Jan13.121535.25776@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>>In article <1992Jan10.151227.18385@doc.ic.ac.uk>, jhd@doc.ic.ac.uk (Jake H Dias) writes:
>>>
>>>I have heard though that you HAVE to partition the disk into a number
>>>of drives. eg. c: d: e:, etc. and that they have to be within a certain
>>>size.
>>>
>>>What is this size and can it be "fixed" to increase it?
>>
>>TOS 1.0 and 1.2, 16mb. Tos 1.4 and greater, 32mb. These are per partition.
>>If you use the ICD host adaptor (a good choice), you can use BGM partitions
>>of any size, but some software will reputedly not work with them (however,
>>for storage of stuff they work fine). Can anyone confirm/deny this?
>>
>I have a disk with partitions up to 240 MB working fine on a Mega with TOS
>1.2. The host adapter is a BMS 200. The key is in the hard disk utilities:
>I believe HDX 3 or higher is needed to get partitions bigger than 16 MB.
>The version I'm using (5.something) is supposed to be in general release,
>but the ways of Atari can be a little confusing to outsiders, so maybe
>it isn't.
> Steve saj@chinet.chi.il.us

The problem I've encountered with >16 meg partitions is a problem
with sector editors. To have >16, you need to increase the sector size
beyond 512 bytes. Most are designed to handle 512 and nothing else. I
would imagine, however, that there are editors available. (Disk space and
usage can get screwy as well.)

remyh@cco.caltech.edu

228. VT100

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-17 12:33:23 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan17.123323.5215@actrix.gen.nz>
Source record: 46079

```
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***
```

229. Re: 1040ST Midi Buffer Size

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-17 12:35:52 UTC
From: eker@cwi.nl
Message-ID: <5150@charon.cwi.nl>
Source record: 46104

In article <1992Jan16.161159.15428@gumby.cc.wmich.edu>,
obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:

|> I'll just mention that the 200 Hz system clock is Timer C, which is level
|> 5 on the MFP, and can't interrupt the MIDI input, which is on level 6
|> (i.e., a higher priority level).

I think there's some confusion here - all MFP interupts run at IPL6. There
are sublevels implemented on the MFP chip but one IPL6 routine *cannot*
interupt a second IPL6 routine unless the first lowers the processor IPL
regardless of the routines relative sublevels. Thus it is only neccesary for
a MFP interupt routine run for more than about 300us for the possibility
of a midi-ACIA overrun to arise. I think the 200Hz timer routine in TOS is
borderline and therefore for it to cause a midi-ACIA overrun it must run
just microseconds before a midi-ACIA interupt occurs - this is a rare event
even at full midi bandwidth.

Steven Eker eker@cwi.nl

230. VT100

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-17 12:41:09 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan17.124109.5444@actrix.gen.nz>
Source record: 46080

Is there any Terminal program that will give me a VT100 keyboard,
I am trying out a new Usenet system here , but its run on
a Dec, one of the Keys that I need is a F11.

I use Flash at the moment but can't find detail of Function Keys in
the manual, well PF keys are mentioned, but the function key are used
for scrips in Flash..

Also is it possible to program one of my function keys with a script
that will give me the code for F11, ? and what would that code be ?. Thanks.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

231. Re: ZOO handling of date and time

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-17 13:19:10 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Jan17.131910.1635@watmath.waterloo.edu>
Source record: 46082

In article <1992Jan8.000522.21429@cs.yale.edu> fischer-michael@CS.YALE.EDU (Michael Fischer) writes:
>
>There is a known bug in the time zone handling of zoo 2.1. I have
>heard that it will be fixed in the next release. I do not know when
>that will be.
>
>To avoid the 1 hour creep that you report, you need to tell zoo your
>time zone. Set your environment variable TZ to tell the number of hours
>west of GMT you are. I have my variable set as:
> TZ=est5edt

This put me onto the right track. I have been using GULAM as my
command line interpreter, and I and tried
set TZ est5edt
but it did not work for me.

At the suggestion of Nick Castellano, (entropy@gnu.ai.mit.edu), I tried
setenv TZ EST5EDT
Now ZOO time handling works great, and I am no longer getting the
unwanted one hour time advance.

As a consequence, ZOO is now my archiver of preference.

Thanks to all for your suggestions and help. For most elementary
operations these four aliases do what I need, both on the mainframe
in the machine room, on the ST on the desk in the office, and at
home.

```
alias za "zoo ah"
alias ze "zoo e"
alias zl "zoo -l"
alias zt "zoo -t"
```

If you like them, you are welcome to have them.

--
Leroy J. (Lee) Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
UUCP: ljdickey@watmath.UUCP ...!uunet!watmath!ljdickey
Obsolescent?: ljdickey@watmath.waterloo.edu BITNET/EARN: ljdickey@watdcs

232. Re: 1040ST Midi Buffer Size

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-17 13:25:03 UTC
From: eker@cwi.nl
Message-ID: <5151@charon.cwi.nl>
Source record: 46102

In article <1992Jan16.075105.7120@ryn.mro4.dec.com>,
miskinis@aidev.enet.dec.com (John Miskinis) writes:
|>
|> There are still a couple mysterious issues tha I'd like to nail down,
|> about replacing the level 6 interrupt...
|>
|> If MIDI data, (and *sometimes* mouse data), is coming in while I
|> replace the handler, the machine freezes up occasionaly. It's not a
|> big deal now, as I can always make sure data isn't coming in when I fire
|> up my program. I would like to know why though, and solve this problem!

I've never noticed a problem but then I've never looked for it. I can't
think of any reason for the machine to freeze if your replacement routine
does the job properly (which isn't as simple as it appears). You don't say
how you're replacing the handler. The safest way is with an atomic move.l
from your main code (ie not in an interupt).

Debugging interupt routines is a real pain (especially when you have
a rats nest of interlocking interupt routines synchronising via semaphores
and interupt masks such as I use for the real time parts of my sequencer).
A device which has saved my sanity on several occasions is one of those
"cracker" cartridges which people use to pirate games (mine is called
"Ultimate Ripper" from Power Computing).

|> Currently, I have a 300 byte buffer for mouse events, and in the
|> interrupt handler, I just store the 3 incoming bytes in the cyclical
|> buffer. I thought I'd have to increase the buffer to a size much
|> larger than 300, but I've never been able to overrun the buffer.
|> The mouse "queue" is read in my main "event loop", and if there is
|> data to process, I update the mouse sprite position accordingly. I
|> noticed however that the mouse sprite flickers slightly when moved,
|> but the Atari standard mouse sprite doesn't. I would tend to think
|> that they are updating the mouse sprite in between screen refreshes,
|> while I update it whenever I need to. I remember seeing something
|> like a vsync() call, but I figured this would "block" for a while,
|> until a screen refresh has just happened. If anyone knows about this,
|> PLEASE post some info!

What TOS does is to check whether the mouse has moved during the VBI and
redraw it if so, ie the redrawing is done in an interupt routine rather
than in the main loop. This can be a real pain if you want to redraw the
screen in an interupt routine yourself (for real time displays).

|> I originally thought about disabling the mouse while recording, but
|> that seemed to be an "uncool" solution, as a graphical interface to
|> a sequencer would suffer from the lack of a PAUSE or STOP button,

|> and then the issue of providing MIDI thru (reliably) would be
|> possible only when the mouse was disabled. I figured that since
|> I wanted to provide 100% data accuracy AND allow full mouse control
|> during recording/playback/THRU that I might as well rewrite the
|> handler.

Yes, thats the only decent way to go. Approximately a third of the code
in my sequencer is handcrafted assember interupt routines to do all real time
record/playback/thru and sceen updating. I've got thru latency down
to an average of about 2ms.

|> There are some disadvantages to using a "home brewed" handler though:
|>
|> 1) The standard keyboard and mouse data structures are not filled, so
|> none of the standard system routines will work.
|>
|> 2) No screen savers are compatible, and if installed will be activated
|> as they think that the mouse and keyboard have been inactive!
|>
|> 3) By not using GEM, no desk accessories can be invoked.

These only apply if you don't return the ikbd data to the TOS routines and
instead implement your own mouse/windows etc.
As far as I know only the high end commercial sequencers take this route
though its probably the best.

|> At this point in time, I have no support for "double/triple clicking".
|> I've always hated mutiple clicking myself, and may never implement it, as
|> I don't think it's an important component in a user interface. This
|> is just *MY* opinion, and I'm sure there's a lot of people out there
|> that will disagree with me.

I wouldn't

|>
|> Because I'd like to someday offer some comercial software for the ST,
|> I didn't mind investing the time and effort to develop the handler,
|> and "windowing system". I would not recommend doing this though,
|> unless you have a LOT of time, and are not easily frustrated. I'm
|> still working on the windowing system, and although I have the basics
|> complete, I know that I still have a long way to go...

Yes. If your sequencer is going have the fancy features to match your
snazzy window system theres lots of other tricks you need to know. Apart from
the real time features my own effort is a rather bare bones affair - I spent
all my time worrying about optimal record and playback precision across lots
of tracks and forgot about things like graphic editing.

|> I currently support medium-resolution only, as I wanted color, and
|> a decent resolution. I may have to support monochrome in the future,
|> but I don't know how good the 3D effect will look using dithering to
|> achieve different levels of gray. I currently use the 4 colors in
|> the medium resolution to their full power, and although it's possible

|> to get decent looking screens, I sometimes wish I used low resolution
|> for 16 colors would be REAL conducive to 3D effects!

Of course the ultimate would be a full VR interface :-)

|> I will most likely post a binary in a few weeks (if people are interested)
|> that illustrates what I've been working on. I've got a 61 key piano
|> keyboard on the screen, that lights/unlights the keys as they are played.

Sounds good, I for one would like to see it.

|> Currently 4 sliders indicate pitch, VCF (controller 2), Oscillator
(controller
|> 1), and aftertouch in real-time. Although the MIDI data is recorded in
|> a fixed length buffer (50K now), I have not incorporated my playback
|> routines into this. Also, I have not tested my windowing system with
|> a timer A rundown interrupt routine updating a clock. I sure hope that
|> I don't get any suprises when I fold these routines in!

Fixed buffers are a real pain when you have many tracks - I went for singly linked lists. You might be in for nasty suprises when you add the timer A stuff interlocking interupt routines can be subtle things...

Steven Eker eker@cwi.nl

233. Re: 1040ST Midi Buffer Size

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-17 13:34:31 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <695655270.15022@minster.york.ac.uk>
Source record: 46085

In article <1992Jan16.075105.7120@ryn.mro4.dec.com> miskinis@aidev.enet.dec.com (John Miskinis) writes:
> [...]

>The mouse "queue" is read in my main "event loop", and if there is
>data to process, I update the mouse sprite position accordingly. I
>noticed however that the mouse sprite flickers slightly when moved,
>but the Atari standard mouse sprite doesn't. I would tend to think
>that they are updating the mouse sprite in between screen refreshes,
>while I update it whenever I need to. I remember seeing something
>like a vsync() call, but I figured this would "block" for a while,
>until a screen refresh has just happened. If anyone knows about this,
>PLEASE post some info!

The solution is not to update the mouse sprite position during your main "event loop". Stick the new mouse coordinates somewhere, and install a routine on the vertical blank queue.

This routine should examine the mouse coordinates, see if they have changed, and if so, do all the erasing/drawing neccessary to move the mouse sprite. (since the routine is called during vertical blanking, you can be sure you're drawing/erasing at the right time).

>_John_

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

234. Re: For DoubleClick people mainly!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-17 13:40:05 UTC
From: micro@imada.ou.dk
Message-ID: <1992Jan17.134005.7551@imada.ou.dk>
Source record: 46096

marshall@cs.uq.oz.au (Marshall Harris (G.M.)) writes:

>Now the registration prog has disappeared from both the Master and the
>backup floppy, and I can't get Datadiet to run. The config only shows the
>info and calories buttons - dietize and normalise are disabled.
>What do I do now? Sorry I didn't do it right! I'm desperate, as all
>my mates are waiting to see how it runs! Thanks for any help you can offer.

Somehow this reminds me of virus for PC's. This virus, as long as it is in
the system, mutates data written to the disc and de-mutates data read from
infected files.
This means that everything works fine, until the virus have been removed or
it removes itself.
I don't know why I thought of this virus... ;-)

I would not buy the virus, but some might buy datadiet. I think I would buy
another 100Mb (faster!) harddisc if I needed more space...

-Klaus

235. Reliable midi input

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-17 14:07:49 UTC
From: eker@cwi.nl
Message-ID: <5152@charon.cwi.nl>
Source record: 46103

Whoops! I accidently emailed the following followup rather than posting it
(I've only been on the net 1 week... still haven't got the news reader
sus'd :-)
Here it is:

In article <1992Jan16.160722.15319@gumby.cc.wmich.edu> you write:
|> time that data is being received. (I'm talking here about librarian
|> type applications. If you're writing a continuous real-time application
|> like a sequencer, shutting the mouse off may not be an option, and the
|> custom interrupt handler approach is probably required.)

Sure is - only Shareware/PD and the cheapest and nastiest budget
sequencers use the TOS routines and they lose loads
of notes or else stop you using the mouse in record mode

|> It's not true that the 200 Hz system clock generates enough overhead to
|> cause data loss. I know, because Omni-Banker relies on periodic checks
|> of that clock to determine whether data dumps have timed out. I can
|> dump 15 kB from a Yamaha RX-17 drum machine at 325 uS per byte into
|> Omni-Banker without loss. What may be surprising is that I've left
|> the input buffer at it's default size of 128 bytes, and the data cap-
|> ture loop is written in OSS Pascal (with no assembly code). (I pull
|> the bytes out, examine them to see if they should be filtered out,
|> check for EOX terminators, check the timing, and stuff them into my
|> own buffers... all in real-time, all in Pascal).

I'm using UK TOS 1.62 and the 200Hz system clock *does* cause lost midi bytes.
The problem is marginal (less than one byte/minute at full midi bandwidth) so
you might not notice it in the 5s or so it take to transfer 15kb.
In priciple *any* MFP interupt routine can cause lost midi bytes if it hogs
the processor for more than about 300us but usually only the mouse and system
clock are enabled.

|> Another area that *might* result in data loss is if there are many
|> routines hung off the VBI chain. I don't know for sure about this,
|> because I had already shut off all but the first entry (the GEM timer),
|> in an attempt to avoid data loss, before I came up with my fast input
|> data collector. I never bothered to re-enable the VBI chain to see
|> what impact it would have.

...

|> However, the MIDI port is attached to the MFP chip, which is at a higher
|> priority level than the VBI, so input data would still be collected, un-
|> less a VBI routine was badly behaved and set the interrupt level up,
|> locking out the MIDI port (for >150-180 uS). Probably pretty safe, al-

|> though in a commercial application, I wouldn't want to risk it.

As you point out VBI routines run at a lower priority so they shouldn't
be a problem unless they take so much cpu time that your main routine
can't cope.
I do all my input processing (including storage allocation) in my interupt
routine so this problem never arises.

Steven Eker eker@cwi.nl

236. Re: Partition sizes on HardDisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-17 14:21:37 UTC
From: herborth@pinot
Message-ID: <8767@ncrwat.Waterloo.NCR.COM>
Source record: 46083

In article <1992Jan17.034515.4564@cco.caltech.edu> remyh@cco.caltech.edu (Remy Adam Hathaway) writes:
} The problem I've encountered with >16 meg partitions is a problem
}with sector editors. To have >16, you need to increase the sector size
}beyond 512 bytes. Most are designed to handle 512 and nothing else. I
}would imagine, however, that there are editors available. (Disk space and
}usage can get screwy as well.)

The problem I have with > 16M partitions (I only have one, since having several allows me to keep things organized) is that there are NO (to my knowledge), public domain/shareware or commercial, defraggers that will work on them. Luckily, Bob Luneski (author of Diamond Back II) is working on one...

Yes, I'm a de-fragger freak... I hate having a fragmented drive!

--
----------==----------
Chris Herborth herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op
NCR E&M Waterloo

237. Re: Tcsh problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-17 14:22:52 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jan17.142252.82788@link-1.ts.bcc.ac.uk>
Source record: 46101

In article <5606@lee.SEAS.UCLA.EDU> willing@pantheon.icsl.ucla.edu (Scott Willingham) writes:
>
>Well, last week I asked whether anyone has had problems with
>Eric Smith's port of tcsh under MiNT. Noone has responded,
>which could mean one of two things: nobody using tcsh has seen
>the same problems, or nobody else is using tcsh. Hence, I will
>ask the converse question:
>
> Is anyone out there using tcsh without
> experiencing any problems?
>
>Thanks,
>Scott Willingham // willing@icsl.ucla.edu

I would say I was having "problems", just anoying things like the lack of support for the cursor keys.

Everything else seems hunky-dory.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

238. Re: RF Modulator

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-17 19:11:50 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <BPsrBGcJlHI@jonh.wimsey.bc.ca>
Source record: 46087

In <1992Jan16.111047.21631@actrix.gen.nz>, Roger Sheppard writes:
>Better still and cheaper, use the Amiga A500 modulator I did this for
>a friend and a Mega 2...

Was the friend NTSC or PAL. ;-)

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

239. Re: Supra Hard Disk Interface

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-17 19:16:08 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <e5t9WsPeVAA@jonh.wimsey.bc.ca>
Source record: 46088

In <1992Jan15.225205.3245@samba.oit.unc.edu>, Jean-marc Zucconi writes:
>
> I have problems connecting some Hard disks to a Supra HD adapter.
>I can use a Quantum P40S (42 Mbytes) but not a Quantum LP105S (105 Mbytes)
>nor a Fujitsu M2614S (180 Mbytes). The problem with the LP105S and the M2614S
>is that they do not appear on the bus ('DMA device not responding') whatever
>their SCSI number is. Clearly the problem does not come from the software
>since the result is the same with the ICD formatter.
> Does anyone know why some hard disk can't be used w/ the Supra
>adapter?

I had a similar problem with the old STHA ICD adapter. Newer
drives using the scsi2 commands don't seem to work with older host
adapters. I ended up buying the new ICD ADscsi board, which incidently
seems to be faster as well.
Appearantly, the BMS 200 works also. But ICD's 5.x software is
the best around so it's worth going with ICD.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

240. Re: Partition sizes on HardDisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-17 22:39:07 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Jan17.223907.20871@chinet.chi.il.us>
Source record: 46114

In article <1992Jan17.034515.4564@cco.caltech.edu> remyh@cco.caltech.edu (Remy Adam Hathaway) writes:
>
> The problem I've encountered with >16 meg partitions is a problem
>with sector editors. To have >16, you need to increase the sector size
>beyond 512 bytes. Most are designed to handle 512 and nothing else. I
>would imagine, however, that there are editors available. (Disk space and
>usage can get screwy as well.)
>
> remyh@cco.caltech.edu

While BGM partitions have large logical sectors, they still have 512 byte physical sectors. At least 2 sector editors that I've used (Supra and Atari) deal in physical sectors. I can see how this might make sector editing a file or a FAT entry even more confusing than it already is, but at least the editor doesn't choke.
Steve saj@chinet.chi.il.us

241. Re: Partition sizes on HardDisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-17 23:17:00 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Jan17.231700.3796@digi.lonestar.org>
Source record: 46086

In article <8767@ncrwat.Waterloo.NCR.COM> herborth@pinot (Chris Herborth) writes:
>The problem I have with > 16M partitions (I only have one, since having
>several allows me to keep things organized) is that there are NO (to my
>knowledge), public domain/shareware or commercial, defraggers that will
>work on them.

Correct me if I'm wrong (and I am sure that someone will :-) but I was
under the impression that Beckemeyer Development's Hard Disk Sentry
handled BGM partitions. True or not? I currently keep my partitions
under 16Mb and use the Michtron Toolkit to de-fragment.

Roy C. Gosewehr

242. Memory Chips

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-18 07:18:32 UTC
From: selady@vms.huji.ac.il
Message-ID: <18JAN199209194598@vms.huji.ac.il>
Source record: 46090

Hello there, I was wondering if someone out there could tell me what the
following chips are:
MOSTEK 8451
MK4564N-20
Ireland

P8088
L4047408
INTEL 78-81

Also what chips can I use to upgrade a 520 and 1040's memory?
Thanks,
Eran Megiddo

SELADY@VMS.HUJI.AC.IL

243. Re: Partition sizes on HardDisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-18 07:21:41 UTC
From: zxmgn01@mailserv.zdv.uni-tuebingen.de
Message-ID: <zxmgn01.695719301@mailserv>
Source record: 46091

In <8767@ncrwat.Waterloo.NCR.COM> herborth@pinot (Chris Herborth) writes:

>The problem I have with > 16M partitions (I only have one, since having
>several allows me to keep things organized) is that there are NO (to my
>knowledge), public domain/shareware or commercial, defraggers that will
>work on them. Luckily, Bob Luneski (author of Diamond Back II) is working
>on one...

>Yes, I'm a de-fragger freak... I hate having a fragmented drive!

Hello, Chris.

There is a defragmenter of the Atari-Corporation, those guys, who wrote
the HDX-Software, and it works very well even on big partitons.
It is called CHKDSK3 and can be found via archie. If you can't ftp, just
email me and i'll send it to, you.

But the problems with the sector-editors remain... I use a very popular
programm here in germany, called SED440, which is really very good
(you can read harddisk even without any driver-programm...), but it also
has problems with by big partitions...

Read ya, Phil.

244. gcc help (again)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-18 09:54:00 UTC
From: Klaus_Guhr@bn.maus.de
Message-ID: <A54457@BN.maus.de>
Source record: 46099

```
You havn't enough money... :-)

Bye, Klaus

Bye, Klaus

Bye, Klaus
```

245. Re: VT100

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-18 11:10:59 UTC
From: jonc@status.gen.nz
Message-ID: <Z9PReB3w164w@status.gen.nz>
Source record: 46089

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

>
> --
> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> *** Kapiti At least I don't Flicker, ***
> *** New Zealand.. * not like a dying light globe ***

It looks like you vt100 forgot to put any words from the hedaer to the
signature (grin)..

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

246. Re: Partition sizes on HardDisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-18 12:45:17 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan18.124517.11044@actrix.gen.nz>
Source record: 46093

In article <1992Jan17.034515.4564@cco.caltech.edu> remyh@cco.caltech.edu (Remy Adam Hathaway) writes:
> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>
> >In article <1992Jan13.121535.25776@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
> >>In article <1992Jan10.151227.18385@doc.ic.ac.uk>, jhd@doc.ic.ac.uk (Jake H Dias) writes:
> >>>
> >>>I have heard though that you HAVE to partition the disk into a number
> >>>of drives. eg. c: d: e:, etc. and that they have to be within a certain
> >>>size.
> >>>
> >>>What is this size and can it be "fixed" to increase it?
> >>
> >>TOS 1.0 and 1.2, 16mb. Tos 1.4 and greater, 32mb. These are per partition.
> >>If you use the ICD host adaptor (a good choice), you can use BGM partitions
> >>of any size, but some software will reputedly not work with them (however,
> >>for storage of stuff they work fine). Can anyone confirm/deny this?
> >>
> >I have a disk with partitions up to 240 MB working fine on a Mega with TOS
> >1.2. The host adapter is a BMS 200. The key is in the hard disk utilities:
> >I believe HDX 3 or higher is needed to get partitions bigger than 16 MB.
> >The version I'm using (5.something) is supposed to be in general release,
> >but the ways of Atari can be a little confusing to outsiders, so maybe
> >it isn't.
> > Steve saj@chinet.chi.il.us
>
> The problem I've encountered with >16 meg partitions is a problem
> with sector editors. To have >16, you need to increase the sector size
> beyond 512 bytes. Most are designed to handle 512 and nothing else. I
> would imagine, however, that there are editors available. (Disk space and
> usage can get screwy as well.)
>
> remyh@cco.caltech.edu

This is only true with TOS 1.0/1.2 and HDX formater, if you have TOS
1.4 and higher you can format 32 meg partions with 512 byte sectors,
but not with HDX, but is possible with Supra, and not to sure about ICD..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

247. GCR MOD for TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-18 21:42:27 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan18.214227.24348@demon.co.uk>
Source record: 46095

Has anyone tried the mods recommended bt Dave Small for the TT to
get over the floppy problems and Spectre GCR?
I have just done it and it certainly cured one problem, namely that
you could only use one floppy per session, a second floppy would lock the syst-
emHowever, although it NEARLY reads MAC disks now, when it froze before, it st-
ill doesnt read them properly. i havent tried changing the value of the cap
as recommended in on other source.
Yours in anticipation

Keith Sommerville @cix.co.uk

248. Re: Where to get new floppy-chip?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-19 01:20:01 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan19.012001.27714@demon.co.uk>
Source record: 46100

i put a High Density Drive into my TT, TOS 3.05 and have had no problems ata a-
ll
However that is not the same problem you have as the TOS has been writen with -
HD in mind. Setting one of th
the HD in mind. Setting an internal switch reveals the option to format HD
disks and everything works fine.

249. Re: 14400 baud modem problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-19 02:22:16 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <vRr16E1JQ4k@jonh.wimsey.bc.ca>
Source record: 46117

In <Vs1seB1w164w@sys6626.bison.mb.ca>, Trevor Cordes writes:
>I recently purchased a 14400 bps modem for my TT030/4 and am experiencing
>a few problems. I am using TOS 3.01, STalker 3 and a 31k RS232 buffer
>(auto-folder program).
>
>1.I can't get the RTS/CTS to work properly! When sending data from my

If you are talking about the USR modem, it comes from the factory
with flow control disabled.(Don't ask me why) You need to set the
appropriate registers (&H1,&R2) if you want the modem to notice
hardware flow control. Apologies if you already know this, Also,
there's a program called serptch for the TT which fixes some bugs
in serial port handling code, but I don't know what the bugs are.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

250. DeskJet to ST questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-19 03:13:49 UTC
From: r3akw@VAX1.CC.UAKRON.EDU
Message-ID: <1928@VAX1.CC.UAKRON.EDU>
Source record: 46097
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am looking into buying a used HP DeskJet + printer for use on my
520ST. I know that NeoCept had a program to drive the DeskJet for
WordUp, but in light of NeoCepts death, does anyone have any info on
DeskJet drivers for WordUp, ST Writer Elite, PageStream or other
ST apps?

Sources on soft fonts or font carts would also be appreciated.

Also: I know this question has been on here before, but I'll ask again.
Does anyone know the mods to use a Wico trackball or an Atari CX80
trakball with the ST as a mouse replacement?

Vielen Danken,
andy...

251. TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-19 05:15:21 UTC
From: jking@nmt.edu
Message-ID: <1992Jan19.051521.2928@nmt.edu>
Source record: 46098

Hey, I have a TOS 1.4 upgraded 1MEG 520ST and my hard drive is emminent. I can't quite remember what all was fixed in TOS 1.4. Does anyone have an easy to send list or know where one is?

At teh very least, the 40 folder bug was fixed right? And CTS RTS was broken? Anything else I should know immediately?

JEff

252. 14400 baud modem problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-19 13:56:30 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <Vs1seB1w164w@sys6626.bison.mb.ca>
Source record: 46108

I recently purchased a 14400 bps modem for my TT030/4 and am experiencing a few problems. I am using TOS 3.01, STalker 3 and a 31k RS232 buffer (auto-folder program).

1.I can't get the RTS/CTS to work properly! When sending data from my computer, my computer will send to the modem at 19200 baud, and the modem, only operating at 14400 will send what it can, but when the modem's internal buffer fills and the modem drops the CTS, STalker 3 (or the TT, or whatever's to blame) keeps sending data. XON/XOFF seems to work ok, but I'd rather use RTS/CTS. If I set my modem to RTS/CTS and my STalker3 to RTS/CTS (as opposed to XON/XOFF), things really act weird. If after making those changes, I type in a command (say 'atdt8951234'), the modem will not respond. It will echo the characters back to my terminal, but after the carriage return sent by me, the modem will echo a c/r, but no linefeed and no 'OK' or 'ERROR' messages like it usually would. Then if I retype the line and hit return, the modem will respond like it's supposed to an dial the #. This only happens when typing in commands manually with the RTS/CTS set (ie, having to type commands twice). Using STalker's autodialer won't work...PERIOD, no matter how many times I try (strange). Even stranger, if I set the settings in STalker to BOTH RTS/CTS and XON/XOFF, then everything will work fine, but I will still get overflows and my terminal's failure to stop sending when the CTS is dropped. Who's to blame for this mess? The TT? STalker3? My modem? I'm CONFUSED! (and it's not the cable as I got a fully wired EXPENSIVE one thinking that might be the problem). Did Atari ever fix their RTS/CTS bugs from earlier TOS's? PS, I've already tried TurboCTS.prg...that just hangs the TT..weird.

2. Using XON/XOFF, I still have problems uploading (read: it won't upload!). STalker's sending data at 19200 baud, the modem's sending at 14400. With Zmodem, STalker will send about 10-15k then the modem will light up it's Transmit LED...then I'll get a message that says 'repositioning to byte 0'. Then the xfer will start all over again. Same thing will happen and maybe this time I'll get a 'repositioning to byte 2048'...essentially getting nowhere fast. Why does this occur? Y-modemG screws up too, but in a different way...STalker3 will send the entire file to modem, the modem will act as though it's keeping up exactly with the computer (ie, the TT finishes sending and the modem's Transmit led will turn off) then I'll get a message, 'transfer aborted'. Very strange...

ANY help would be GREEEEEEEEEATLY appreciated...

--- (Trevor Cordes) a user of sys6626, running waffle 1.64
E-mail: genius@sys6626.bison.mb.ca

system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

253. Re: VT100

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-19 16:13:56 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan19.161356.13241@actrix.gen.nz>
Source record: 46105

```
In article <Z9PReB3w164w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>
> >
> > --
> > *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> > *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> > *** Kapiti At least I don't Flicker, ***
> > *** New Zealand.. * not like a dying light globe ***
>
> It looks like you vt100 forgot to put any words from the hedaer to the
> signature (grin)..
>
> _
> Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
> jonc@status.gen.nz / /\ If that does not work try these address's
> Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
> Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday
>

No its this stupid system that I use here, should soon se me on CityNet..!!
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***
```

254. Re: RF Modulator

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-19 16:15:31 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan19.161531.13480@actrix.gen.nz>
Source record: 46107

In article <BPsrBGcJlHI@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
> In <1992Jan16.111047.21631@actrix.gen.nz>, Roger Sheppard writes:
> >Better still and cheaper, use the Amiga A500 modulator I did this for
> >a friend and a Mega 2...
>
> Was the friend NTSC or PAL. ;-)
>
> --
> John Henders jhenders@jonh.wimsey.bc.ca
> Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

Well it was Pal B, but there are a few mods to do to the Modulator,
but it did work very well..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

255. Re: Partition sizes on HardDisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-19 16:18:50 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan19.161850.13832@actrix.gen.nz>
Source record: 46106

In article <zxmgn01.695719301@mailserv> zxmgn01@mailserv.zdv.uni-tuebingen.de (Philipp Knirsch) writes:
> In <8767@ncrwat.Waterloo.NCR.COM> herborth@pinot (Chris Herborth) writes:
>
> >The problem I have with > 16M partitions (I only have one, since having
> >several allows me to keep things organized) is that there are NO (to my
> >knowledge), public domain/shareware or commercial, defraggers that will
> >work on them. Luckily, Bob Luneski (author of Diamond Back II) is working
> >on one...
>
> >Yes, I'm a de-fragger freak... I hate having a fragmented drive!
>
> Hello, Chris.
>
> There is a defragmenter of the Atari-Corporation, those guys, who wrote
> the HDX-Software, and it works very well even on big partitons.
> It is called CHKDSK3 and can be found via archie. If you can't ftp, just
> email me and i'll send it to, you.
>
> But the problems with the sector-editors remain... I use a very popular
> programm here in germany, called SED440, which is really very good
> (you can read harddisk even without any driver-programm...), but it also
> has problems with by big partitions...
>
> Read ya, Phil.

Please don't post CHKDSK3 to the net as its not PD, and only given
to Developers only..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

256. Re: Reliable midi input

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-19 18:34:02 UTC
From: shenson@isis.cs.du.edu
Message-ID: <1992Jan19.183402.1637@mnemosyne.cs.du.edu>
Source record: 46109

I've been reading the midi discussion (dropped characters) with
some interest. I threw together a couple of ST's a while back , one
stuffing out characters as quickly as possible , the other reading and
noting dropped characters. The ST doing the reading was a TOS 1.60 STE.
With mouse enabled moved as quickly as I could move it nothing
was dropped , great I thought. Clicking mouse buttons and pressing keys
on the keyboard caused *lots* of dropped characters. I then went through
some of the level 6 interrupts seeing what could be done. After much messing
around I added something that made the 200Hz interrupt interruptible and
something which prevented this when the GEM timer routine was called by it
(etv_timer I think) . Anyway what appears to happen is that characters aren't
dropped anymore. Just for fun I swapped the ST's round and had a much older
STM (with a pre-1.2 TOS) doing the reading , to my surprise the result was the
same.
So what I'd like to know is whats all this about mouse movement causing
trouble ? Is this a tos version specific problem or does it appear when the
mouse is interacting with menus etc (something I didn't check) ?
(Note : I did do all sorts of other things , like checking the BIOS was quick
enough etc, which it is , just , and finding out that the GEM routines change
the stack and don't like being interrupted).
(Please reply by email if possible)

257. Re: For those technically minded...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-19 20:41:18 UTC
From: arthum@cary111.its.rpi.edu
Message-ID: <78yrg-+@rpi.edu>
Source record: 46110

In article <1992Jan7.153342.23877@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:
|> In article <kq94DB4w164w@midiline.la.ca.us> jared@midiline.la.ca.us ('286 Highlander) writes:
|> >My theory is this... compatibility (as in IBM-compatible) only exists if
|> >what you're trying to emulate is BETTER than what you have. But the
|> >computer system I'm thinking of wouldn't need to be compatible with
|> >anything esle, because it, of itself, would be THE BEST! Think I've got
|> >a screw loose? Not in the slightest... and the way I figure, such a
|> >computer could easily be made to beat other systems in price as well!
|>
|> As I see it, the problem with this is that the large majority
|> of computer buyers have almost no interest in whether or not their
|> machine is "the best" in terms of hardware capabilities. I think
|> most people have two criteria that they maximize:
|>
|> 1. Runs real fast
|> 2. Runs all industry standard software packages
|>
|> At the moment you're going to have a really hard time satisfying #2
|> unless you're compatible with another existing platform (i.e., PC, Mac,
|> or Unix). Remember that most of your potential buyers are close to
|> computer-illiterate (not because they're not smart, but because they're
|> not interested), so most benchmarks of computer hardware will be
|> completely lost on them.
|>
|> Dave Baggett
|> dmb@wam.umd.edu

Actually, very few computers (besides the Atari ST) meet criteria #1. If anyone thinks that Windows, the Macintosh, OR most varieties of Unix with Graphical User Interfaces is fast in ANY sense of the word (except that they need to be run on minicomputer-level CPUs to run acceptably decent), then tell me who they are so I can sell them a couple of S&L's....

258. RAM upgrade + Latest TOS ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-19 21:35:46 UTC
From: ar698@cleveland.Freenet.Edu
Message-ID: <1992Jan19.213546.14164@usenet.ins.cwru.edu>
Source record: 46111
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Hello fellow Atari Users,

I have an Atari 1040 STFM (modulator model) with 1MB of RAM
and TOS version 1.0
I'd like to upgrade to 4 MB and install the latest version
of TOS.
Please enlighten me as to who, where, how and how much.

Thank you very much.

--

Evan Makris ar698@cleveland.freenet.edu
Boston, Mass. makris@northeastern.edu
```

259. Re: Desk Accessory ordering

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-19 22:10:00 UTC
From: hofer@urz.unibas.ch
Message-ID: <1992Jan19.221000.9086@urz.unibas.ch>
Source record: 46115

In article <695580328.24486@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
> Just out of interest, does anybody know how GEM chooses to order accessories
> on the "Desk" menu? Is is just "directory order" (i.e. the order that
> Fsfirst and Fsnext supply them), or is there a deeper rationale ?
>
> Mat

I think its the same order the accessories register with the aes menu_register call. And that depends on the sequence the accessories are started and how much aes calls they do until they call menu_register.

Remo Hofer
--
RFC822: <hofer@urz.unibas.ch> or <hofer%urz.unibas.ch@CERNVAX.BITNET>
X.400: S=hofer;OU=urz;O=unibas;P=SWITCH;A=ARCOM;C=CH
HEPNET/SPAN: CHGATE::YOGI::HOFER or 20579::48130::HOFER

260. Re: Partition sizes on HardDisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-19 22:32:37 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3591@cod.NOSC.MIL>
Source record: 46112

I also have a hard disk question (hopefully not a FAQ).

I have a 1986 vintage SH204 (20 Mb). I was given a 40 Mb Seagate ST521 for free, so I swapped out the original drive (a Tandon TM 262) and put in the Seagate.

Now here's the problem:

I have the Supra utilities. Using the SUPFMT program I created a drive type to match the ST521 (6 heads, 820 cylinders, reduced write at cylinder 820, no write precomp, landing zone at cylinder 819 [have also tried 4]) and a controller type (17 sectors per track, 1:1 interleave, step pulse rate of 2, no reserved tracks, no mapping of bad sectors, no removable media, no fixed partitions).

I have set up the partitions in various ways, 5Mb, 7Mb, 16Mb, 12Mb. I also tried 4 10Mb partitions with no different results.

At any rate, when I format it, the disk chugs along and everything seems to go ok. When the computer resets, it doesn't recognize the C,D,E and F drives and there is no data in logical sector 0 when I use the SUPEDT editor. If I set the drive specs then I see the correct data using the sector editor. If I exit the program and rerun it, the data is no longer there.

What I think is happening is that data isn't actually getting written to the disk, perhaps due to some incompatibility between the controller and the drive.

The SH204 has an Atari host adapter, rev C. I am not sure what type of controller I have. Does anyone have any ideas and/or suggestions? I really need the extra disk space and (like everyone) need to minimize the cost (so I would like to get the equipment I have on hand to work). Thanks.

Mike Healy
healy@cod.nosc.mil

261. Re: Partition sizes on HardDisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-20 00:58:46 UTC
From: remyh@cco.caltech.edu
Message-ID: <1992Jan20.005846.23442@cco.caltech.edu>
Source record: 46113

healy@cod.NOSC.MIL (Mike Healy) writes:

>I also have a hard disk question (hopefully not a FAQ).

>I have a 1986 vintage SH204 (20 Mb). I was given a 40 Mb Seagate ST521
>for free, so I swapped out the original drive (a Tandon TM 262) and
>put in the Seagate.

>Now here's the problem:

>I have the Supra utilities. Using the SUPFMT program I created a drive
>type to match the ST521 (6 heads, 820 cylinders, reduced write at
>cylinder 820, no write precomp, landing zone at cylinder 819 [have
>also tried 4]) and a controller type (17 sectors per track,
>1:1 interleave, step pulse rate of 2, no reserved tracks, no mapping
>of bad sectors, no removable media, no fixed partitions).

I'd go for ICD software, it does a much better job, and would likely
have your drive in the specs.

>What I think is happening is that data isn't actually getting
>written to the disk, perhaps due to some incompatibility between
>the controller and the drive.

>The SH204 has an Atari host adapter, rev C. I am not sure what
>type of controller I have. Does anyone have any ideas and/or
>suggestions? I really need the extra disk space and (like
>everyone) need to minimize the cost (so I would like to get the
>equipment I have on hand to work). Thanks.

There's a problem with the host adaptor, at least I know there is with
the Rev. B, which is what I had. I did the same thing, except I upgraded to
a Seagate 84meg (SN296 or something...) There's a PAL chip in the controller
that has a bug. You can get something called the ADE chip from Berkeley
Microsystems. It's $20 or so, and my drive has worked beautifully since I put
it in. You might also consider getting an ICD host adapter, the simple model
runs for $50 and will do wonders for your drive (not to mention the software
is quite nice.)

Remy Hathaway

262. Re: 14400 baud modem problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-20 01:15:38 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan20.011538.232@demon.co.uk>
Source record: 46116

My experience in this area is as follows:
If you connect your modem to Serial Port 1 (default) then RTS/CTS doesnt work- its ST compatibl B-)
Connect it to Port 2 and change the appropriate settings in the CPX so that 2 is the active port and RTS is ENABLED. Dont touch XON/OFF.
If you do this then RTS definately works

263. Re: VT100

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-20 06:49:34 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92020.014934JJMCWILL@MTUS5.BITNET>
Source record: 46135

I am not sure about a straight DEC vt100, but if using a PROFS keypad configuration, which usually means you're talking to an IBM mainframe running VM/CMS, PF11 is ESC O R as the transmitted sequence.

Jeff McWilliams

264. Re: TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-20 08:19:29 UTC
From: geert@ccsds.ahold.nl
Message-ID: <3167@ahds.ahold.nl>
Source record: 46124

In article <1992Jan19.051521.2928@nmt.edu>, jking@nmt.edu ('Admiral JC') writes:
>
> Hey, I have a TOS 1.4 upgraded 1MEG 520ST and my hard drive is emminent.
> I can't quite remember what all was fixed in TOS 1.4. Does anyone have an
> easy to send list or know where one is?
>
> At teh very least, the 40 folder bug was fixed right? And CTS RTS was
> broken? Anything else I should know immediately?
>
Try moving files by holding down the control key and selecting some files
in a desktop window. Once the files are selected drag these to another window
or drive icon, while still holding down the control key. After releasing the
mouse button, the selected files are moved to the location you pointed to (
another folder, drive etc.)

A handy feature.

Geert.

--
==
============ Geert W.T. Jonkheer. =============
========== Ahold N.V. The Netherlands geert@ccsds.ahold.nl ==========
==

265. Re: Monitor help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-20 08:59:02 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Jan20.085902.8663@Informatik.TU-Muenchen.DE>
Source record: 46119

In article <3157@ucsbcsl.ucsb.edu>, dcd123@fig.ucsb.edu (Hanson) writes:
|> I recently aquired a 1040STf, without a monitor. I thought it would be
|> simple to rig my own, but I seem to have been mistaken. I have a television
|> and a composite video monochrome monitor. When I connect the monitor to
|> ground and monochrome (on the 1040ST) I get nothing. CV similarly gives
|> nothing. Is there a trick I am missing? Please help me, I look forward to
|> using this machine.
|>
|> Thank you in advance.

Sorry Hanson, but MONOCHROM is not always the same.
The pin you probably connected is the ST-MONO signal.
Why you don't get a picture.
1) this signal is only active, if wired like in the ATARI SM124/144
(I think a pull-up or pull-down resistor)
2) if this connection is made, you get a 72Hz signal neither your TV nor your
Monitor will accept.

Hint: If your TV has a SCART connector you can get ST-LOW and ST-MED in color.

Bye, Ewald

==
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

Wir machen SPITZENTECHNOLOGIE, ATARI macht sie preiswert
==

266. GCC and DRI object modules

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-20 09:25:23 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92020.042523JJL101@psuvm.psu.edu>
Source record: 46120

Any gcc'ers out there tell me if it is at all possible to use DRI object modules with GCC? Or if there may be a dri->gcc format conversion available?

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC Lab Operator
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop

267. JPEG executables

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-20 10:10:04 UTC
From: strat@cis.ksu.edu
Message-ID: <strat.695902291@harris.cis.ksu.edu.cis.ksu.edu>
Source record: 46121

Has someone compiled the IndepentJPEG Group's software for the ST? I've had a couple of people ask me for the binaries, but I don't think I've seen it anywhere.

I am keeping a collection of JPEG xDbinaries for various computers at procyon.cis.ksu.edu. If you have a JPEG executable, please upload it to this site!!! Thanks!

Stratocaster

--
Steve Davis | Contact me at ... | The Boarding House BBS!
| Internet: strat@cis.ksu.edu | 9600 baud (v.32/v.42)
| FidoNet: Steve @ 1:295/3 | America: 913-827-0744
******* Don't laugh, my other BBS is an information service... *******

268. Re: 14400 baud modem problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-20 11:22:38 UTC
From: jonc@status.gen.nz
Message-ID: <F5FVeB1w164w@status.gen.nz>
Source record: 46118

genius@sys6626.bison.mb.ca (Trevor Cordes) writes:

> I recently purchased a 14400 bps modem for my TT030/4 and am experiencing
> a few problems. I am using TOS 3.01, STalker 3 and a 31k RS232 buffer
> (auto-folder program).
>
> 1.I can't get the RTS/CTS to work properly! When sending data from my
> computer, my computer will send to the modem at 19200 baud, and the
> modem, only operating at 14400 will send what it can, but when the
Trevor I have never used stalker so I can not comment on it BUT I do have a 14400 trailblaser here and it works _WELL_. I use "Flash" for all my communications activity and I have not had any problem with csi as you have mentioned as it _should_ work fine with a csi of 19200 and the modem talking at 14400 baud..

The xon/xoff problems are common. Turn flow control OFF and you will be away laughing... has to do with PEP compression reading a compressed/binary file in zmodem as a Control S and Control Q and Control C or X etc etc ..

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

269. Re: Tcsh problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-20 11:41:30 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.92Jan20114130@ghiggins.hpl.hp.com>
Source record: 46126

In article <5606@lee.SEAS.UCLA.EDU> (Scott Willingham) writes:
>
>Well, last week I asked whether anyone has had problems with
>Eric Smith's port of tcsh under MiNT. Noone has responded,
>which could mean one of two things: nobody using tcsh has seen
>the same problems, or nobody else is using tcsh. Hence, I will
>ask the converse question:
>
> Is anyone out there using tcsh without
> experiencing any problems?

I have checked out tcsh and it seems to work largely OK. There's a couple of features which I have to work round: the login.csh supplied refers to a termcap entry which I don't have and hence the cursor goes away after certain applications and my transfer of profile.ksh to tcsh.rc isn't totally successful, I'm getting error messages back about environment variables not starting with alpha characters. Apart from that, it seems fine.

--
Graham Higgins
<< My opinions above are exactly that: my own, and opinions. >>

270. Re: 14400 baud modem problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-20 12:29:57 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan20.122957.5624@actrix.gen.nz>
Source record: 46122

Problems with CTS/RTS with a TT and TOS 3.01..

You will need to get the Atari Patch for this SERPCH2 from memory,
or get TOS 3.06 fitted..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

271. Re: 14400 baud modem problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-20 12:42:10 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan20.124210.5819@actrix.gen.nz>
Source record: 46123

In article <F5FVeB1w164w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
> genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
>
> > I recently purchased a 14400 bps modem for my TT030/4 and am experiencing
> > a few problems. I am using TOS 3.01, STalker 3 and a 31k RS232 buffer

>
> The xon/xoff problems are common. Turn flow control OFF and you will be away
> laughing... has to do with PEP compression reading a compressed/binary file
> in zmodem as a Control S and Control Q and Control C or X etc etc ..
>
> _
> Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
> jonc@status.gen.nz / /\ If that does not work try these address's
> Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
> Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday
>

Jon you can't use Xon/Xoff with any compressed Data, it can only be used
if its plain text, use RTS/CTS, but this is only realy needed with compression
protocal..

I can't E-Mail you about all the Mercury Stuff, all I get is
Returned Mail Service Unavailable..

I did give all this stuff some time back with your friend in P.N. (C.H.)
also its all on H.B, but its 800k in total..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

272. postscript and atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-20 13:23:52 UTC
From: mmieb01@convex.zdv.uni-tuebingen.de
Message-ID: <mmieb01.695913832@convex>
Source record: 46125

```
Hi folks,
does anyone out there know where to get a pd program
to print postscript files with an atari st? I have a
lq 850 epson printer.
Thanks Bernd
```

273. Re: GCC and DRI object modules

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-20 15:33:48 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <16763@castle.ed.ac.uk>
Source record: 46127

Does anybody out there have any info on the popular object file
formats at all. I am particularly interested in the DRI, GST, Lattice
and GCC formats especially the last two.
Thanks.

simonk@castle.ed.ac.uk aka Simon Kinahan

"So Much to do so little time"

274. relocation in Tos binarys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-20 16:01:02 UTC
From: dave@babelfish.ericsson.se
Message-ID: <1992Jan20.160102.26183@ericsson.se>
Source record: 46133

Does anybody known anything about the relocation that that tos does
when locating a program. I am tring to track down the address of
a certain symbol when a program is loaded.

I known the value of the symbol in the symbol table and the load address
of the program, I had assumed that load address plus symbol table
offset would equal the execuation address, however it does'nt see to work
that way.

There seems to be some magic number addeed to a symbol address does anybody
have any clues ?

If it helps I am using lattice C 5.0 from Hisoft

Dave
---

275. Re: Tcsh problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-20 18:45:50 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <5650@lee.SEAS.UCLA.EDU>
Source record: 46128

In article <5606@lee.SEAS.UCLA.EDU> willing@pantheon.icsl.ucla.edu (Scott Willingham) writes:
>
> Is anyone out there using tcsh without
> experiencing any problems?
>
>Thanks,
>Scott Willingham // willing@icsl.ucla.edu

To follow up on my own post, I have found something of interest. Several of the problems I have experienced with tcsh seem to be related to my having set the 'fast-bit' in its executable. Additionally, programs such as the ls.ttp in the gnu fileutils package cause problems when their fastbit is set. Consequently, I have unset the fastbits in all of the executables on my system and things seem much more stable.

I am using MiNT 0.92 on a 2.5MB 520stfm with TOS 1.2. Perhaps there is a bug in MiNT or mntlib's handling of the fastbit and heap/stack. Does anyone have any ideas on what's up?

-- Scott Willingham // willing@icsl.ucla.edu

PS: Tcsh still bombs when I try to run it from bgacc.acc.

276. St Ram and Tos

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-20 19:53:51 UTC
From: ursulus@status.gen.nz
Message-ID: <gs4VeB2w164w@status.gen.nz>
Source record: 46129

Further to a previous post I would like some info on NZ availability of new Tos's and ram upgrades, I upgraded my 520st to 1meg with a few chips and a soldering iron, but now find I need more, I could chicken out and get a cheap ste and some simms but like a challenge altogether too much! Before I start tracing tracks on my st motherboard I need to know if any further address decoding is neccesary, ie are all address lines available directly from the Glue chip, including chip select etc???
Thanking in advance

PS. If anyone wants to upgrade their 520 to a meg, you would be surprised how easy it is in most machines, $45 in parts and a bit of soldering and Bobs your Aunties Live in Lover....(Think about it!) anyway, if ya want info, e-mail me or sum'it

Ursulus

*=> malcolm fletcher , (Where is Runciman? somewhere near Taupo?)
*-> The Atari box in Auckland NZL. Email via kcbbs.gen.nz!status!ursulus
**> FidoNet 3:772/105 FNET: (One day Vern) UseNet : status.gen.nz
*~> Phone (+649) 358-5543 (uucp) Phone (+649) 358-5589 (mbbs version 3.0)

277. Re: postscript and atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-20 20:30:03 UTC
From: herborth@pinot
Message-ID: <8824@ncrwat.Waterloo.NCR.COM>
Source record: 46130

In article <mmieb01.695913832@convex> mmieb01@convex.zdv.uni-tuebingen.de (B. Eberhardt) writes:
}Hi folks,
}does anyone out there know where to get a pd program
}to print postscript files with an atari st? I have a
}lq 850 epson printer.

Yes, it's called Ghostscript, is part of the GNU free-software project, and is available on atari.archive.umich.edu... It works fairly well, and has drivers for the ST screen, 9 and 24-pin printers, as well as for the HP DeskJet and Laserjet (if I remember correctly).

--
----------========================= _ /\ ==========================----------
Chris Herborth \`o.0' herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op =(___)=
NCR E&M Waterloo U

278. Re: postscript and atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-20 21:10:28 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92020.161028JJMCWILL@MTUS5.BITNET>
Source record: 46134

Bernd,

I use the LQ570 printer with my Atari 8 bit, and it is not nor is the other LQ printers post script. Esc/P2 is something different. Sure, it offers scalable fonts in Roman and San Serif, but it is by no means post script. If you have wordperfect for the ST, perhaps the IBM wordperfect driver that came on the floppy disk will work?

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

279. TT serial port top speed(s)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-20 23:39:54 UTC
From: u1398@jsp.umontreal.ca
Message-ID: <1992Jan20.233954.4050@jsp.umontreal.ca>
Source record: 46131

I'm almost about to decide to buy a TT but was wondering about
one of it's technical aspects...

What are the top baud rates of the two RS-232 ports? Can one
of them handle speeds of 56,000 bps? For example, will there
be terminal programs for the TT that can have a "56,000bps"
button (to click on, for example) like the ST's have a
19,200 bps max. (usually).

And, what do the 2 serial ports have to do with the VME bus?
Do they take up one of the "slots"? (or is that when you
want 4 serial ports... :-)

P.s.: One thing that would help me get a TT is if I could
sell my 520ST. Anybody who is going from TOS 1.4 to
2.06 that wants to sell their ROMs, send me e-mail.
--
Das machine is nicht fur gefingerpoken und mittengrabben. Ist easy schnappen
der springenwerk, blowenfusen und corkenpoppen mit spitzensparken. Ist nicht
fur gewerken by das dummkopfen. Das rubbernecken sightseeren keepen hands in
das pockets, relaxen und vatch das blinkenlights!!! ------------- :-) ------

280. Re: GCC and DRI object modules

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-21 00:22:50 UTC
From: ytsuji@cfi.waseda.ac.jp
Message-ID: <2134@wsdnws.waseda.ac.jp>
Source record: 46132

DRI .o files are identical with those of CPM/68K, or more precisely those
of Alcyon C, which in turn is very close to unix V7 format. Just read the
aout.h file or the compiler documentation. GNU C has nothing peculiar: it
just generates standard unix files `a la BSD4.2. The major difference
between these is the presence of the 'string' in the latter that accommodates
arbitrarily long identifiers.
Tsuji

281. Re: postscript and atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-21 04:09:28 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92020.230928JJMCWILL@MTUS5.BITNET>
Source record: 46137

BERND,

After reading another post re: Postscript, I realize you didn't mean
something to print postscript straight to the printer, but to interpret
Postscript and print to dot matrix printers. My error -- apologies.

Jeff McWilliams

282. Re: TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-21 04:21:31 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992Jan21.042131.13043@demon.co.uk>
Source record: 46139

```
The changes to TOS1.4 are as follows:
Copy/Delete/Move functions can be interrupted with UNDO.
You can autorun GEM programs using install.
Various desktop dialogue box changes
When a directory is on screen, esc now does a re-read every time instead
of when it thought the disk had been changed.
You can no longer enter invalid filenames on the desktop.
When printing a file, the keyboard is checked every 16 secs for q,Q,^c * UNDO.-

Time/Date preserved across copy/move operations
True msdos formatting of floppies.
New file selector.
40 Folder bug sort of fixed, now more like a 100 folder bug!
OS pool reduced and memory handling improved.
Fast load via setting the Fastload bit of directory. Quicker program startup
due to less memory initialisation.
Alt/Ctrl/Delete causes warm boot.
Alt/Ctrl/Delete/Right shift causes cold boot.
Improved keyboard repeating.

2 new bugs
RTS/CTS flow control bad
Shel_find() - bug causing random inability to find certain filename.
Both fixed by TOS14FIX.PRG

+-----------------------------+
| Iain R Laskey |
| ilaskey@cix.compulink.co.uk |
+-----------------------------+
```

283. Re: relocation in Tos binarys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-21 07:45:09 UTC
From: ytsuji@cfi.waseda.ac.jp
Message-ID: <2137@wsdnws.waseda.ac.jp>
Source record: 46136

```
Dave, I would like to advise you to read 'ld.c' or its postprocessor in
the GNU C source files for AtariST. Reading the source will save the
trouble of communication.
Tsuji
```

284. Re: 1040ST Midi Buffer Size

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-21 11:17:23 UTC
From: djs@jet.uk
Message-ID: <1992Jan21.111723.18111@jet.uk>
Source record: 45995

In <1992Jan16.075105.7120@ryn.mro4.dec.com> miskinis@aidev.enet.dec.com (John Miskinis) writes:

>...
>about replacing the level 6 interrupt...
>...
Maybe I'm being a bit optimistic here, but shouldn't Atari fix this in new ROMs? (And provide a TSR patch for old ROMs?). Steinberg et al have proved that the problem is fixable in software. As the MIDI ports have provided a significant selling advantage for STs, it would be nice if they actually worked properly! (I guess we're stuck with the non-standard port wiring, or has anyone got a TSR to fix that :-)
--
- David Stevenson djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

285. Re: Partition sizes on HardDisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-21 12:29:18 UTC
From: dujardin@rita.inria.fr
Message-ID: <3086@seti.UUCP>
Source record: 46138

In article <1992Jan13.121535.25776@mailer.cc.fsu.edu>, boyd@pi.cs.fsu.edu (Mickey Boyd) writes:
|> If you use the ICD host adaptor (a good choice), you can use BGM partitions
|> of any size
|>

What is the minimum size for HD partitions ? I need a small one (e.g. 512 Ko) for Minix (because it creates a virtual disk of the same size), but my Atari formatting software (version 3.xx) can't give me less than 1 Mo. Any solution ?

--
Eric Dujardin - dujardin@sabre.inria.fr
INRIA Rocquencourt, projet Sabre
"Noel au balcon, Paques aux tisons"

286. Re: Hyperformat disk on a PC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-21 14:51:14 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jan21.145114.25642@unibi.uni-bielefeld.de>
Source record: 46140
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <12475@star.cs.vu.nl>, rfschaa@cs.vu.nl (Schaaf RF) writes:

|> I have been using hyperformatted disks (11-sectors/track) ever
|> since I bought Scheibenkleister. A few weeks ago I bought a PC
|> and assumed the High density drive would be able to handle 11
|> sectors per track. I was wrong, I am unable to read the disks.
|> Does anyone know whether it is possible to read Hyperformatted
|> disk on a PC. The problem isn't DOS (PC-speed works fine with
|> these disks), so what is the problem?

You're right, it's not a DOS problem. You can even add lines
like "device=driver.sys /d:1 /t:80 /s:11" to your config.sys and
it will work on an emulator on ST's. Maybe up to 10 sectors this
also works on "normal" PC's, but definitely not with 11-sector-disks,
because the standard PC floppy controller is unable to read/write 11
sectors on a DD disk.
And it also doesn't work on a HD-drive, because the data on such
a drive is written in half the physical space than on an DD drive
thus making more space for up to 20 (hyper-ST 21) sektors per track.
You can of cource format a HD disk with 11 sectors, but then it's
only half filled, the other half of the track is empty. Since this
is physically different (allthough it's logically the same) a HD floppy
controller in a PC is definitely not able to read this disk and will
never be, unless you manipulate the controller.

TeSche

P.S. 80 tracks * 2 sides * 21 sectors * 512 Bytes = 1.7 MegBytes
where is DOS with its 1.44 Megs ???????
--
this perversion of alphanumerical characters was created by
torsten scherer, universitaet bielefeld, germany
just experimenting with the .signatur file a bit...

287. VORTEX ATonce 386SX for MSTE's

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-21 16:41:40 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jan21.164140.143@unibi.uni-bielefeld.de>
Source record: 45991
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there,

according to the numerous postings about PC emulations on Ataris,
I'd like to tell everybody who's interested some facts about the

VORTEX - ATonce 386SX

It's true that it exists, cause I own one. But it's only for use
with the MEGA-ST/E, since it is plugged in the PLCC socket of the
68000, and all of the other Ataris have DIP CPU's. Perhaps there is
something like an adaptor on the market, but I don't know.

Some facts :

- 32 bit CPU 80C386SX-16MHz
- optional 80C387SX-16 coprocessor
- optional 512Kb fast-ram
- uses internal MSTE-cache
- can use DD and HD floppy drives (theoretically)

Some data :

- Several graphic emulations like
when using a color or monochrome monitor
CGA - 640*200 (2)
320*200 (4)
when using monochrome monitor
HGC - 720*348 (2)
OLI - 640*400 (2)
EGA - 640*350 (2)
VGA - 640*480 (2)
- in the last two resolutions you can only have 640KB of base memory, all
the others can provide 704K base memory
- emulates serial mouse on com1: or com2:
- emulates centronics printer on lpt1:
- every ram above 1 meg is used as extended memory

There may be several thing said, but I'd only like to say a few
important facts. The graphic emulation is of cource the biggest
disadvantage. The EGAmono and Olivetti modes can simply not be
detected. If you try driver=detect in turbo for example, CGA is
reported. But if you ignore this report, it works well. Sadly, most
programs check the hardware before using it, so some programs refuse
to run. The VGAmono solution works correctly as MCGA 640*480 (2) mode
and can be used. Windows 3.0 runs not only in protected (standard) mode,
but also in extended 386 mode including virtual memory and things like

there. The performance is due to the original MSTE-harddisk not so fast, but bearable.

Some performance information:

without with FastRam

Norton SI4.5 12.3 15.7
PCTools 4.2 330% 510%

Now what is FastRam? Well, since the MSTE works as a 8MHz system, but the CPU runs with 16MHZ, it had to be slowed down (waitstates etc.). The Atonce 386SX uses the internal MSTE-cache and is therefore faster than other emulators on ST's. You can buy the additional fastram, which can be fitted in four sockets on the emulator and then completely replaces the lowest 512KBytes of memory, thus making the whole system another bit more faster. I think this is the absolute maximun in emulation performance for ST's that is and will be.

The prices:

Vortex Atonce 386SX : ca. 700 DM = 450 US$

The additinal FastRam needn't be bought at Vortex, since standard chips 4*256Kbit-70ns are used and costs about 50 DM = 30 US$.

The complete ST-ram can be used as extended memory. It is said that you can also configure it as expanded memory and there is a driver included, but this is not LIM4.0 compatible and therefore not widely accepted by programs. It'd like to say that the expanded memory doesn't work, but when using windows for example, that's not necessary.

The whole hardware is emulated quite good. It's funny to see several diagnostic programs reporting all these AT-chips working correctly, and knowing they're not even present.

I'm sorry, but I can't exactly remember the adress, but I've seen it was already posted in the last days, so have a look in magazines or other postings. It goes somehow like this:

Vortex
Computersysteme GmbH
Falterstrasse X
D-W 7102 or 7201 or X Flein

The W is neccessary for foreign writers, cause since the reunification there are some doubled zip-codes. Forgetting this will not end up in a bit error, but surely delay letters for some more days (and the german post office is really not one of the fastest nowadays).

Anyone who wants to know more or has special questions, is invited to send e-mail to the following adress:

itschere@techfak.uni-bielefeld.de

Hope, this has helped some guys...

TeSche
(Torsten Scherer)

--
this perversion of alphanumerical characters was created by
torsten scherer, universitaet bielefeld, germany
just experimenting with the .signatur file a bit...

288. Re: Tcsh problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-21 23:38:54 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <ENndEPPaWKg@jonh.wimsey.bc.ca>
Source record: 45994

Apologies to anyone seeing this twice, but the first post went
out a week in the future, due to the system clock being set wrong.
On that topic, I use the ICD clock with the read only timeset
program to set my Mega lock any time the hard drive boots. I did this
because some games seem to mess up the mega clock. Once and a while
the clock still ends up set wrong. Anyone have any idea why?

No to the followup.

In <5650@lee.SEAS.UCLA.EDU>, Scott Willingham writes:
>
>To follow up on my own post, I have found something of interest. Several
>of the problems I have experienced with tcsh seem to be related to my having
>set the 'fast-bit' in its executable.

The fastbit setting only works on >1.4, so use pinhead instead. I
had heard that the fastbit was completely ignored prioor to 1.4, so
the problem might be in MiNT.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

289. Re: Hyperformat disk on a PC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-22 01:39:29 UTC
From: leavitt@oxy.edu
Message-ID: <205781@tiger.oxy.edu>
Source record: 45992
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Actually, there is a PC shareware program, called Maxi16, that allows you to write up to 1.6 meg on hd 3.5" disks, 1.4 meg on 1.2 meg floppys, 420k on 360k floppies... all numbers rounded... of course, you need to have the program on both computers, and I think it operates as a memory-resident program.

Maybe getting this program would help?

290. How do Cconis() and Crawcin() work together (in MWC)?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-22 02:04:10 UTC
From: flinn@cs.ubc.ca
Message-ID: <1992Jan22.020410.13023@cs.ubc.ca>
Source record: 45993
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I need to obtain keystrokes from standard input as they become available, and not have them echoed to standard output. I do not require redirection of input. After some experimentation, it seems that Crawcin() is the best way to obtain keyboard input that potentially needs to be buffered (i.e. I can't guarantee to execute the key press function while the key is actually physically depressed). But I require non blocking input, so I have used Cconis() to determine if a key is actually available. The acual code is:

```
/*
* This function will return -1 if no key is available, or the key
* that was pressed by the user. It is checking stdin, without blocking.
*/

int key_pressed()

{
if ( Cconis() == -1 )
{
return( (int)( Crawcin() & 0xffff ) );
}

return( -1 );
}
```

The problem is that the Cconis() condition does not become true until long after the program starts and many keys have been firmly pressed. After it behaves correctly once, it continues to behave correctly, but the first keystrokes (for which Cconis() did not return -1) are lost.

I'm a novice with this sort of I/O ... am I doing something that is obviously wrong? I am using MWC version 2.1.7.

Thanks in advance,
--
Scott Flinn
Department of Computer Science flinn@cs.ubc.ca
The University of British Columbia (604)822-8572

291. Broken ATARI 520STFM internal power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-22 02:46:30 UTC
From: corey@sdf.lonestar.org
Message-ID: <1992Jan22.024630.14407@sdf.lonestar.org>
Source record: 45996

Greetings, ST World.

I have a problem with my ST's power supply. A long time ago I was screwing around with my voltmeter in the ST and lo and behold, I shorted out the supply! This happened in about '89. Since then, I have been running off of an external power supply that I got at a fleamarket sale, which works fine.

However, I want to fix the supply I have now. I have been taking Electronics classes at a local community college, and one of my teachers has been helping me see if I can fix the power supply.

First of all, here are the specs on the power supply:

The Power supply is from a 520STFM computer, which was upgraded to one Megabyte of memory (by myself.) The power supply is internal, and is apparently a switching-power supply type. There is a little sticker on the power supply that says "OUT: +5V @ 3A, +12V @ 1.6A"

Unloaded, the power supply puts out +5V and +11V.

Loaded, the power supply's +5V becomes +4.5V (at HALF-load..1.67A), and the +12V becomes something like +10.6V. Obviously these parameters are unacceptable. The +5V regulation is AWFUL. TTL chips need of course from +4.75V to +5.25V to operate within specs...+4.5 just don't cut it!

We think that the power supply is a 'switching' power supply. The way my teacher explained it to me was thus: The 120V operates a square-wave oscillator which operates at a higher frequency than 60Hz (we measured it to be 100Khz. After I resoldered some connections, it went to 57Khz!). This higher frequency allows a smaller transformer to be used to step down the voltage. Thus a smaller power supply is made, which can be put inside a computer like the ST. Then this waveform is rectified and filtered, and perhaps series regulated. There are NO 7805 or 7812 regulators in the circuit!

My teacher says that the higher the freqency of the oscillator, the higher the output voltage. Initially, the circuit ran at approximately 100Khz. After some noodling, the frequency dropped to 57Khz, and sure enough, the voltage went down some. Curt (teacher) says this is how the regulation is acheived. He also says there is some feedback mechanism that helps the regulation out. We are trying to find the resistor which controlls the oscillating frequency, in the hopes of being able to put a potentiometer in its place, so we can finetune the output voltage. Does anyone know which resistor this is, or if it exists??!

Also we are checking the solder connections. Lots of the connections looked 'cold' or bad. So I am redoing many of them. Also, we are going to

check the capacitors to see if they are bad or not. Then we may have to start pulling out the transistors to see if they are OK. Our school has lots of goodies to check this stuff with.

What I want primarily is a SCHEMATIC to this darn thing! Is there any way for me to get one? Would Atari not give one to me (a humble hardware hacker) because I'm not a licenced technician?!?? Please help.

Also, any suggestions as to the problem would be greatly appreciated. Email your responses to me, and if I get the thing fixed, I will summarize what happened here.

Thank you.

corey@sdf.lonestar.org

--
corey@sdf.lonestar.org ..!uunet!convex!egsner!sdf!corey

292. Computer Engineers...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-22 06:09:09 UTC
From: jared@midiline.la.ca.us
Message-ID: <yLTXeB3w164w@midiline.la.ca.us>
Source record: 45998

Is anyone here (or abroad) a computer Engineer fluent in the basics of the 68000 chip? I've got a dream (didn't MLK also have one?) of one day designing and building a computer of great power and perfomance, based around a singular 68000 (or 68020, if need be). I know I've posted here before, concerning this matter, but I want specific information, help or other assistance of which will further me along to my dream...

PLEASE reply in Email ("Mail"). Thank you. I don't visit here often enough to keep track of replies to the general public, and I prefer one-on-one Email conversations. Amen!

Jared

293. Re: TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-22 09:51:27 UTC
From: johnr@cged.co.uk
Message-ID: <1992Jan22.095127.14011@cged.co.uk>
Source record: 46024

ilaskey@cix.compulink.co.uk (Iain Laskey) writes:

>The changes to TOS1.4 are as follows:
>...
>True msdos formatting of floppies.
>...

Ah, but is it? I formatted a disk using TOS1.4 a few days ago and copied a file on to it. I then ran Spectre, started up Apple File Exchange and inserted my new disk. Apple File Exchange did not recognise the format but did offer to re-format it as an MS-DOS disk for me, which it did successfully.

So, which is wrong: TOS 1.4 formatting or Apple File Exchange? I would bet on the former.
--
John Richards

294. Kermit Help

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-22 11:46:17 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan22.114617.18150@actrix.gen.nz>
Source record: 45997

Well we have a new system here that run on a Vax/VMS, but the problem
is that we can only use Kermit for getting files..

The Big problem is I have never used Kermit in my life, and all the other
Atari chaps here have never used it, they seem to think its a bag of worms.

The Kermit that I have is the German ACC one that was posted in binaries
late last year, I also use Flash..

The prompt that I get from the Vax is C-Kermit..
there is some help from the system but is not that help full..

So any help would be most appreciated, also the VT 200 string for a F10 key
would also go down well..

Also thanks to those that sent me info on VT100 and the string for a F11
key, that one now works ok..!!
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

295. Re: TMS4256 12NL specs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-22 11:54:39 UTC
From: fabian@etek.chalmers.se
Message-ID: <1992Jan22.115439.5115@etek.chalmers.se>
Source record: 45999

In article <1992Jan17.134900.7646@imada.ou.dk>, micro@imada.ou.dk (Klaus Pedersen) writes:
|> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
|>

[stuff deleted]

|>
|> the 44256 is interesting because it is pin compatible with the 4*1Mb chips,
|> which means that you can replace 8 1Mb chips with 8 4Mb chips to get 4Mbytes!
|> (you probaly need to connect the extra address pin on the 4Mb chips to the MMU)
|>
|> The Mega ST 1, used 8 1Mb chips to get 1 Mbyte.
|>
|> -Klaus

What, how, where, when ... ?

PLEASE !!!

M Fabian, fabian@contrl.chalmers.se | Control Engineering
fabian@etek.chalmers.se | Laboratory, CTH
mf@contrl.chalmers.se | Sweden

"Don't let the bastards grind you down" (U2)

296. Re: Hyperformat disk on a PC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-22 12:14:06 UTC
From: colina@Informatik.TU-Muenchen.DE
Message-ID: <1992Jan22.121406.7493@Informatik.TU-Muenchen.DE>
Source record: 46000
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In principle the DOS Computers are able to read the Atari format, but due to the 'laziness' there are mostly no questions if the disk is not in the 'standard' format. Therefore, even though Atari writes the information to the Bootsector, the DOS comps don't read them, but just assumes it's in the 'standard' format.

ERGO: DOS says NO WAY.......

...But who wants to use DOS Computers anyway ????

Dossi

297. Re: 14400 baud modem problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-22 14:00:53 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jan22.140053.46331@link-1.ts.bcc.ac.uk>
Source record: 46002

In article <Vs1seB1w164w@sys6626.bison.mb.ca> genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
>I recently purchased a 14400 bps modem for my TT030/4 and am experiencing
>a few problems. I am using TOS 3.01, STalker 3 and a 31k RS232 buffer
>(auto-folder program).
>
>1.I can't get the RTS/CTS to work properly! When sending data from my
[... Stuff deleted]

This is a bug in TOS 3.01/5 it is said to be fixed in TOS 3.06, but I'll believe it when I see it :-).

>
>ANY help would be GREEEEEEEEEATLY appreciated...
>
>--- (Trevor Cordes) a user of sys6626, running waffle 1.64
>E-mail: genius@sys6626.bison.mb.ca
>system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

298. Re: Hyperformat disk on a PC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-22 20:21:47 UTC
From: carl@syscon.rn.com
Message-ID: <1992Jan22.202147.5034@syscon.rn.com>
Source record: 46001
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

rfschaa@cs.vu.nl (Schaaf RF) writes:

>I have been using hyperformatted disks (11-sectors/track) ever
>since I bought Scheibenkleister. A few weeks ago I bought a PC
>and assumed the High density drive would be able to handle 11
>sectors per track. I was wrong, I am unable to read the disks.
>Does anyone know whether it is possible to read Hyperformatted
>disk on a PC. The problem isn't DOS (PC-speed works fine with
>these disks), so what is the problem?

My guess is that the NEC derived controller in the PC can't handle
inter-record gaps as short as they use to get 11 sectors on. The
177x chip used in the ST obviously can. This has bit me before.
--
Carl Kreider

CIS 71076,76
Usenet ....!syscon.rn.com!carl

299. PC mice -> ST mice?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-22 20:58:49 UTC
From: herborth@riipsdev.Waterloo.NCR.Com
Message-ID: <8838@ncrwat.Waterloo.NCR.COM>
Source record: 46003

How difficult is it to modify a PC-style serial mouse to work with the ST?
What about bus mice?

I want to get one of those new Logitech "Children's Mice"... You know, the
ones that look like real mice, and you click their eyes...

--
----------======================== _ /\ ==========================----------
Chris Herborth \`o.0' herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op =(___)=
NCR E&M Waterloo U

300. Re: Tcsh problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-22 21:15:30 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <5677@lee.SEAS.UCLA.EDU>
Source record: 46008

In article <5650@lee.SEAS.UCLA.EDU> willing@pantheon.icsl.ucla.edu
(Scott Willingham) writes:
>To follow up on my own post, I have found something of interest. Several
>of the problems I have experienced with tcsh seem to be related to my having
>set the 'fast-bit' in its executable. Additionally, programs such as the
>ls.ttp in the gnu fileutils package cause problems when their fastbit is
>set. Consequently, I have unset the fastbits in all of the executables on
>my system and things seem much more stable.
>
>I am using MiNT 0.92 on a 2.5MB 520stfm with TOS 1.2. Perhaps there is a
>bug in MiNT or mntlib's handling of the fastbit and heap/stack. Does anyone
>have any ideas on what's up?
>
>-- Scott Willingham // willing@icsl.ucla.edu
>
>PS: Tcsh still bombs when I try to run it from bgacc.acc.

Just a further note. Even with the above changes I still get problems.
After a while using tcsh, I get 'out of memory' errors and symbolic links
on the unified file system also come unglued. I suspect that tcsh screws
up in its memory management and also assumes certain allocated regions to
be filled with zeros. Somehow, memory is being corrupted.

Oh, well... I'm glad it works for the rest of you (but you might want to
be wary).

-- Scott Willingham // willing@icsl.ucla.edu
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301. Re: Tcsh problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-22 21:24:07 UTC
From: apratt@atari.uucp
Message-ID: <1992Jan22.212407.5389@atari.uucp>
Source record: 46006

>In <5650@lee.SEAS.UCLA.EDU>, Scott Willingham writes:
>>
>>To follow up on my own post, I have found something of interest. Several
>>of the problems I have experienced with tcsh seem to be related to my having
>>set the 'fast-bit' in its executable.

jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> The fastbit setting only works on >1.4, so use pinhead instead. I
>had heard that the fastbit was completely ignored prioor to 1.4, so
>the problem might be in MiNT.

Huh? The only way the fast-load bit can affect a program is that if it's set, the heap (space after the BSS) isn't cleared. Thus if the program expects it to be clear (i.e. it expects memory obtained from malloc or Malloc to be clear) then it will WORK if the fast-load bit is clear, or if the version of TOS doesn't have it, but will NOT work if the bit is set and the TOS version has it.

Many GNU tools suffer from this. GCC-LD does -- I've found & reported the bug, but I don't know if it's fixed. I never set the fast-load bit of my GCC executables.

So if it works when you clear the bit, and doesn't work when you set it, that smells like the problem. But if it's the other way around, that's really odd and unexpected.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

302. Re: Tcsh problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-22 23:53:54 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jan22.185355.726@uwovax.uwo.ca>
Source record: 46004

In article <ENndEPPaWKg@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> In <5650@lee.SEAS.UCLA.EDU>, Scott Willingham writes:
>>To follow up on my own post, I have found something of interest. Several
>>of the problems I have experienced with tcsh seem to be related to my having
>>set the 'fast-bit' in its executable.

I guess I missed Scott's original post, but it's not surprising that
tcsh doesn't like the fast bit -- tcsh relies quite heavily on the
semantics of the sbrk() function being exactly the same as under Unix,
and I think this includes the memory having to be initially zeroed
(or at least, it's quite possible that tcsh assumes this). Thanks for
pointing this out -- I'll have to put a note about it in the tcsh docs.

> The fastbit setting only works on >1.4, so use pinhead instead. I
> had heard that the fastbit was completely ignored prioor to 1.4, so
> the problem might be in MiNT.

Ummm, the problem was that the fast bit was *working*, i.e. not clearing
the memory that tcsh expected would be cleared. The same thing will happen
if you use pinhead.

Incidentally, MiNT does implement the fastload bit regardless of what
version of TOS it's running under, and so far as I know it does it
correctly (i.e. I've set the fastload bit on all kinds of programs
on my system, and none of them crash without explanation).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

303. TT serial port top speed(s)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 00:18:14 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <696188056.6@therip.FidoNet.Org>
Source record: 45945

The network port (which also is the same as one of the serial ports on the tt, you use one or the other. I believe electricly they are the same.) is capable of somewhere over 200k a second... (200,000+ baud as well as many below that too..) As to programs to use them? Maybe some of the newest stuff..

As to the ports on the VME slot cover, they are on the cover only, they do not take up the slot. If you want to use the slot you need to provide another place for the ports. A poor design feature I agree.

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

304. Re: TMS4256 12NL specs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 00:31:23 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan23.003123.16269@actrix.gen.nz>
Source record: 46005

In article <1992Jan22.115439.5115@etek.chalmers.se> fabian@etek.chalmers.se (Fabian) writes:
> In article <1992Jan17.134900.7646@imada.ou.dk>, micro@imada.ou.dk (Klaus Pedersen) writes:
> |> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> |>
>
> [stuff deleted]
>
> |>
> |> the 44256 is interesting because it is pin compatible with the 4*1Mb chips,
> |> which means that you can replace 8 1Mb chips with 8 4Mb chips to get 4Mbytes!
> |> (you probaly need to connect the extra address pin on the 4Mb chips to the MMU)
> |>
> |> The Mega ST 1, used 8 1Mb chips to get 1 Mbyte.
> |>
> |> -Klaus
>
> What, how, where, when ... ?
>
> PLEASE !!!
> --
> M Fabian, fabian@contrl.chalmers.se | Control Engineering
> fabian@etek.chalmers.se | Laboratory, CTH
> mf@contrl.chalmers.se | Sweden
> --
> "Don't let the bastards grind you down" (U2)

You must have got some thing wrong, as this is not my posting..!!
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

305. Re: TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 04:26:12 UTC
From: jking@nmt.edu
Message-ID: <1992Jan23.042612.3127@nmt.edu>
Source record: 46010

In article <1992Jan21.042131.13043@demon.co.uk> Iain Laskey <ilaskey@cix.compulink.co.uk> writes:
>The changes to TOS1.4 are as follows:

>40 Folder bug sort of fixed, now more like a 100 folder bug!

Ok, the old forty folder bug casued the machine to crash and sometimes erase disk stuff in the process. Mainly this was due to TOS's keeping track of too much and not eliminating old records.

Now, what is the new problem. And what is the best solution. Run FLDR100 anyways?

_
/\/\/\/\> ... Slither...
<Admiral JC>

306. Re: Tcsh problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 04:29:40 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <5691@lee.SEAS.UCLA.EDU>
Source record: 46007

In article <ENndEPPaWKg@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>
> The fastbit setting only works on >1.4, so use pinhead instead. I
>had heard that the fastbit was completely ignored prioor to 1.4, so
>the problem might be in MiNT.
>
>--
> John Henders jhenders@jonh.wimsey.bc.ca
> Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

Yes, I realize that the fastbit only works with TOS 1.4 and above.
However, MiNT does support it and I wouldn't be tempted to use tcsh at
all without MiNT. And I do use pinhead (to speed bootup, primarily).

I believe that the problem is in tcsh -- somewhere. (I don't have the source)

-- Scott Willingham // willing@icsl.ucla.edu

307. postscript and atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 05:52:30 UTC
From: Dirk_Steins@k2.maus.de
Message-ID: <A32642@K2.maus.de>
Source record: 46009

>does anyone out there know where to get a pd program
>to print postscript files with an atari st? I have a

What's about Ghostscript. I've heard there's a port to the ST available
(just look around in good BBSs).

Dirk

--
Dirk Steins Usenet: dirk_steins@k2.maus.de
Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
Germany Fido: ds%maus k2, 2:242/2.6
--

308. Midi Port to Modem Cable

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 06:23:28 UTC
From: oracle@iastate.edu
Message-ID: <oracle.696147808@vincent1.iastate.edu>
Source record: 46011

Does anyone have any information or schematics on hooking a standard 25pin serial cable into the Midi ports? I know programs like stalker and a few others support the Midi ports but I have never been able to find out how to make the connection...

Any help would be greatly appreciated...

309. Good Assembler

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 06:29:18 UTC
From: oracle@iastate.edu
Message-ID: <oracle.696148158@vincent1.iastate.edu>
Source record: 46012

I am currently enrolled in a 68000 assembly class and I'm wondering if there are any good PD software packages out there that may benefit me in this class.

Any suggestions anyone?

310. Re: Midi Port to Modem Cable

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 09:56:50 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Jan23.035650.18262@hemlock.cray.com>
Source record: 46014

In article <oracle.696147808@vincent1.iastate.edu>, oracle@iastate.edu (Jason A Brunken) writes:
> Does anyone have any information or schematics on hooking a standard 25pin
> serial cable into the Midi ports? I know programs like stalker and a few
> others support the Midi ports but I have never been able to find out how to
> make the connection...
>
> Any help would be greatly appreciated...
>

Hmmm.. The MIDI port is a 20ma current loop, i.e. two bits of wire (plus screen) so I'm not sure what you mean by `hooking up a 25pin serial cable'. If nothing else, you'll be pushed for room :-) Certainly, MIDI is a serial port, but I'm not sure how you might use it for comms, i.e. a modem.

[M][a][r][c] ===== Cray Research (UK) Ltd. =====
INTERNET: marc@hemlock.cray.com
"If all the girls in Essex were laid JANET: M.Bouron@uk.co.cray
end-to-end, no-one would be in the UUCP: ...!uknet!crayuk!M.Bouron
slightest bit surprised..." VOICE: +44 344 485971 x2208

311. Hyperformat disk on a PC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 09:57:00 UTC
From: Thomas_Engelmeier@m2.maus.de
Message-ID: <A1067@M2.maus.de>
Source record: 45956

Your PC won't use the complete information in the bootsector. He just
recognizes the standard-formats (40 / 80 tracks, 8 / 9 sectors).
It's explained in Scheibenkleister (II).

Yours,
Thomas

312. Re: Good Assembler

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 10:01:26 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Jan23.040126.18426@hemlock.cray.com>
Source record: 46015

In article <oracle.696148158@vincent1.iastate.edu>, oracle@iastate.edu (Jason A Brunken) writes:
> I am currently enrolled in a 68000 assembly class and I'm wondering if there
> are any good PD software packages out there that may benefit me in this class.
>
> Any suggestions anyone?
>

You might want to check out the ARP book in the /languages sub-directory at atari.archive. It might bridge the gap between plain ol' 68000 and ST-specific stuff. You could also get the gas assembler from /gnustuff. I'm not sure, though, what it's like to use on its own -- it's more usually used (by me) as the back-end to gcc.

Cheers,

[M][a][r][c] ===== Cray Research (UK) Ltd. =====
INTERNET: marc@hemlock.cray.com
"If all the girls in Essex were laid JANET: M.Bouron@uk.co.cray
end-to-end, no-one would be in the UUCP: ...!uknet!crayuk!M.Bouron
slightest bit surprised..." VOICE: +44 344 485971 x2208

313. Re: TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 10:33:54 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1992Jan23.103354.17891@newcastle.ac.uk>
Source record: 46020

johnr@cged.co.uk (John Richards) writes:

>ilaskey@cix.compulink.co.uk (Iain Laskey) writes:

>>The changes to TOS1.4 are as follows:
>>...
>>True msdos formatting of floppies.
>>...

>Ah, but is it? I formatted a disk using TOS1.4 a few days ago and copied a
>file on to it. I then ran Spectre, started up Apple File Exchange and
>inserted my new disk. Apple File Exchange did not recognise the format but
>did offer to re-format it as an MS-DOS disk for me, which it did
>successfully.

Every time I format a disk in TOS1.4 I have no problems with MS-DOS machines,
the little mac file server I use for down load recognises it when running Apple
file exchange.

I have had no problems what so ever..

Dave J

>So, which is wrong: TOS 1.4 formatting or Apple File Exchange? I would bet
>on the former.
>--
> John Richards

314. Re: Partition sizes on HardDisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 11:44:52 UTC
From: micha@moko.saar.sub.org
Message-ID: <cnjhV.ll9rQ@moko.saar.sub.org>
Source record: 46032

In <1992Jan17.231700.3796@digi.lonestar.org>, Roy Gosewehr writes:

> Correct me if I'm wrong (and I am sure that someone will :-) but I was
> under the impression that Beckemeyer Development's Hard Disk Sentry
> handled BGM partitions. True or not? I currently keep my partitions
> under 16Mb and use the Michtron Toolkit to de-fragment.
>
> Roy C. Gosewehr

Setry doesn't have any problems with BGM's (Tested with 88 MB Syquest / ICD).

Bye, Michael

--

EMail: micha@moko.saar.sub.org /\/\ Zerberus: micha_b@hit.zer
Voice: +49 681 55654 (Ans. Mach.) / \ Data: Please call first
SnailMail: Michael Bongartz, Am Ordensgut 43, W-6600 Saarbruecken 1, Germany

315. Re: Good Assembler

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 11:46:56 UTC
From: asb@cs.nott.ac.uk
Message-ID: <1992Jan23.114656.2583@cs.nott.ac.uk>
Source record: 46019

In article <oracle.696148158@vincent1.iastate.edu> oracle@iastate.edu (Jason A Brunken) writes:
>I am currently enrolled in a 68000 assembly class and I'm wondering if there
>are any good PD software packages out there that may benefit me in this class.
>
>Any suggestions anyone?

The best PD assembler is probably Devpac version 1.0 from Hisoft. Since Devpac is currently up to version 2.something, they decided to release 1.0 as PD, nice aren't they ? It appeared on an ST Format coverdisk once, and you can probably get it from atari.archive.

Andy.

--
==========
= Disclaimer: I know I talk trash. You don't have to tell me. =
= Give me a VAX and I'll rule the world. =
= e-mail: asb@cs.nott.ac.uk =

316. Re: Mixing SIMMs ??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 11:58:56 UTC
From: micha@moko.saar.sub.org
Message-ID: <Aen7gJd.m2A@moko.saar.sub.org>
Source record: 46033

In <1410002@hpgnd.grenoble.hp.com>, Laurent JULLIARD writes:

> Is it possible to mix different access time SIMM memories into
> the 4 slots of a 520 STE. Let's say 2 "80 ns" and 2 "120 ns" ?

No Problem.

It's only important that the max. access time is < 120 ns.

Bye, Michael

--

EMail: micha@moko.saar.sub.org /\/\ Zerberus: micha_b@hit.zer
Voice: +49 681 55654 (Ans. Mach.) / \ Data: Please call first
SnailMail: Michael Bongartz, Am Ordensgut 43, W-6600 Saarbruecken 1, Germany

317. Re: TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 12:31:55 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <696169915.4262@minster.york.ac.uk>
Source record: 46021

In article <1992Jan22.095127.14011@cged.co.uk> johnr@cged.co.uk (John Richards) writes:
>ilaskey@cix.compulink.co.uk (Iain Laskey) writes:
>
>>The changes to TOS1.4 are as follows:
>>...
>>True msdos formatting of floppies.
>>...
>
>Ah, but is it? I formatted a disk using TOS1.4 a few days ago and copied a
>file on to it. I then ran Spectre, started up Apple File Exchange and
>inserted my new disk. Apple File Exchange did not recognise the format but
>did offer to re-format it as an MS-DOS disk for me, which it did
>successfully.
>
>So, which is wrong: TOS 1.4 formatting or Apple File Exchange? I would bet
>on the former.

Both, I think!

TOS 1.4, whatever anyone may claim, does not seem to format floppies in
exactly DOS format. I formatted a few the other day, tried to read them on
the file transfer PC here, and failed miserably. It just didn't work.

I've found that the best way to get a PC to read ST disks is to either

1) Use DC Format to put a DOS boot sector on the disk; or
2) Format the disk on the PC

However, even when I use the DC Format route, Apple File Exchange _still_
won't read the disk. It appears to be extremely fussy -- so the best
solution is therefore to

3) Format the disk using Apple File Exchange.

Then it works...

> John Richards

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

318. Re: TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 12:38:32 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <696170311.4375@minster.york.ac.uk>
Source record: 46022

In article <1992Jan23.042612.3127@nmt.edu> jking@nmt.edu ('Admiral JC') writes:
>In article <1992Jan21.042131.13043@demon.co.uk> Iain Laskey <ilaskey@cix.compulink.co.uk>
writes:
>>The changes to TOS1.4 are as follows:
>
>>40 Folder bug sort of fixed, now more like a 100 folder bug!
>
> Ok, the old forty folder bug casued the machine to crash and sometimes erase
>disk stuff in the process. Mainly this was due to TOS's keeping track of too
>much and not eliminating old records.
>
> Now, what is the new problem. And what is the best solution. Run FLDR100
>anyways?

There will always be some sort of folder limit in TOS, because it only has a
finite amount of memory available! In TOS 1.4, you have to try _really_ hard
to come up against the folder limit, because the OS pool memory is managed
properly. If you do hit the limit, your ST will stop and display a message
telling you to use FOLDR100.PRG. You then have to reset.

I use my ST for everything from heavy-duty wordprocessing and DTP to
advanced programming, and I have a 48MB hard disk with 5 partitions. I use
TOS 1.4 and I've never run out of folders yet.

So, my advice is not to use FOLDR100.PRG unless you find that you have to.

> <Admiral JC>

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

319. Re: TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 14:01:25 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Jan23.090125.8631@miavx1.acs.muohio.edu>
Source record: 46031

If oyu have a hard drive, then 1.4 is a must. Over break, I used my roomates ST with TOS 1.2, and I couldn't believe how slow it made the hard drive. It was very noticable.

Later.......

----------={{{{{{{{{((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
----------={{{{{{{{{((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

320. Re: Tcsh problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 14:30:46 UTC
From: chu@acsu.buffalo.edu
Message-ID: <1992Jan23.143046.3884@acsu.buffalo.edu>
Source record: 46016

In article <5677@lee.SEAS.UCLA.EDU> willing@pantheon.icsl.ucla.edu (Scott Willingham) writes:
>Oh, well... I'm glad it works for the rest of you (but you might want to
>be wary).

My only problem with tcsh right now is that using the port of Emacs 18.57, I get an address error (PC=0) whenever I "C-x C-f" or "C-x i" or "M-x load-file". They work fine if I use mintshel (formerly init.prg) though. I don't know where the problem is. Has anyone else had this problem?

john
chu@acsu.buffalo.edu

321. Re: TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 14:58:47 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <1992Jan23.145847.29914@cs.yale.edu>
Source record: 46017

In article <1992Jan23.042612.3127@nmt.edu> jking@nmt.edu ('Admiral JC') writes:
>In article <1992Jan21.042131.13043@demon.co.uk> Iain Laskey <ilaskey@cix.compulink.co.uk>
writes:
>>The changes to TOS1.4 are as follows:
>
>>40 Folder bug sort of fixed, now more like a 100 folder bug!
>
> Ok, the old forty folder bug casued the machine to crash and sometimes erase
>disk stuff in the process. Mainly this was due to TOS's keeping track of too
>much and not eliminating old records.
>
> Now, what is the new problem. And what is the best solution. Run FLDR100
>anyways?

TOS can still run out of system memory, but there are two big
differences with TOS 1.4: (1) It manages its internal memory better,
so you are less likely to run out. (2) If you do run out, you are
politely informed of that fact and forced to reboot, but your files
will be okay. If this happens frequently, you can use FOLRDXXX.PRG to
increase the size of system memory.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

322. Re: relocation in Tos binarys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 15:35:27 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Jan23.153527.2133@rhrk.uni-kl.de>
Source record: 46018

dave@babelfish.ericsson.se (David Potts) writes:

>Does anybody known anything about the relocation that that tos does
>when locating a program. I am tring to track down the address of
>a certain symbol when a program is loaded.

Take a look at the PEXEC cookbook which includes an example for relocating
programs the way TOS does.

```
*******************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

323. >TOS 1.4 DOS format!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 23:48:10 UTC
From: bmw@swanee.ee.uwa.oz.au
Message-ID: <bmw.696210490@swanee>
Source record: 46026

Just to add some fuel to the fire I thought I let you in on some rather more interesting happenings in this DOS format problem. I don't know if TOS 1.4 is DOS format compatible, or if the APPLE Exchange program is, or if DC format is. Then again I'm not exactly convinced the DOS machines I use know what DOS format is.

In the Lab I work in we have:

- True IBMs
- IBM clones
- SUN workstations
- My Atari on occasion
- Macintosh IIci's
- Apricot IBM clones

All these machines profess to use DOS format. Not one of them will format a disk that is readable/recognized as a DOS disk on all the others.
Some of them will use a disk formatted on another machine at one time and not the next. The SUN's will on occasion read a DOS disk when it has been told it is a UNIX floppy (discovered quite by accident by a new user!!).

The end result of all this confusion is that nobody really knows what DOS format is!!!! So I suggest we not worry about having TRUE DOS format as I doubt it exists!!!

Have a nice day everyone,

Rob
Email:bmw@swanee.ee.uwa.oz.au

324. Re: TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 23:59:05 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992Jan23.235905.19326@demon.co.uk>
Source record: 46029

It may be that File exchanger is being over fussy. I *always* format disks
using TOS1.4 and then use them on the PS/2 at work. I have never had any
problem at all with many files being added and deleted by both the ST
and the PC.

+----------------------------+
| Iain R Laskey |
| ilaskey@cix.compulink.co.uk |
+----------------------------+

325. Re: TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-23 23:59:15 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992Jan23.235915.19410@demon.co.uk>
Source record: 46030

When TOS1.4 runs out of folder space it issues a warning message & shuts down.-

Unless you get this, you probably don't need to run any folder fixes.

+----------------------------+
| Iain R Laskey |
| ilaskey@cix.compulink.co.uk |
+----------------------------+

326. Re: postscript and atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-24 00:18:59 UTC
From: boyd@sigma.cs.fsu.edu
Message-ID: <1992Jan23.191859.13910@mailer.cc.fsu.edu>
Source record: 45943

In article <mmieb01.695913832@convex>, mmieb01@convex.zdv.uni-tuebingen.de (B. Eberhardt) writes:
>Hi folks,
>does anyone out there know where to get a pd program
>to print postscript files with an atari st? I have a
>lq 850 epson printer.
>Thanks Bernd

GNU Ghostscript might be your solution. I think it is available on
atari.archive.umich.edu.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

327. Re: PC mice -> ST mice?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-24 00:24:05 UTC
From: boyd@sigma.cs.fsu.edu
Message-ID: <1992Jan23.192405.14090@mailer.cc.fsu.edu>
Source record: 45944

In article <8838@ncrwat.Waterloo.NCR.COM>, herborth@riipsdev.Waterloo.NCR.Com (Chris Herborth) writes:
>How difficult is it to modify a PC-style serial mouse to work with the ST?
>What about bus mice?

Bus mice are a cinch, serial mice are not (unless you can rip out the serial hardware and make it a bus mouse). The file describing this should be on atari.archive (msmouse.txt or something). If you cannot find it, email me and I can send you a copy.

>
>I want to get one of those new Logitech "Children's Mice"... You know, the
>ones that look like real mice, and you click their eyes...

Gaaa! Sounds kinda gruesome to me. You might try a Beetle mouse. Very cool, and they look like beetles.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

328. Re: TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-24 00:29:31 UTC
From: boyd@sigma.cs.fsu.edu
Message-ID: <1992Jan23.192931.14198@mailer.cc.fsu.edu>
Source record: 45946

In article <696169915.4262@minster.york.ac.uk>, mjl-b@minster.york.ac.uk (Mathew Lodge) writes:
>
>TOS 1.4, whatever anyone may claim, does not seem to format floppies in
>_exactly_ DOS format. I formatted a few the other day, tried to read them on
>the file transfer PC here, and failed miserably. It just didn't work.
>

True. Something about a second FAT table. Try the program ps2form from atari.archive. I have been using it for years, and it has yet to fail.

By the way, I could not get any disks to work on PC's for a long time because I had the Key virus all over my disk collection (it would overwrite the DOS bootsector right after it was written). That incident put me in the habit of running VKiller on all new PD disks I buy (and I occasionally find a virus, too). This program is great, get a copy if you don't have one already. The newest version is 3.84.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

329. Re: >TOS 1.4 DOS format!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-24 02:40:03 UTC
From: il@bambam.u.washington.edu
Message-ID: <1992Jan24.024003.26008@milton.u.washington.edu>
Source record: 46028

bmw@swanee.ee.uwa.oz.au (Robert Woodcock) writes:

> In the Lab I work in we have:
>
> - True IBMs
> - IBM clones
> - SUN workstations
> - My Atari on occasion
> - Macintosh IIci's
> - Apricot IBM clones
>
> All these machines profess to use DOS format. Not one of them will format a
> disk that is readable/recognized as a DOS disk on all the others.

Part of the problem is that real IBM machines will format a DD 3.5"
diskette as HD if you don't provide switches. This disk is unusable on
most clones since they don't see the HD hole and see it as improperly
formatted. The same goes for using this disk on a Macintosh for Apple
File Exchange.

--
Il Hwan Oh |"...in Science, as in religion,
Univ. of Washington, Tacoma | when one has destroyed human wonder and
iho@cac.washington.edu | compassion,
| one has killed man." -- Loren Eisley

330. Uniterm

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-24 02:45:34 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan24.024534.3249@actrix.gen.nz>
Source record: 46027

Well thanks to all of you that help me with Kermit, but I have bean forced
to use Uniterm, no other Kermits out there..

Here are some Uniterm problems that I encountered..

1. How do you get out of a dial when bussy, my dial is set for 99 retries..

2. How do I get to the capture buffer and can I use the data there
for uploads, and can it be marked for saving..

3. Can someone explain what this means, Note: I used the DO option in
Flash to Log me onto a BBS, and I would like to do the same with Uniterm..

Cut from Uniterm Manual..

```
------------------------------------------------------------------------
A tip for people that want the macro to handle waiting for the
`CONNECT' or whatever it may be message, just leave out the
`Connect msg' entry,
The dialer will then immediatly start executing the macro file after
sending the number string..
------------------------------------------------------------------------
```

...

Antics FLASH..!!

The Flash option that Antic once sold for Flash, is this used
inconjunction with Flash or as a stand alown program, if its used
with Flash and does work can any one tell me if I can still bye it..

Thanks..

```
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***
```

331. Re: Uniterm

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-24 15:43:11 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Jan24.154311.15970@digi.lonestar.org>
Source record: 46035

In article <1992Jan24.024534.3249@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>Well thanks to all of you that help me with Kermit, but I have bean forced
>to use Uniterm, no other Kermits out there..

Not true. There is a public domain port of Kermit (from the PC world) that works just fine on my ST. I believe that I got if off of GEnie. I shell out of Flash 1.6 with the GEM command directly to this GEM version of Kermit. The only "problem" with it is that send & receive packet lengths are limited to 99 bytes in size. However, it still works great with the VAX/VMS Kermit (that someone here got off the DECCUS tapes, I think) as long as I set the packet lengths to agree.

I would offer to send it to you, but I don't know how. (You can probably tell that usenet / Unix is not my primary environment from the lack of a .sig file. I am VAX/VMS resident. :-) :-)

Regards,
Roy C. Gosewehr

332. Re: TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-24 16:12:09 UTC
From: jbww@ukc.ac.uk
Message-ID: <608@hobby.ukc.ac.uk>
Source record: 46034

In article <1992Jan23.103354.17891@newcastle.ac.uk> D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:
>johnr@cged.co.uk (John Richards) writes:
>
>>ilaskey@cix.compulink.co.uk (Iain Laskey) writes:
>
>>>The changes to TOS1.4 are as follows:
>>>...
>>>True msdos formatting of floppies.
>>>...
>
>>Ah, but is it? I formatted a disk using TOS1.4 a few days ago and copied a
>>file on to it. I then ran Spectre, started up Apple File Exchange and
>>inserted my new disk. Apple File Exchange did not recognise the format but
>>did offer to re-format it as an MS-DOS disk for me, which it did
>>successfully.
>
>Dave J
>
>>So, which is wrong: TOS 1.4 formatting or Apple File Exchange? I would bet
>>on the former.
>>--
>> John Richards

Try using the ST program ibmfmt. Apple File Exchange is happy with these,
and it does seem to be very picky as to what it accepts (rather than reading
the bootsector to check the format, as it should).

I use this regularly, to prepare disks with postscript files
to be printed from a Mac.

cheers
beau webber

333. Re: Uniterm

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-24 18:54:08 UTC
From: rosenkra@convex.com
Message-ID: <1992Jan24.185408.895@convex.com>
Source record: 46036

In article <1992Jan24.024534.3249@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>... no other Kermits out there..

this is not true. there are several versions of kermit for the st,
including a C-Kermit port (i have an executable, but no source).
i usually use uniterm, but i remember the C-Kermit port to be pretty
good. it should be at atari.archive. if not, i can mail the binary.
it is at least a year old but still reasonable (ie handles large packets,
etc). C-Kermit is the "standard" kermit supported by columbia univ. it
has been ported to a zillion platforms. the source is available via FTP
from columbia (i don't have the net address handy but can find it).

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

334. Re: Replacing LS logic parts between MMU and DRAM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-24 20:49:43 UTC
From: rossin@hpfctgr.fc.hp.com
Message-ID: <35730004@hpfctgr.fc.hp.com>
Source record: 45960

/ hpfctgr:comp.sys.atari.st.tech / jmack@b11.ingr.com (Cery McCormick) / 4:47 pm Jan 9, 1992 /

I had heard on the net once of someone replacing the LS logic parts (74LS244 and 74LS373) with F speed parts. Could someone please tell me why this was done and/or what problem it fixed?

The F parts are a boat load faster. The 74LS244 maximum propagation delay is 18ns (0 to 70 degrees C) while the 74F244 has a spec of 6.5ns. This is about 3 times faster. This will help solve problems associated with marginal timing of the DRAMS but may cause other problems. The 74LS244 parts have hysteresis which will help remove the glitches often found in unterminated buses like those found in the ST. Also, the 74LS244 parts do not have as much drive and sink current as the 74F244 parts. What does all this mean?

1. The F parts will allow you to use slower RAMs and still meet the timing specs that the ST requires. This is good.

2. The F parts will not tolerate glitches as well as the LS parts do. This is bad.

3. The F parts can drive higher capactance loads than the LS parts can. This is good.

4. Since the address and data lines are not terminated the extra drive of the F parts can cause excessive ringing on the buses. The low current drive of the LS parts acts as series damping resistance while the high drive of the F parts acts like no damping. This is bad.

5. I've used F parts to drive and recieve 32-bit data over 3 feet of PC board and interconnects at 25 MHz with no trouble at all from -20C to 65C. This is good.

6. The F parts take more supply current. But not anything to worry about since there is only 4 parts involed (I believe there is only 4). This is a who cares.

The bottom line. It's only 4 parts and they cost less than 2 bucks in quantities of 1. Try it out. If it fixes your problem call up Signetics and tell them you like their parts. If it does not fix your problem there is always the ABT family (faster than F). Just stay away from AS parts. They are just too harsh (Transmission line death!) for bus interfacing.

Bye.

Ted Rossin (Had your hands on a 76 MIPS, 22 MFLOP 730 yet?).

335. JRD's port of GNU Emacs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-24 20:57:45 UTC
From: steveg@cseic.saic.com
Message-ID: <4991061@MVB.SAIC.COM>
Source record: 46013
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm using John Dunning's port of GNU Emacs and like it alot except for one annoying problem. Can anyone help me:

Get the file loader to stop stripping out Ctl-M's (cr's) from my ST text files? It's a real pain to have to replace all LF's with CR/LF pairs everytime I go to save, and GNU Emacs on my Unix box has no trouble preserving 'hard' CR's, so why should the ST version?

Similarly, how would I go about creating a mode (or defining the key) so pressing enter caused CR and LF to be inserted?

(Bonus Question): What is the name of the .el file (and where does it live) that I can put startup commands into? On my Unix box here it's ".emacs" but that obviously won't work on the ST.
--

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

336. Re: TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-25 00:00:12 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jan25000012@solb1.essex.ac.uk>
Source record: 45942

> Try using the ST program ibmfmt. Apple File Exchange is happy with these,
> and it does seem to be very picky as to what it accepts (rather than reading
> the bootsector to check the format, as it should).
>
> I use this regularly, to prepare disks with postscript files
> to be printed from a Mac.
>
> cheers
> beau webber

I personally use Cpanel++ V1.5... besides formatting floppies it configures
all the i/o ports, sets the palette, keyboard repeat etc...

Simon.

337. Monitor Refresh Rate

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-25 00:38:32 UTC
From: tucker@obelix.gaul.csd.uwo.ca
Message-ID: <1992Jan25.003832.9842@julian.uwo.ca>
Source record: 46037
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi, This could be FAQ but here it goes:

I am attempting to write a vertical blank routine which will
maintain a simple timer by incrementing a counter.
I think I need to know the monitor refresh rate to assign a
real world value to this (or do I?).

Comments, better ideas, clarifications are definitely welcome.

Oh, by the way, the language I am using is assembly.

Replies by posting here welcome, or e-mail them and I will
summarize.

I am:
REAL WORLD: John Tucker
JOB: sa_john@sscl.uwo.ca
SCHOOL: tucker@gaul.csd.uwo.ca

338. Re: >TOS 1.4 DOS format!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-25 07:45:46 UTC
From: jonc@status.gen.nz
Message-ID: <ZeF5eB1w164w@status.gen.nz>
Source record: 46039

bmw@swanee.ee.uwa.oz.au (Robert Woodcock) writes:

> Just to add some fuel to the fire I thought I let you in on some rather more
> interesting happenings in this DOS format problem. I don't know if TOS 1.4
> is DOS format compatible, or if the APPLE Exchange program is, or if
> DC format is. Then again I'm not exactly convinced the DOS machines I use
> know what DOS format is.
>

Well there maybe a simple way of doing this.. Format a disk in the IBM like
this .. FORMAT A: /S so you get a System diskette (IBM system). Now try it
on all those machines in your lab.. Now format a disk on your Atari (your
TOS 1.4). Get out your favorate sector editor (DLII) can copy the IBM
systems disketts BOOT sector on to the Atari one. Now try it you maybe
suprised. I found Apple exchange wanted a ibm system disk so I uses
DC_FORMAT as a IBM boot(system)disk and have had _no_ problems over the
years.

Just food for thought, but when it comes to hardware there is no logic.

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

339. Re: Uniterm

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-25 07:50:37 UTC
From: jonc@status.gen.nz
Message-ID: <3mF5eB2w164w@status.gen.nz>
Source record: 46038

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

> Well thanks to all of you that help me with Kermit, but I have bean forced

Roger there is a few "Kermit" emulators here on STaTus BBS, and two of them work with Flash, and the other from memory is for Interlink and masterlink.

One is an acc that works well I used it here with the old system 38 when the bank had in conjunction with pc_support, but it will not capture anything (mind you FLASH does not either when in upload/dload modes), and it works well with flash, just click and go..

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

340. Re: >TOS 1.4 DOS format!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-25 07:54:07 UTC
From: jonc@status.gen.nz
Message-ID: <wsF5eB3w164w@status.gen.nz>
Source record: 45941

il@bambam.u.washington.edu (Il Hwan Oh) writes:

> without switchs

I use MS DOS 5.0 on the systems at home and find the new format switchs to
be great and work well with the ST's and visa versa.. Try this for the ST
with a 3.5 or if you have a 5.25 disk do the same ..

Format A: /F:720 <- format drive "A" as a 720k diskette

This will work 100% at leaste it does for me (grin).

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

341. Re: Hyperformat disk on a PC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-25 07:57:32 UTC
From: jonc@status.gen.nz
Message-ID: <LyF5eB4w164w@status.gen.nz>
Source record: 46040
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

> Well, it also depends on the PC. My roomates Zentih with a HD drive
> could read the extended formats. (I don't know if I've tried 11 sectors,
> maybe I'll do that tonight and find out.) We joked about how his Zenith
> could read and write to my ST disks, saying the computer had the "Atari
> Spirit!!" I haven't tried it with a PS/2 or anything though. But I know
> the Zentih could read 10 sectors/80 tracks. (CHKDSK came back with 800K
> free on the disk.)
>

There is an old adage .. "Man with sector editor can make any disk say it is
more than it is under dos/tos/gem etc..) Weither or not the drive will read
past a certain point is another matter..

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

342. Re: Uniterm

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-25 11:35:52 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan25.113552.1124@actrix.gen.nz>
Source record: 45947

In article <1992Jan24.154311.15970@digi.lonestar.org> rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:
> In article <1992Jan24.024534.3249@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> >Well thanks to all of you that help me with Kermit, but I have bean forced
> >to use Uniterm, no other Kermits out there..
>
> Not true. There is a public domain port of Kermit (from the PC world)
> that works just fine on my ST. I believe that I got if off of GEnie. I
> shell out of Flash 1.6 with the GEM command directly to this GEM version
> of Kermit. The only "problem" with it is that send & receive packet
> lengths are limited to 99 bytes in size. However, it still works great
> with the VAX/VMS Kermit (that someone here got off the DECCUS tapes, I
> think) as long as I set the packet lengths to agree.
>
> I would offer to send it to you, but I don't know how. (You can probably
> tell that usenet / Unix is not my primary environment from the lack of a
> .sig file. I am VAX/VMS resident. :-) :-)
>
> Regards,
> Roy C. Gosewehr

That program is a bit of a joke, the max speed at 2400 was 38 cps, and
no one uses 90 byte packets any more, even the chap that wrote the
doc's for that program stated that it was slow.. 110 cps at 9600..

Please does any one know were I can get the Kermit program that was
sold by Antic for Flash..???
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

343. Re: Uniterm

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-25 11:39:52 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan25.113952.1263@actrix.gen.nz>
Source record: 45949

In article <1992Jan24.185408.895@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
> In article <1992Jan24.024534.3249@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> >... no other Kermits out there..
>
> this is not true. there are several versions of kermit for the st,
> including a C-Kermit port (i have an executable, but no source).
> i usually use uniterm, but i remember the C-Kermit port to be pretty
> good. it should be at atari.archive. if not, i can mail the binary.
> it is at least a year old but still reasonable (ie handles large packets,
> etc). C-Kermit is the "standard" kermit supported by columbia univ. it
> has been ported to a zillion platforms. the source is available via FTP
> from columbia (i don't have the net address handy but can find it).
>
> -bill
> rosenkra@convex.com
> --
> Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
> Convex Computer Corp. |ARPA: rosenkra@convex.com

Bill as you should well no, I am a GEM man, from memory that is a
TTP/TOS program, does not go with my GEM of a Atari..:-)..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

344. Re: VORTEX ATonce 386SX for MSTE's

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-25 11:45:05 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1992Jan25.114505.21983@ugle.unit.no>
Source record: 45950
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jan21.164140.143@unibi.uni-bielefeld.de>,
itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>
> Some facts :
>
> - 32 bit CPU 80C386SX-16MHz

This must be wrong. Isn't the 80386SX a 16 bit processor as the same way the 68000 is.

Stig Vidar Hovland - stigvi@lise.unit.no

345. Re: Uniterm

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-25 11:50:32 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan25.115032.1907@actrix.gen.nz>
Source record: 45948

In article <3mF5eB2w164w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>
> > Well thanks to all of you that help me with Kermit, but I have bean forced
>
> Roger there is a few "Kermit" emulators here on STaTus BBS, and two of them
> work with Flash, and the other from memory is for Interlink and masterlink.
>
> One is an acc that works well I used it here with the old system 38 when the
> bank had in conjunction with pc_support, but it will not capture anything
> (mind you FLASH does not either when in upload/dload modes), and it works
> well with flash, just click and go..
> Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
> jonc@status.gen.nz / /\ If that does not work try these address's
> Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
> Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday
>

Jon I did a seach on GEnie with the word kermit, but did not find
much, that ACC version, if its the same is very pore, Packets can't go
over 99, and the speed at 2400 was 38 cps..!!

Do you have any better ones than that,(the Interlink one I would like
to try), if so can you UUE it/them and,
mail them to me at ... SHEPPARD_R@kosmos.wcc.govt.nz

Thanks...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

346. Re: VORTEX ATonce 386SX for MSTE's

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-25 14:50:57 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jan25145057@solb1.essex.ac.uk>
Source record: 45951

> >
> > Some facts :
> >
> > - 32 bit CPU 80C386SX-16MHz
>
>This must be wrong. Isn't the 80386SX a 16 bit processor as the same way the 68000 is.
>
>Stig Vidar Hovland - stigvi@lise.unit.no

No, a 386SX is a 32 bit cpu with a 16 bit data bus - like the 68000.
A 386DX is a 32 bit cpu with a 32 bit data bus - like a 68020/030.

Simon.

347. Re: Partition sizes on HardDisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-25 15:40:39 UTC
From: theo@mailmak.swb.de
Message-ID: <186@mailmak.swb.de>
Source record: 45963

In article <3086@seti.UUCP>, dujardin@rita.inria.fr (Eric Dujardin) writes:
>
> (e.g. 512 Ko) for Minix (because it creates a virtual disk of the same size),
> but my Atari formatting software (version 3.xx) can't give me less
> than 1 Mo. Any solution ?

Hi Eric !
I don't know if you really want the virtual disk for the root device.
It's quite simple to recompile the Kernel, so that your root device is
i.e. on /dev/hd3 and there's no need for a virtual disk. You'll get more
memory for Applications and the loss of performance is acceptable.
Just change the line '#define DROOTDEV (DEV_RAM + 0)' into
'#define DROOTDEV (DEV_HD0 + 3)' in 'include/minix/boot.h' and start
the compiler. As a result you should get a new minix.img which now uses
/dev/hd3 as the root device.

greetings Theo

--

DON`T FORCE IT, | Theo Janssen, Kielstrasse 1, 4600 Dortmund, FRG
USE A BIGGER HAMMER !| theo@mailmak.swb.de Voice: +49 231 830394
/|\ | USBANG: {uunet}!cbmvax!cbmger!brewas!brewak!mailmak!theo

348. Help Formatting Floppies for DOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-25 17:52:04 UTC
From: somsky@brl.mil
Message-ID: <18053@smoke.brl.mil>
Source record: 45952

Perhaps someone can give me a hand here. I'm unfortunately still 'living' on a 1040ST TOS1.0 Floppy-only system, trying to keep it limping along until I decide what I want for a new machine (and can collect the $$$ to get one), and am trying to write some small, no-frills, cli-based (no GEM) tools to let me do just exactly what I want without a lot of extra features that I won't use. What I'd like to create now is a floppy formatter w DOS boot-block.

Now, I've got the (original?) ST Software Developer's kit (Oct '86), and I believe that's got all the info I need for formatting a floppy (A Hitchhiker's Guide to the BIOS, 1985 -- "Formatting a Floppy Disk"; with flopfmt(), protobt(), and flopwr()), but I havn't tried it yet. Since I want to be able to use these disks to carry files to and from work (where I've got an IBM RS/6000 that'll read and write DOS-disks), I also need the info on what needs to be in a DOS boot-sector. So, my questions become:

1) Is the floppy formatting procedure truely as simple as shown in 'The Guide', or are there some hidden 'gotcha's?

2) The 'standard' track/sector/interleave values are listed, but are there any variations that useful, or are variations just plain dangerous?

3) Are there any clean and simple ways to check-for and lock-out bad/marginal sectors?

4) My understanding is that to make a DOS-readable disk, you just have to put a "DOS boot-sector" on the disk. Is this in fact right? Do you just use such a sector in protobt/flopwr-ing the disk? And just what ARE the contents needed in this sector?

5) How do I create a volume label for the disk? I believe it's just a variant entry in the directory table, but how do you put it there?

6) I'm going to be using the Sozobon compiler for this. Any known gotcha's there?

7) (A bit more extended.) Does anyone have a concise description of just what the layout of a disk is (contents/layout of FAT's directories, etc.)?

Now I know that much of this has been done before and is readily available in free/shareware formatters, but again, I'm trying to create small, only-what-I-want, do-it-my-way tools.

Any help you could give would be quite helpful :-).
Please reply via e-mail. Thanks.

I speak for no-one other than myself --- sometimes, not even that...

William R. Somsky somsky@brl.mil

349. Various ST topics

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-25 19:53:51 UTC
From: ec333way@sail.uwaterloo.ca
Message-ID: <1992Jan25.195351.26589@watserv1.waterloo.edu>
Source record: 46023
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I was able to read my first post to the newsgroup, but it seems that either 1) it didn't make it out to the rest of the civilized world or 2) no one felt like replying.. Would someone at least respond (from outside of university of waterloo) so that I know that this did reach the 'net'??

I have several questions: is MiNT at all usable on a 1 meg ST?
Is TeX Usable on a 1 meg ST w/ hard drive?
If the answer to either is yes, would someone PLEASE either send me a list of files I need, or point me to a file outlining which files I need? I can access most of the free world through ftp, so I can get the files myself.

I recently got bash-bin and bash-doc (in lzh format) from a.a.u.e...
LHA (on the PC) wouldn't unarchive either one, lharc would, but the bash-doc file was messed up, and the bash.ttp ran and returned to desktop in 1ms.. Did I get a bad copy, or do I specifically need to unarchive them on the ST??

Also, I'm interested in whatever happened to Megamax as I have Laser C and am wondering if a later version is available.

Regarding the 2/6 TOS chipsets - I opened up my 1040STFM, and found 2 chips in sockets, with the other 4 punched out on the PCB, but 'soldered up'. I haven't checked the serial number with the one posted here before, but is there a chance I can get the 6 chipset to work? What is the retail price of tos 1.4 right now?
Or, how much is 2.06 right now for the older ST's?? I have a socket for blitter on my motherboard as well - does this mean I can buy one and stick it in? Is there any purpose to this - ie do more than a handful of programs actually use it? Will it work? How much is a blitter going for, and where can I get one?

I would be very appreciative for answers to any of my questions.

Mattias Hembruch

Please reply to either 1) the net,
2) mghembruch@electrical.watstar.uwaterloo.ca or
3) ec333way@sail.uwaterloo.ca

350. Staying installed over a resolution change?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-25 20:10:13 UTC
From: sourada@iastate.edu
Message-ID: <sourada.696370213@vincent1.iastate.edu>
Source record: 45953

How can you get the Desktop to inform your resident program that the resolution has been changed, so vectors you have messed with can re-install?

I didn't know until I tried it that it seems that the vectors I was using in a program got reset to their original values when there was a resolution change at the Desktop. (The vectors I was using, BTW, were etv_timer, the vbl autovector, and the ikbd autovector. At least the etv_timer vector was restored to its old value).

So, I need some way of telling my resident program that it needs to re-install its vectors. I can't seem to find any reference to a vector that is jumped through at a resolution change in the docs.

Thanks,
Steven Ourada
sourada@iastate.edu

--

Ask me how my university is censoring my Usenet access!
sourada@iastate.edu
----

351. Re: Uniterm

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-25 20:35:27 UTC
From: rosenkra@convex.com
Message-ID: <1992Jan25.203527.2580@convex.com>
Source record: 45954

In article <1992Jan25.113952.1263@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>Bill as you should well no, I am a GEM man, from memory that is a
>TTP/TOS program, does not go with my GEM of a Atari..:-)..

well, roger, maybe it's time to come of age with good old CLIs :-).

there is nothing stopping you from invoking C-Kermit from the desktop. just start it up with no parameters. admitedly there are no menus or dialogs, but it works (which is all that really matters). the other advantage is that it works basically the same everywhere so that you only need to learn one user interface.

fingers are made for typing (that's why you have so many of them :-).

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

352. PC mice -> ST mice?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-25 23:00:04 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <696451698.0@therip.FidoNet.Org>
Source record: 45864

CH> From: herborth@riipsdev.Waterloo.NCR.Com (Chris Herborth)
CH> Organization: NCR Canada Ltd., Waterloo, Ont.

CH> How difficult is it to modify a PC-style serial mouse to work with the ST?
CH> What about bus mice?

CH> I want to get one of those new Logitech "Children's
CH> Mice"... You know, the
CH> ones that look like real mice, and you click their eyes...

CH> --
CH> ----------======================== _ /\
Buss mice are possible.. I have heard the Microsoft Buss mouse can be used on an ST if you either make an adapter or if you modify the cable.
You must have compatible lines comming out of the mouse for the buttons and for the movements.

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

353. Re: TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-25 23:06:32 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <696451698.1@therip.FidoNet.Org>
Source record: 45865

Well the folder program should be used in tos 1.4 as a "files" type setting..
You need poolfix though for a bug they introduced when they fixed the file limit.

The folder program is NOT needed unless you think you will have more then 40 handles open..

The only time you will run into a problem is if you are multi tasking or you have a bunch of file handles open.
remember that different devices have file handles opened to them too..
Such as your keyboard, screen,modem and a couple other things.

Under normal usage it is doubtful you will ever reach the 40 file problem.

The bug was that when you grabbed a file handle it wasnt being released when you quit so you had to reset the computer every so often to reset the file handle bug.

Now it releases them fine. YOu just are limted to 40 at a time. The folder program will allow you to specify the number of files you want..
(Gesh atari should provide an entry in their .cpx for setting this!)

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

354. Re: VORTEX ATonce 386SX for MSTE's

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-26 00:58:12 UTC
From: ehobbs@nmt.edu
Message-ID: <1992Jan26.005812.1935@nmt.edu>
Source record: 45958
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jan25.114505.21983@ugle.unit.no> stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:
>In article <1992Jan21.164140.143@unibi.uni-bielefeld.de>, itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
> >
> > Some facts :
> >
> > - 32 bit CPU 80C386SX-16MHz
>
>This must be wrong. Isn't the 80386SX a 16 bit processor as the same way the 68000 is.
>
>Stig Vidar Hovland - stigvi@lise.unit.no

Don't flame me if I'm wrong, but I believe a 386SX is a 32-bit processor, but it has a 16-bit bus.

Anyone know for sure?

Eric A. Hobbs
ehobbs@JUPITER.nmt.edu

355. Re: Various ST topics

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-26 04:20:18 UTC
From: Alex.Valdez@actrix.gen.nz
Message-ID: <1992Jan26.042018.4006@actrix.gen.nz>
Source record: 45957
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jan25.195351.26589@watserv1.waterloo.edu> ec333way@sail.uwaterloo.ca (Winter92 BEACON ec333 account) writes:
> I have several questions: is MiNT at all usable on a 1 meg ST?
Yes, but having four megs would definitely help.

> Is TeX Usable on a 1 meg ST w/ hard drive?
I believe version 3.1 is not but 2.9 is.

> Also, I'm interested in whatever happened to Megamax as I have Laser C
> and am wondering if a later version is available.
What version of Laser C do you have. The last version, released ages ago was 2.0 (or was it 2.1? I forget.) At any rate, new versions are not forthcoming.

--
==========Alex Valdez==========

356. Re: Uniterm

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-26 09:37:17 UTC
From: jonc@status.gen.nz
Message-ID: <u9e7eB2w164w@status.gen.nz>
Source record: 45959

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

> Do you have any better ones than that,(the Interlink one I would like
> to try), if so can you UUE it/them and,
> mail them to me at ... SHEPPARD_R@kosmos.wcc.govt.nz
>

Consider it done.. I see Charles johnson has released Pinhead 20 on GEnie
today, and I am using it now, I love it.. I know have MERCURY working 100%
so thanks for sending it Roger, it will work with forem as well by the looks
of it as a door. It will even work with our MBBS usenet reader as well.
I uploaded Mercury for those of you who are interested to GEnie last night`
it is file number 22402 in the Atari RT on page 475.

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

357. Re: Tcsh problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-26 10:44:24 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jan26104424@acae127.cadence.com>
Source record: 45961

```
> In article <5650@lee.SEAS.UCLA.EDU> willing@pantheon.icsl.ucla.edu
> (Scott Willingham) writes:
> on the unified file system also come unglued. I suspect that tcsh screws
> up in its memory management and also assumes certain allocated regions to
> be filled with zeros. Somehow, memory is being corrupted.
>

if that is the problem you can always do a
_malloczero(1);
call somewhere in the initialization. _malloczero(truep) toggles
clearing of malloc'ed memory in the library.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155
```

358. cold and warm resets

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-26 22:17:42 UTC
From: sslee@micromed.net.netcom.com
Message-ID: <84g7eB3w164w@micromed.net.netcom.com>
Source record: 45965

What is the simplest way for an application in the AUTO folder to
determine whether the machine was just turned on or was started
by the reset button? There doesn't seem to be a memory location
in the BIOS variables ($400-$4ff) that indicates this.

---
sslee@micromed.net.netcom.com (Steven Lee)
Micro-Medic BBS (408) 280-1610

359. running from GEM or application

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-26 22:26:09 UTC
From: sslee@micromed.net.netcom.com
Message-ID: <aiH7eB4w164w@micromed.net.netcom.com>
Source record: 45964

How do you determine whether a program was started from the GEM
desktop or from an application such as COMMAND.TOS? I want to
bring up a dialog box if it was run from GEM only. This way the
user can input arguments to the program.

I tried looking at the basepage to determine the parent's basepage
address. How can you be sure the basepage is GEM? Currently,
I assume it is a GEM basepage if the address falls within a
certain boundary. However, this does not seem guaranteed to work
all the time, especially if TOS is in RAM.

---
sslee@micromed.net.netcom.com (Steven Lee)
Micro-Medic BBS (408) 280-1610

360. Re: VORTEX ATonce 386SX for MSTE's

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-27 03:06:30 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92026.220630JJMCWILL@MTUS5.BITNET>
Source record: 45966
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Yes, the 386SX is basically a 386 32bit CPU in a 16 bit package. It will run all 386 stuff, just slower because of the data bus. The IBM people say it's a crippled CPU, I guess in a way it is. With costs constantly coming down on the 386 now that the 486 is out and "THE THING" I don't know if it's even justifiable to get a 386SX anymore. Of course for someone NORMAL it would still be plenty of horsepower ... unless you want to run windows.

Just my opinions.......

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

361. Memory hogging in MiNT 0.92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-27 09:29:28 UTC
From: neuhaus@altair.informatik.uni-kl.de
Message-ID: <neuhaus.696504568@altair>
Source record: 45971

Hello.

First of all, I want to thank Eric Smith for his wonderful
job he did with MiNT. It was easily installable and the
version of tcsh that I got from aa gave me the feeling that
I was sitting at a UNIX box here at the University.

However, there is memory loss in MiNT 0.92. When in tcsh,
I did the following a couple of times:

```
# cat hello.c | cat | cat | cat | cat | cat | cat | cat
```

Before I did this, I had some 3 MB free. After the big pipe
was finished, there were some 2.7 MB left. I iterated this
for some times and, sure enough, got a "virtual memory
exhausted" error from cat. (The first time ever on my 4 MB
Atari :-)

My Atari is a 1040 STF with 4 MB and TOS 1.4. MiNT is
version 0.92. Cat is a TOS domain process.

A last question: Yesterday, I tried the following:

```
# du > dufile &
[84]
# tail -f dufile
```

While this seemed to work, I had problems when the du was
finished and I tried to kill tail with ^C. It didn't work.
Am I correct in believing that this is because tail, too is
a TOS domain process and can't benefit from MiNT's
`accelerated keyboard interrupts'? How do I create a MiNT
domain process from TOS executables?

Again, 1024 thanks for MiNT, to everyone who contributed.

--
+------- No .sig? OH, COME ON! --------+-"The derivative snuggles close to-+
email: neuhaus@informatik.uni-kl.de	the function---whatever to snuggle
snail mail: Stephan Neuhaus/Hilgard-	means; I'm too old for that"
ring 32/6750 Kaiserslautern/Germany	-- Math Prof
--
+------- No .sig? OH, COME ON! --------+-"The derivative snuggles close to-+
email: neuhaus@informatik.uni-kl.de	the function---whatever to snuggle
snail mail: Stephan Neuhaus/Hilgard-	means; I'm too old for that"
ring 32/6750 Kaiserslautern/Germany	-- Math Prof

362. Re: Uniterm

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-27 09:37:38 UTC
From: jonc@status.gen.nz
Message-ID: <FX08eB3w164w@status.gen.nz>
Source record: 45962

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

> Xmas , did you get that one, I did include it in the upload on H.B..
> but thats some 800k, this included all the bits that I had on UUCP..
> .
>
> --

It is all there but not in the form you uploaded to HB. The only file I do not have from Rodneys DOC's is C16 (the 16bit compression), do you have that? The file on GEnie works well I know have a few users on here uucping to me with it for all the atari news groups..

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

363. Re: VORTEX ATonce 386SX for MSTE's

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-27 09:39:45 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Jan27.093945.1010@email.tuwien.ac.at>
Source record: 45967
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jan26.005812.1935@nmt.edu>, ehobbs@nmt.edu (Eric Hobbs) writes:
>In article <1992Jan25.114505.21983@ugle.unit.no> stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:
>>In article <1992Jan21.164140.143@unibi.uni-bielefeld.de>, itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>> >
>> > Some facts :
>> >
>> > - 32 bit CPU 80C386SX-16MHz
>>
>>This must be wrong. Isn't the 80386SX a 16 bit processor as the same way the 68000 is.
>>
>>Stig Vidar Hovland - stigvi@lise.unit.no
>
>
>Don't flame me if I'm wrong, but I believe a 386SX is a 32-bit
>processor, but it has a 16-bit bus.
>
>Anyone know for sure?
>
>Eric A. Hobbs
>ehobbs@JUPITER.nmt.edu

You're right!!

Marinos Yannikos
kdv_521@eiaida.tuwien.ac.at

364. Mega STE Hard drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-27 10:01:08 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1992Jan27.100108.23996@newcastle.ac.uk>
Source record: 45973

Is the host adapter in a Mega STe/2 able to handle more than one hard drive like the ICD/Supra/GeSoft adapters or is it limited to only one scsi device? I would like to upgrade my HD when my machine arives but would also like to use the existing HD and perhaps add a CD Rom.

Many Thanks

Dave Halliday.

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

365. Re: Replacing LS logic parts between MMU and DRAM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-27 10:39:32 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan27.103932.25205@actrix.gen.nz>
Source record: 45968

In article <35730004@hpfctgr.fc.hp.com> rossin@hpfctgr.fc.hp.com (Ted Rossin) writes:
> / hpfctgr:comp.sys.atari.st.tech / jmack@b11.ingr.com (Cery McCormick) / 4:47 pm Jan 9, 1992 /
>
> I had heard on the net once of someone replacing the LS
> logic parts (74LS244 and 74LS373) with F speed parts. Could
> someone please tell me why this was done and/or what problem
> it fixed?
>
> The F parts are a boat load faster. The 74LS244 maximum propagation delay is
> 18ns (0 to 70 degrees C) while the 74F244 has a spec of 6.5ns. This is about
> 3 times faster. This will help solve problems associated with marginal timing
> of the DRAMS but may cause other problems. The 74LS244 parts have hysteresis
> which will help remove the glitches often found in unterminated buses like
> those found in the ST. Also, the 74LS244 parts do not have as much drive
> and sink current as the 74F244 parts. What does all this mean?
>
> 1. The F parts will allow you to use slower RAMs and still meet
> the timing specs that the ST requires. This is good.
>
> 2. The F parts will not tolerate glitches as well as the LS parts
> do. This is bad.
>
> 3. The F parts can drive higher capactance loads than the LS parts
> can. This is good.
>
> 4. Since the address and data lines are not terminated the extra drive
> of the F parts can cause excessive ringing on the buses. The
> low current drive of the LS parts acts as series damping
> resistance while the high drive of the F parts acts like no
> damping. This is bad.
>
> 5. I've used F parts to drive and recieve 32-bit data over 3 feet
> of PC board and interconnects at 25 MHz with no trouble at all
> from -20C to 65C. This is good.
>
> 6. The F parts take more supply current. But not anything to worry
> about since there is only 4 parts involed (I believe there is only
> 4). This is a who cares.
>
> The bottom line. It's only 4 parts and they cost less than 2 bucks in
> quantities of 1. Try it out. If it fixes your problem call up Signetics
> and tell them you like their parts. If it does not fix your problem there
> is always the ABT family (faster than F). Just stay away from AS parts.

> They are just too harsh (Transmission line death!) for bus interfacing.
>
> Bye.
>
> Ted Rossin (Had your hands on a 76 MIPS, 22 MFLOP 730 yet?).

From memory it was the 74LS373 to a 74AS373, this was to do with
problems with the GCR and buss loading, and to use the 2 chip rom set..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

366. Re: Uniterm

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-27 10:43:18 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan27.104318.25341@actrix.gen.nz>
Source record: 45969

```
In article <FX08eB3w164w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>
> > Xmas , did you get that one, I did include it in the upload on H.B..
> > but thats some 800k, this included all the bits that I had on UUCP..
> > .
> >
> > --
>
> It is all there but not in the form you uploaded to HB. The only file I do
> not have from Rodneys DOC's is C16 (the 16bit compression), do you have
> that? The file on GEnie works well I know have a few users on here uucping
> to me with it for all the atari news groups..
>
> _
> Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
> jonc@status.gen.nz / /\ If that does not work try these address's
> Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
> Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday
>

I think you will find that all of that stuff was posted here some time back..

Some of it is still on Actrix, they have FTP now, you could also get it
from A.A..??

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***
```

367. Re: 7 window AES limit...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-27 10:50:55 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Jan27.105055.2351@email.tuwien.ac.at>
Source record: 45970

In article <sourada.695279163@vincent1.iastate.edu>, sourada@iastate.edu (Steven D Ourada) writes:
>Anyone know why the AES ever had a seven window limit? I'm sure there is some
>explanation relating to how window data is handled internally, but that
>doesn't make it clear why DRI (I assume) would ever have made the decision
>to support such a small number of windows.
>
>Are there any versions of TOS (Atari's or other's) that allow more than 7?
>Hopefully at least Multi-TOS will have a few more, I can't imagine trying to
>run more than two programs with only 7 windows around...
>
I think there is a commercial (or is it PD?) program available that allows
up to 64 windows (or maybe even more) then can be used under TOS 2.05+ for
sure, I don't know about older TOS versions!
Marinos Yannikos
kdv_521@eiaida.tuwien.ac.at

368. Re: VORTEX ATonce 386SX for MSTE's

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-27 10:54:17 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jan27.105417.5411@unibi.uni-bielefeld.de>
Source record: 46025
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <..>, stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:

|> In article <...>, itschere@techfak.uni-bielefeld.de (me) writes:
|> >
|> > Some facts :
|> >
|> > - 32 bit CPU 80C386SX-16MHz
|>
|> This must be wrong. Isn't the 80386SX a 16 bit processor as the same way the 68000 is.
|>
|> Stig Vidar Hovland - stigvi@lise.unit.no

That's not perfectly right. The 386SX is a 32bit processor, but unlike the
"normal" 386 is has only got a 16bit wide external bus. Internally it's got
32bit registers, just the same way as the 68000. If there's any software
which really uses these 32bit is another question...

TeSche
--
this perversion of alphanumerical characters was created by
torsten scherer, universitaet bielefeld, germany
just experimenting with the .signatur file a bit...

369. Re: TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-27 11:14:40 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Jan27.051441.23041@hemlock.cray.com>
Source record: 45972

Just my four penn'orth (that's English for "$0.02 worth") -- for anyone out there wanting to use mtools on a Sun SPARCstation, I use it all the time, with disks formatted on the ST, and with ZERO problems to date.

Cheers,

[M][a][r][c] ===== Cray Research (UK) Ltd. =====
INTERNET: marc@hemlock.cray.com
"If all the girls in Essex were laid JANET: M.Bouron@uk.co.cray
end-to-end, no-one would be in the UUCP: ...!uknet!crayuk!M.Bouron
slightest bit surprised..." VOICE: +44 344 485971 x2208

370. Re: JRD's port of GNU Emacs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-27 11:16:55 UTC
From: eczjr@mips.nott.ac.uk
Message-ID: <1992Jan27.111655.3125@cs.nott.ac.uk>
Source record: 45974
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <4991061@MVB.SAIC.COM> steveg@cseic.saic.com (Stephen Harold Goldstein) writes:

I origianlly tried to post this but OUR site bounced it so I'm forced to postto
the newsgroup.

In article <4991061@MVB.SAIC.COM> you write:
>I'm using John Dunning's port of GNU Emacs and like it alot except for
>one annoying problem. Can anyone help me:
>
>Get the file loader to stop stripping out Ctl-M's (cr's) from my ST
>text files? It's a real pain to have to replace all LF's with CR/LF
>pairs everytime I go to save, and GNU Emacs on my Unix box has no
>trouble preserving 'hard' CR's, so why should the ST version?

Don't know about this one as it's not a problem that I have but it must be
possible - most things are with emacs.

>
>Similarly, how would I go about creating a mode (or defining the key)
>so pressing enter caused CR and LF to be inserted?

Modify the keymap either for a special "ME" mode or for the global keymap. This
is described in the manual in the chapter on customisation. This may be
possible by a fix something like the fix for C-s being hold on vtxxx terminals.
This is detailed in the PROBLEMS doc but it basically consists of replacing C-s
with C-\ and setq'ing the keyboard-translate-table. This is done in the
emacsini.el (.emacs - see below).

The following line in my .emacs defines C-x! to be the function
this-line-to-top-of screen (a function I wrote myself).
(define-key global-map "\C-x!" 'this-line-to-top-of-screen)

I may as well include the keyboard translate table stuff for C-s as well

```
;; Suggested fix for Isearch at startup problem
;; Make a keyboard-translate-table
(let ((the-table (make-string 128 0)))
;; Default is to translate each character into itself
(let ((i 0))
(while (< i 128)
(aset the-table i i)
(setq i (1+ i))))
;; swap C-s with C-\
(aset the-table ?\C-\\ ?\C-s)
(aset the-table ?\C-s ?\C-\\)
;; swap C-q with C-^
```

```
(aset the-table ?\C-^ ?\C-q)
(aset the-table ?\C-q ?\C-^)
(setq keyboard-translate-table the-table)
)
```

>
>(Bonus Question): What is the name of the .el file (and where does it
>live) that I can put startup commands into? On my Unix box here it's
>".emacs" but that obviously won't work on the ST.

This one I do know !

It's called emacsini.el and it lives in your root directory (where emacs is started from). I found this out more by luck than anything else - I think it's in one of the README's that come with it.

Hope all this helps to solve the problem - If you manage it I'd be interested in the solution.

Bye,

John

****
John Richards | email : eczjr@mips.nott.ac.uk
Dept. of Chemical Engineering | : eczjr@unicorn.nott.ac.uk
Nottingham University | tel : (0602) 484848 x2956
Nottingham, NG7 2RD | fax : (0602) 790239
****

371. Re: >TOS 1.4 DOS format!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-27 11:29:14 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <3364@mercury.brunel.ac.uk>
Source record: 45977

dpg@cs.nott.ac.uk (dpg@cs.nott.ac.uk) writes:
: Well there maybe a simple way of doing this.. Format a disk in the IBM like
: this .. FORMAT A: /S so you get a System diskette (IBM system). Now try it
: on all those machines in your lab.. Now format a disk on your Atari (your
: TOS 1.4). Get out your favorate sector editor (DLII) can copy the IBM
: systems disketts BOOT sector on to the Atari one. Now try it you maybe
: suprised. I found Apple exchange wanted a ibm system disk so I uses
: DC_FORMAT as a IBM boot(system)disk and have had _no_ problems over the
: years.
:
It is not only the boot sector that differs between St and IBM discs. There isd also a byte at the start of the file allocation table which is called the 'media descryptor byte'. Many so called IBM formatters on the ST forget about this number and therefore the discs will not work on a few IBM's.

Gareth

372. 14400kbps modem probs & TOS bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-27 13:24:13 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <3ms8eB2w164w@sys6626.bison.mb.ca>
Source record: 45976

If the infamous RTS/CTS bug wasn't fixed in my TOS 3.01, all I can say is ARGGGGGH! I'm sure after 6 years, Atari can get a simple bug worked out! If this IS the case and the bug is still present in 3.01, then Atari BETTER offer 3.06 as an upgrade, or I'm NEVER touching another Atari computer for as long as I live. TurboCTS just hangs my TT, so that's not an option. Going back to my 2400 is not an option. Buying a Mac is! I pay $4000 (Canadian) for this system (after being loyal to Atari for 6 years) and it can't even handle today's modems! THAT IS PITIFUL.

PS This IS Atari bashing (1st time I've ever bashed Atari), and I'll sell my TT and get a REAL computer if there's no way to get my 14400 to work with my TT. I haven't even heard of any 1.44meg floppy upgrades from Atari yet! ARGH!

--- (Trevor Cordes) a user of sys6626, running waffle 1.64
E-mail: genius@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

373. Re: Where to get new floppy-chip?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-27 15:06:10 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Jan27.150610.6408@email.tuwien.ac.at>
Source record: 45975

In article <1992Jan14.213214.9436@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:
>Is there anyone that knows where I can buy the new AJAX-floppy-chip
>that can handle 1.44 and 2.88-meg drives? I know it's beeing shipped
>in the latest TT's in Germany, so there must be somewhere I can get
>it. Atari-Sweden told me that it might take up to half a year before
>it gets to Sweden, and I don't feel like waiting that long.
>
>I would also like to know if someone has managed to use a 1.44-meg
>drive in a MSTE (with the old WD1772 and TOS 2.05) just by plugging
>in a new drive and flippin DIP-7.
>
Even though I own a Mega STE myself, I haven't tried to plug in a 1.44 drive,
but I know that the drive would read 1.44 disks correctly, but it won't write
or format them... I have heard something about the hardware not being ok, even
though Atari had intended to make the MSTE able to use external 1.44 drives...

M.Yannikos
kdv_521@eiaida.tuwien.ac.at
TU Vienna, Austria

374. Wierd problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-27 18:56:58 UTC
From: five@sys6626.bison.mb.ca
Message-ID: <N288eB7w164w@sys6626.bison.mb.ca>
Source record: 45978

Does anyone out there know if GFA Basic 2.0 is COMPLETELY compatible with TOS 1.6?

I've come across a strange problem in a game that I am programming. The game has been working very well up to this point. In one place, I am PUTting a graphic image to the screen upon the user doing something. No problem> This has been working fine.

But NOW, when I try to add NEW things to the program, GFA will report 2, or 3 bombs, when the program tries to PUT this graphic image. (It's a small image. About 80 x 40). It doesn't matter what the new thing in the program is. And the new thing, is never graphic (no Gets or Puts) in nature.

Anyone have ANY clues on this? I've gone over the code, countless times. I'm convinced that it's a compitibility problem on GFA's part.

Any help would be GREATLY appreciated, as now, I can't continue to add new features to this game. (I'm speaking of my 8 sided dice Yahtzee type game - 8Z).

Thanks for any help.

Five

--- (skinny puppy) a user of sys6626, running waffle 1.64
E-mail: five@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

375. Re: Tcsh problems (SOLVED--sort of)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-27 20:15:47 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <5737@lee.SEAS.UCLA.EDU>
Source record: 45979

I did some poking around this weekend, and I have solved the mystery of why tcsh didn't work right for me while others saw no problems.

To isolate the problem, I tried various operations under tcsh while tracing system calls under MiNT (using ctrl-alt-f1). Curiously, it appeared that a simple call to "ls -l" was rather complicated. Tcsh was searching through my whole path with each extension to find "ls.ttp". I found that odd as tcsh should know where ls.ttp was by looking in its hash table. The tcsh command "hashstats" confirmed that most of the time, the cache was missed. Hmmm. This sent me to the tcsh/csh manuals. Under "hashstats" I found words to the effect: tcsh searches all path elements that do not start with the character "/". That hit me right away---I was setting my path with GEM-style backslashes (mostly for compatability with other shells/prgs). Whereas Eric's tcsh port recognizes / and \ interchangeably in most places, apparently in the hashing code, only paths beginning with / are handled correctly.

So, I changed my path to use Unix-style paths and my problems seem to have gone away. Now the cache is very efficient and so programs start faster as well. What I can't explain is the bizarre symptoms of the problem. With the old path, MiNT and/or TOS was getting corrupted, both in directory/symlink handling and memory management. When problems arose, returning to the desktop was of no help; only rebooting could clear up the mess. So while I've isolated the problem, the full explaination will require more analysis.

IN SUMMARY:
To use the current port of tcsh.prg under MiNT:
1) Don't set its "fastbit"; there is some bug tcsh's startup code that expects the heap to be zeroed.
2) Use only path elements that begin with "/".

I'm much happier now...

-- Scott Willingham // willing@icsl.ucla.edu

376. Re: Staying installed over a resolution change?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-27 22:25:38 UTC
From: patterson@vfovax.enet.dec.com
Message-ID: <1992Jan27.222602.22030@decuac.dec.com>
Source record: 45980

In article <sourada.696370213@vincent1.iastate.edu>, sourada@iastate.edu
(Steven D Ourada) writes...
>How can you get the Desktop to inform your resident program that the
>resolution has been changed, so vectors you have messed with can re-install?

I believe making your program a desk accessory will do that.

Jim Patterson

377. Re: Uniterm

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-27 23:27:49 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Jan27.232749.21193@elroy.jpl.nasa.gov>
Source record: 45981

In article <1992Jan24.024534.3249@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>Well thanks to all of you that help me with Kermit, but I have bean forced
>to use Uniterm, no other Kermits out there..
>
>Here are some Uniterm problems that I encountered..
>
>1. How do you get out of a dial when bussy, my dial is set for 99 retries..

Usually Ctrl-C, probably some other keys will work as well.
>
>2. How do I get to the capture buffer and can I use the data there
> for uploads, and can it be marked for saving..

The capture buffer is for capturing text into a file, i.e., pretty much the same as an ASCII no-protocol download. It's got nothing to do with *up*loads, anyway.
>
>3. Can someone explain what this means, Note: I used the DO option in
> Flash to Log me onto a BBS, and I would like to do the same with Uniterm..
>
>Cut from Uniterm Manual..
>____
>A tip for people that want the macro to handle waiting for the
>`CONNECT' or whatever it may be message, just leave out the
>`Connect msg' entry,
> The dialer will then immediatly start executing the macro file after
> sending the number string..
>---
>...

In the dialer menu, you can specify a "Connect msg" which is a string that Uniterm will look for after sending a dialing command to your modem. When this string is received, the dialing process is complete and Uniterm lets you start interacting with the remote system. If you press a key before Uniterm receives this message, dialing mode is aborted.

If you leave this field empty in the dialer menu, then Uniterm will exit dialer mode as soon as it finishes sending the dial command.

With each entry in the dialer menu, you can specify a macro file to execute as well as a phone number to dial. If you do so, this macro is executed as soon as Uniterm exits dialer mode. So, the above paragraph from the manual means, e.g...

Say you have a Hayes-type modem (doesn't everyone?) that responds "CONNECT 2400" when you establish a 2400bps connection. You could enter the string "CONNECT" in the Connect msg field of the dialer menu, and then Uniterm will know that when it sees the word "CONNECT" come back from the modem, that dialing has completed successfully. But suppose your modem does autospeed, and there's a chance you'll only connect at 1200 or 300. Then you might want to write a macro that can read the connect string itself, and set Uniterm's baud rate automatically. So, leave the Connect msg field empty, and have your macro look for "CONNECT" (300 baud), or "CONNECT 1200", or "CONNECT 2400" by itself...

Similarly, there are Fail 1 and Fail 2 strings in the menu. I usually set these to "BUSY" and "NO CARRIER". Of course, in current versions of Uniterm, these entries are both unused in the dialer, so it's really pointless...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

378. Re: running from GEM or application

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 01:13:01 UTC
From: jmw@lad.med.utas.edu.au
Message-ID: <jmw.696561181@lad>
Source record: 45982

sslee@micromed.net.netcom.com (Steven Lee) writes:

>How do you determine whether a program was started from the GEM
>desktop or from an application such as COMMAND.TOS? I want to
>bring up a dialog box if it was run from GEM only. This way the
>user can input arguments to the program.

>I tried looking at the basepage to determine the parent's basepage
>address. How can you be sure the basepage is GEM? Currently,
>I assume it is a GEM basepage if the address falls within a
>certain boundary. However, this does not seem guaranteed to work
>all the time, especially if TOS is in RAM.

This was discussed a year or two back. One method which I have used
successfully is to look at the basepage of the running program, then check
its parent, and then its parent and so on, until you run out of ancestors.
If it takes one hop to get to the father/mother of all processes, then the
program has been run from the desktop; any more and it has come by way of
a shell (or two).

I can dredge up the source, if anyone's interested.

John M Williams, Faculty of Medicine, University of Tasmania
J.M.Williams@med.utas.edu.au

--
John M Williams, Faculty of Medicine, University of Tasmania
J.M.Williams@med.utas.edu.au

379. The Parallel Port: Speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 01:59:46 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6349@uqcspe.cs.uq.oz.au>
Source record: 45983

I have just bought a Canon BJ10ex Bubble Jet printer to hang off my 520++ST, TOS 1.4, but since the BJ10ex prints 360dpi, 64 dots at a time, 83 cps, 10 cpi, when I use image modes, that works out to 23904 bytes per second.

So how fast is the parallel port? Even copying a file directly to PRN: cannot seem to provide sufficient info to the printer to keep it running. I have tried doing the same thing (copy file to PRN:, actually LPT1:), on an IBM 386 and it was fast enough, so it couldn't be the printer.

Can the printer-port speed be increased by software or hardware?

Does the TT port promise to be any faster? (I can't imaging 24Kps is limited by the CPU).

Warwick
--
_-_|\ warwick@cs.uq.oz.au |
/ * <-- Computer Science Department, | HELLO, I'm a signature virus!
_.-._/ University of Queensland, | Join in the fun
v Brisbane, AUSTRALIA. | and copy me into yours!

380. Re: Various ST topics

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 03:04:12 UTC
From: bigham@acpub.duke.edu
Message-ID: <999@news.duke.edu>
Source record: 45986
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From the Holy Book of <1992Jan26.042018.4006@actrix.gen.nz>
as spake by Alex.Valdez@actrix.gen.nz (Alex Valdez) :
>In article <1992Jan25.195351.26589@watserv1.waterloo.edu> ec333way@sail.uwaterloo.ca
(Winter92 BEACON ec333 account) writes:
>> Is TeX Usable on a 1 meg ST w/ hard drive?
>I believe version 3.1 is not but 2.9 is.

3.1 is usable, just. I had room for FATSPEED and FOLDR080, and that was
pushing it. Of course, my copy has initex and virtex in separate executables;
newer versions merged them, and that might not fit.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1991 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

381. TOS 1.62

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 03:45:07 UTC
From: jking@nmt.edu
Message-ID: <1992Jan28.034507.1630@nmt.edu>
Source record: 45984

Well, after my TOS 1.4 ST died a lingering death, I have a STe on the way...

Questions:
What bugs from 1.4 were fixed in 1.62 and what bugs still exist/were introduced. (Do I still need POOLFIX and TOSFIX?)

Also, I need recommendations on a good PD or Shareware HD Defragmenter and backup utility, along with a good C compiler. I good general HD utility package would be nifty too...

JEff

382. Re: Replacing LS logic parts between MMU and DRAM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 06:28:45 UTC
From: mbaker@ucs.adelaide.edu.au
Message-ID: <6041@sirius.ucs.adelaide.edu.au>
Source record: 45985

```
>
> I had heard on the net once of someone replacing the LS
> logic parts (74LS244 and 74LS373) with F speed parts. Could
> someone please tell me why this was done and/or what problem
> it fixed?
>
>The F parts are a boat load faster. The 74LS244 maximum propagation delay is
>18ns (0 to 70 degrees C) while the 74F244 has a spec of 6.5ns. This is about
>3 times faster. This will help solve problems associated with marginal timing
>of the DRAMS but may cause other problems. The 74LS244 parts have hysteresis
>which will help remove the glitches often found in unterminated buses like
>those found in the ST. Also, the 74LS244 parts do not have as much drive
>and sink current as the 74F244 parts.

If you really have a problem, try replacing the LS units with ACT parts.
ACT logic is slightly faster than F series, and also produces very nice clean
outputs (great for driving DRAMS).

matt baker
---------------------------------------------------------------------
Matt Baker Internet: mbaker@ucs.adelaide.edu.au
Applied Data Control FidoNet: 3:680/813.5
South Australia IntlNet: 58:6800/100
```

383. AES-message questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 09:55:49 UTC
From: fabian@etek.chalmers.se
Message-ID: <1992Jan28.095549.1026@etek.chalmers.se>
Source record: 45841

Maybe these questions are FAQ, but still ...

What is the difference between the WM_TOPPED and
WM_NEWTOP messages ?

When a WM_REDRAW message is received, the AES sends
a rectangle with the message. Exactly what part of
the area to redraw is this rect, is it the same as
the first rect in the windows rectangle list, or
what ?

BTW, I have RTFM:ed, but I can't seem to straighten
these questions out.

M Fabian, fabian@contrl.chalmers.se | Control Engineering
fabian@etek.chalmers.se | Laboratory, CTH
mf@contrl.chalmers.se | Sweden

"Oral sex gives me amnesia." (Leland Gaunt)

384. Re: Mega STE Hard drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 10:52:01 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan28.105201.8924@actrix.gen.nz>
Source record: 45987

In article <1992Jan27.100108.23996@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:
>
> Is the host adapter in a Mega STe/2 able to handle more than one hard
> drive like the ICD/Supra/GeSoft adapters or is it limited to only one
> scsi device? I would like to upgrade my HD when my machine arives but
> would also like to use the existing HD and perhaps add a CD Rom.
>
> Many Thanks
>
> Dave Halliday.
> --
> Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
> Halliday EMail : D.C.Halliday@newcastle.ac.uk
> Phone : +44 91 222 8214 Fax : +44 91 222 8232

Some one told me it was only the TT that had a SCSI Port, and the Mega STE Did not have one, but I stand to be coreected on that...??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

385. Re: 14400kbps modem probs & TOS bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 10:55:49 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan28.105549.9056@actrix.gen.nz>
Source record: 45988

In article <3ms8eB2w164w@sys6626.bison.mb.ca> genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
> If the infamous RTS/CTS bug wasn't fixed in my TOS 3.01, all I can say is
> ARGGGGGH! I'm sure after 6 years, Atari can get a simple bug worked out!
> If this IS the case and the bug is still present in 3.01, then Atari
> BETTER offer 3.06 as an upgrade, or I'm NEVER touching another Atari
> computer for as long as I live. TurboCTS just hangs my TT, so that's not
> an option. Going back to my 2400 is not an option. Buying a Mac is! I
> pay $4000 (Canadian) for this system (after being loyal to Atari for 6
> years) and it can't even handle today's modems! THAT IS PITIFUL.
>
> PS This IS Atari bashing (1st time I've ever bashed Atari), and I'll sell
> my TT and get a REAL computer if there's no way to get my 14400 to work
> with my TT. I haven't even heard of any 1.44meg floppy upgrades from
> Atari yet! ARGH!
>
> --- (Trevor Cordes) a user of sys6626, running waffle 1.64
> E-mail: genius@sys6626.bison.mb.ca
> system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

Please calm down and go and get Ataries patch program called serpch2
from memory, it was posted to the net I think..

If you use the wrong patch programm,
that must be your fault and not Ataries..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

386. Re: 7 window AES limit...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 10:58:12 UTC
From: lohse@rhrk.uni-kl.de
Message-ID: <1992Jan28.105812.15118@rhrk.uni-kl.de>
Source record: 45990

kdv_521@eimoni.tuwien.ac.at writes:

>>Are there any versions of TOS (Atari's or other's) that allow more than 7?
>>Hopefully at least Multi-TOS will have a few more, I can't imagine trying to
>>run more than two programs with only 7 windows around...
>>
>I think there is a commercial (or is it PD?) program available that allows
>up to 64 windows (or maybe even more) then can be used under TOS 2.05+ for
>sure, I don't know about older TOS versions!
> Marinos Yannikos
> kdv_521@eiaida.tuwien.ac.at

There is a german PD program called WINX.PRG. With WINX you can get upto 128 windows opened a time. WINX is used like FOLDRXX.PRG. Substitute the X with the maximum number of windows you like. This is really nice in combination with MultiGEM. And now the bad news, WINX.PRG in the actual version does only work with TOS 1.04. But the one who wrote it, is working on a version for the other TOS versions.

Maybe someone can post it to comp.binaries.atari.st. Sorry but I don't have it.

Frank

** Frank Lohse ** Universitaet Kaiserslautern ** mail lohse@rhrk.uni-kl.de **

--
Frank Lohse

387. Re: Uniterm

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 11:03:41 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan28.110341.9340@actrix.gen.nz>
Source record: 45989

In article <1992Jan27.232749.21193@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
> In article <1992Jan24.024534.3249@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> >Well thanks to all of you that help me with Kermit, but I have bean forced
> >to use Uniterm, no other Kermits out there..
> >
> >Here are some Uniterm problems that I encountered..
> >
> >1. How do you get out of a dial when bussy, my dial is set for 99 retries..
>
> Usually Ctrl-C, probably some other keys will work as well.

Does not work...

> >
> >2. How do I get to the capture buffer and can I use the data there
> > for uploads, and can it be marked for saving..
>
> The capture buffer is for capturing text into a file, i.e., pretty much the
> same as an ASCII no-protocol download. It's got nothing to do with *up*loads,
> anyway.

So how do I go back to read that directory that has just scrolled of
the top of the screen..??

> >
> >3. Can someone explain what this means, Note: I used the DO option in
> > Flash to Log me onto a BBS, and I would like to do the same with Uniterm..
> >
> >Cut from Uniterm Manual..
> >____
> >A tip for people that want the macro to handle waiting for the
> >`CONNECT' or whatever it may be message, just leave out the
> >`Connect msg' entry,
> > The dialer will then immediatly start executing the macro file after
> > sending the number string..
> >---
> >...
>
> In the dialer menu, you can specify a "Connect msg" which is a string
> that Uniterm will look for after sending a dialing command to your modem.
> When this string is received, the dialing process is complete and Uniterm
> lets you start interacting with the remote system. If you press a key before
> Uniterm receives this message, dialing mode is aborted.

>
> If you leave this field empty in the dialer menu, then Uniterm will exit
> dialer mode as soon as it finishes sending the dial command.
>
> With each entry in the dialer menu, you can specify a macro file to
> execute as well as a phone number to dial. If you do so, this macro is executed
> as soon as Uniterm exits dialer mode. So, the above paragraph from the manual
> means, e.g...
>
> Say you have a Hayes-type modem (doesn't everyone?) that responds "CONNECT 2400"
> when you establish a 2400bps connection. You could enter the string "CONNECT"
> in the Connect msg field of the dialer menu, and then Uniterm will know that
> when it sees the word "CONNECT" come back from the modem, that dialing has
> completed successfully. But suppose your modem does autospeed, and there's
> a chance you'll only connect at 1200 or 300. Then you might want to write a
> macro that can read the connect string itself, and set Uniterm's baud rate
> automatically. So, leave the Connect msg field empty, and have your macro look
> for "CONNECT" (300 baud), or "CONNECT 1200", or "CONNECT 2400" by itself...
>
> Similarly, there are Fail 1 and Fail 2 strings in the menu. I usually set
> these to "BUSY" and "NO CARRIER". Of course, in current versions of Uniterm,
> these entries are both unused in the dialer, so it's really pointless...
> --
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Well I seem to have got some thing to work, what I was after was a Auto
logon by using a macro file to do this, in the dial option..

But I am not using any 'connect' in the macro, but what I have done works..!!

Thanks..!!
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

388. Sale: 1040 ST - Basel/CH

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 12:01:25 UTC
From: minidis@urz.unibas.ch
Message-ID: <1992Jan28.130126.9331@urz.unibas.ch>
Source record: 45870

A Friend of mine has his computer for sale:

1040 ST 1Mb
Aladin 3.0

VHB: 700 sFr (Swiss Franks --- Schweizer Franken)

For Sale in BASEL/CH (Switzerland/Schweiz).

Send e-mail to me (minidis@urz.unibas.ch)

PS: No, he bought a new ST, not an Amiga.

Alexander Minidis

```
---------------------------------------------------------------
-- --
-- Scotty, beam me up, there`s no intelligent life down here! --
-- --
-- (Capt. J.T. Kirk, USS Enterprise) --
-- --
---------------------------------------------------------------
```

389. Re: Tcsh problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 13:04:52 UTC
From: micha@moko.saar.sub.org
Message-ID: <B1BA5Qb2W3U@moko.saar.sub.org>
Source record: 45866

In <1992Jan22.185355.726@uwovax.uwo.ca>, Eric Smith writes:

> I guess I missed Scott's original post, but it's not surprising that
> tcsh doesn't like the fast bit -- tcsh relies quite heavily on the
> semantics of the sbrk() function being exactly the same as under Unix,
> and I think this includes the memory having to be initially zeroed
> (or at least, it's quite possible that tcsh assumes this). Thanks for
> pointing this out -- I'll have to put a note about it in the tcsh docs.

Sorry - is there a tcsh for the Atari ST? I've never heared before in
Germany.

Where can I get it - without ftp???

Thanks, Michael

--

EMail: micha@moko.saar.sub.org /\/\ Zerberus: micha_b@hit.zer
Voice: +49 681 55654 (Ans. Mach.) / \ Data: Please call first
SnailMail: Michael Bongartz, Am Ordensgut 43, W-6600 Saarbruecken 1, Germany

390. Re: running from GEM or application

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 13:12:52 UTC
From: godot@uni-paderborn.de
Message-ID: <1992Jan28.131252.3267@uni-paderborn.de>
Source record: 45845

In article <aiH7eB4w164w@micromed.net.netcom.com>, sslee@micromed.net.netcom.com (Steven Lee) writes:
|> How do you determine whether a program was started from the GEM
|> desktop or from an application such as COMMAND.TOS? I want to
|> bring up a dialog box if it was run from GEM only. This way the
|> user can input arguments to the program.

In fact, there is no safe way to determine wheter your program was started as an applikation or tos-program. (although there are dirty bindings in Lattice and (as far as i can remember) Sozobon C).

Think of a coming MultiTOS and remote-Shells...

Frank

391. Re: 7 window AES limit...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 13:58:57 UTC
From: pseemann@iiic.ethz.ch
Message-ID: <1992Jan28.135857.17137@neptune.inf.ethz.ch>
Source record: 45844

In article <1992Jan28.105812.15118@rhrk.uni-kl.de> lohse@rhrk.uni-kl.de (Frank Lohse [Informatik]) writes:
>There is a german PD program called WINX.PRG. With WINX you can get upto 128
>windows opened a time. WINX is used like FOLDRXX.PRG. Substitute the X with
>with MultiGEM. And now the bad news, WINX.PRG in the actual version does
>only work with TOS 1.04. But the one who wrote it, is working on a version

There are even more bad news. This version only runs with a plain german
TOS1.4 (it wouldn't even run on a swiss TOS1.4 :-(). Therefore posting
is probably not the best idea...

greetings, pat
--
Patrick Seemann//Landstrasse 122//CH-5430 Wettingen (Switzerland)
(+56) 26 30 86 ## pseemann@iiic.ethz.ch ## 2:302/815.29@FidoNet #
The universe is full of magical things, patiently waiting for our #
wits to grow sharper." -- Eden Phillpots

392. gnuemacs and ispell

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 14:07:55 UTC
From: hofmann@cbnewse.cb.att.com
Message-ID: <1992Jan28.140755.29512@cbnewse.cb.att.com>
Source record: 45842
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am using gnuemacs 18.57 and Bammi's ispell port (both are
excellent ports, many thanks to Scott and Jwahar). Howerver,
I am unable to invoke ispell from gnuemacs using the ispell.el
in the ispell package. That does not surprise me, as I would
expect to have to set an environment variable or a path in the .el
file. However, after playing around with it for awhile, I could not
get it to work. Does anyone on the net use ispell from gnuemacs (18.57)?
If so, would you let me know what I have to set up in order to do it?

On a related note, Edgar Roeder(sp?) posted a compile.el and then
a patch to it to create a compiles.el. My version of patch will not h
handle this file. Would some kind soul email me an updated compiles.el?

Thanks in advance!

Jim Hofmann
AT&T Bell Laboratories
Naperville, IL (USA)

393. Re: TOS 1.62

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 14:44:20 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan28.144420.25355@actrix.gen.nz>
Source record: 45843

In article <1992Jan28.034507.1630@nmt.edu> jking@nmt.edu ('Admiral JC') writes:
>
> Well, after my TOS 1.4 ST died a lingering death, I have a STe on the way...
>
> Questions:
> What bugs from 1.4 were fixed in 1.62 and what bugs still exist/were
> introduced. (Do I still need POOLFIX and TOSFIX?)
>
> Also, I need recommendations on a good PD or Shareware HD Defragmenter and
> backup utility, along with a good C compiler. I good general HD utility
> package would be nifty too...
>
> JEff

So far these fixes are debatable...

There are no good PD backup programs and nill optimisers that I could trust,
the Turtle thing neads to much ram, and I know of no optimisers that
work ok..!

The othere problem is a clean up utill, you can't back up you hard
disk or optimis it, if the file structure is corrupted..

There are some commercial ones, but then you nead money for them..??

ICD makes a good Cleanup utill, but then I have had it fail on me,
Ataries Check Disk3 gave a cross linked cluster, but clean up did not,
KnifeST pointed to one file and the PD check disk pointed to another..

I ended up deleting both files, as they were not neaded, but what can you
Trust..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

394. spectre problem w/ aztec shell

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 15:10:53 UTC
From: arpajian@rodan.acs.syr.edu
Message-ID: <1992Jan28.101053.29178@newstand.syr.edu>
Source record: 45846
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello, I seem to be having trouble using manx's Aztec shell v3.6a
under spectre (v3.0). Whenever I try to launch the shell spectre bombs
and returns "bus error"... this bomb is not recoverable (I can only restart
the finder).
I use this shell alot at work as a platform for the aztec C68k (MPW)
compiler. It works on all the machines at work (plusses,se's,II's) and I was
really suprised to find it crashing with spectre.

any help or insight would be appreciated. thanx.

-dean

--
Dean Arpajian (aka---> arpajian@rodan.acs.syr.edu)

std. disclaimer: if I expressed an opinion, remember this:
it's simply my opinion. period.

395. It's dead, Jim...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 15:12:14 UTC
From: herborth@riipsdev.Waterloo.NCR.Com
Message-ID: <8893@ncrwat.Waterloo.NCR.COM>
Source record: 45847

Yup, yet another dead ST story... :-(

Last night, I unplugged my hard drive from my ST so I could mount one of them properly inside the case. After fiddling with my hard drive for an hour or so, I put it back on my desk, plugged it in, and went to turn on my ST, to make sure I hadn't accidentally mangled my drive or plugged the DMA cable into the wrong port of the ICD Host.

I turned on my ST, and hey, no hard drive! Waitaminute, I've got SCSI-Wait2 on my boot disk, which _was_ in my floppy. Hmm, that's strange.

Ctrl-Alt-RShift-Del. Hmmm, no drives at all. That's a pain.

I check all my connections, push down all my socketed chips, and try to reboot. Oh, neat, the ST doesn't even get past the memory test when you first turn it on (you know, the time between turning it on, and the first floppy access).

I fiddled with my hardware for about an hour, and still couldn't get it to go any further. I even tried removing my Z*Ram board, but to no avail. Nothing seems to make any difference, although for a short time, the screen display area on my colour monitor (I was using colour, since it tends to show more during the early phases of a boot) went completely black during these abortive boots for a while, leaving the border nice and white.

Anyone have any idea what might be wrong? Did I fry my CPU/MMU/brain?
--
----------========================= _ /\ ==========================----------
Chris Herborth \`o.0' herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op =(___)=
NCR E&M Waterloo U Your cash: "Bob"'s favourite snack.

396. Parallel Port to HPIB

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 16:23:20 UTC
From: randyh@hpsad.HP.COM
Message-ID: <18420013@hpsad.HP.COM>
Source record: 45854

I'm hoping someone out there has tried this...

I want to connect an HPIB interface printer to the parallel port. It
looks like I can connect the I/O lines directly and then connect the
parallel STROBE to the HPIB DAV and the parallel BUSY to the HPIB NRFD.

Has anyone tried this? Does this look reasonable?

Thanks alot,
Randy Hosler
~~~~~~

____
\		_	Randy Hosler	
/	-	/\ <	[] /\ randyh@hpsad.sad.hp.com	Visualize Whirled Peas!
\ .		\/ _>	_	(707) 794-3677 |_____________________________

~~~~~~

397. Re: 7 window AES limit...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 17:33:24 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <lahtinen.696620004@gideon>
Source record: 45851

lohse@rhrk.uni-kl.de (Frank Lohse [Informatik]) writes:

>kdv_521@eimoni.tuwien.ac.at writes:

>>>Are there any versions of TOS (Atari's or other's) that allow more than 7?
>>>Hopefully at least Multi-TOS will have a few more, I can't imagine trying to
>>>run more than two programs with only 7 windows around...
>>>

>There is a german PD program called WINX.PRG. With WINX you can get upto 128
>windows opened a time. WINX is used like FOLDRXX.PRG. Substitute the X with
>the maximum number of windows you like. This is really nice in combination
>with MultiGEM. And now the bad news, WINX.PRG in the actual version does
>only work with TOS 1.04. But the one who wrote it, is working on a version
>for the other TOS versions.

And the really bad news is that it needs a GERMAN TOS 1.4!

>Maybe someone can post it to comp.binaries.atari.st. Sorry but I don't have
>it.

I think it is in a.a.u.e, but as I say it needs a German Tos.
--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

398. Re: AES-message questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 17:37:31 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92028.173731HAC041@DJUKFA11.BITNET>
Source record: 45848

In article <1992Jan28.095549.1026@etek.chalmers.se>, fabian@etek.chalmers.se (Fabian) says:
>What is the difference between the WM_TOPPED and
>WM_NEWTOP messages ?

The difference is that one tells you that the user wishes to top a certain window, i.e. he has clicked on it, whereas the other one (WM_NEWTOP) tells you that a window has already become the top one, normally because the previous top window was closed. The typical reaction to WM_TOPPED is to top the window using wind_set(), but in principle the application is free to do something else.
Now for the bad news: WM_NEWTOP is *never* sent by the version of GEM used in current ST/TTs. In other words, you have no chance to notice a change in the top window. Equally bad is the omission of the message WM_UNTOPPED, which tells you that some *other* has been topped. Let's hope that Atari will implement these messages in the future, since they would be very useful...

>When a WM_REDRAW message is received, the AES sends
>a rectangle with the message. Exactly what part of
>the area to redraw is this rect, is it the same as
>the first rect in the windows rectangle list, or
>what ?

It's a rectangle that covers the whole area to be redrawn. To find out which reactangle(s) of a window actually have to be redrawn, you must find the intersection between the redraw rectangle and all the rectangles making up the current visible area of the window.

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

399. Re: Staying installed over a resolution change?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 18:34:02 UTC
From: kbad@atari.uucp
Message-ID: <1992Jan28.183402.10296@atari.uucp>
Source record: 45856

Jim Patterson opines:

|Steven D Ourada asks...
|>How can you get the Desktop to inform your resident program that the
|>resolution has been changed, so vectors you have messed with can re-install?

|I believe making your program a desk accessory will do that.

cough *sputter*

Um, no. Desk accessories should not steal trap vectors. The Desktop
won't inform a TSR that the resolution has changed. You can write a
desk accessory or CPX that tells a TSR that it's res change time. The
DA or CPX could communicate with the TSR via a cookie in the cookie jar.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

400. R/F overload

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 18:54:07 UTC
From: ec333way@sail.waterloo.edu
Message-ID: <1992Jan28.185407.13452@watserv1.waterloo.edu>
Source record: 45849

I just bought a 1040 STFM (a demo) to replace my old 520fm which died. I find that in color mode (using a TV), I'm getting a lot of interference (lines like
\
\
\ moving left and right on the screen. I did NOT have this problem with my old 520. I have tried adjusting the potentiometer in the rf modulator but it does not seem to make a difference. Also, the machine seems to 'buzz' a lot more than my old one did when there is a lot of activity (ie graphics & sound). I switched from channel 3 to 2 and it helped somewhat. Is there anything else I could do? I would try grabbing my old rf modulator, BUT it seems to be soldered in just like the new one, and I don't really want to do a lot of soldering.. Anyone have any idea?

On another note, I read in my ST-Internals that the audio out pin on the monitor plug is suitable for output to high impedance headphones. Is there an easy way to make an adapter to 'tap' the audio out signal to headphones or maybe a CD-in line on a blaster? Is there maybe a file @ a.a.u.e that describes this?

Mattias

Replies to: mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.edu
or even the net..

401. hideous yellow color...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 20:45:06 UTC
From: edc@dna.bchs.uh.edu
Message-ID: <1992Jan28.204506.10754@menudo.uh.edu>
Source record: 45850

My color ST monitor on a mega4 ST has recently started booting
into a hideous sickly yellow color. Further, the monitor/ST seems to
believe this color is "white". Any idea of a fast and/or easy fix for
this? Thanks

edc@evolution.bchs.uh.edu

--
ou est le soleil, dans la tete, Travailaiz.
-- Paul McCartney

402. Re: Uniterm

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 22:03:09 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Jan28.220309.21901@elroy.jpl.nasa.gov>
Source record: 45852

In article <1992Jan28.110341.9340@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <1992Jan27.232749.21193@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>> In article <1992Jan24.024534.3249@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>> >Here are some Uniterm problems that I encountered..
>> >
>> >1. How do you get out of a dial when bussy, my dial is set for 99 retries..
>>
>> Usually Ctrl-C, probably some other keys will work as well.
>
>Does not work...

You may have a buggy version of Uniterm. Do you have 2.0e 011?
>> >
>> >2. How do I get to the capture buffer and can I use the data there
>> > for uploads, and can it be marked for saving..
>>
>> The capture buffer is for capturing text into a file, i.e., pretty much the
>> same as an ASCII no-protocol download. It's got nothing to do with *up*loads,
>> anyway.
>
>So how do I go back to read that directory that has just scrolled of
>the top of the screen..??

Use the history buffer instead. You can scroll the history buffer, copy/paste
text from it, etc. You can also save the buffer to a file.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

403. Re: TOS 1.62

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 22:33:13 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6373@uqcspe.cs.uq.oz.au>
Source record: 45853

In <1992Jan28.034507.1630@nmt.edu> jking@nmt.edu ('Admiral JC') writes:

> Also, I need recommendations on a good PD or Shareware HD backup utility

The Vault is very good - supports 1 or 2 drivers, various formats (eg 10 sectors), writes track to floppies, optimises packing of files onto floppy, creates TOS format disks, keeps history, supports archive bit and incremental backup.

Pretty cool really. I actually don't mind backing up these days. It gives me a warm, fuzzy feeling of security too!

Warwick.
--
_-_|\ warwick@cs.uq.oz.au |
/ * <-- Computer Science Department, | HELLO, I'm a signature virus!
_.-._/ University of Queensland, | Join in the fun
v Brisbane, AUSTRALIA. | and copy me into yours!

404. Adding a second Hard Drive with new LUN. Help.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-28 23:50:02 UTC
From: jmack@b11.ingr.com
Message-ID: <1992Jan28.235002.25541@b11.ingr.com>
Source record: 45855
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am having trouble adding a second hard drive to my 520ST. I have a Berkely BMS host adapter with an Adaptec 5000 (4 MFM ports) SCSI card. My first drive is logical unit 0 and has always booted/worked fine. I added a second drive as LUN 1; the supra software lets me format and partition it OK but I can't get it to be recognized as having partitions F, G, and H when I boot up. (Icons are there, but the driver doesn't recogize those drives; ie. DRVBITS doesn't have them in it.) My first drive has C, D, and E. Any help on how to get my second SCSI 0, LUN 1, drive to have partitions F, G, and H would be greatly appreciated.

| J. Cary McCormick | Intergraph Corporation |
| | jmack@gunshop.b11.ingr.com (205) 730-6185 |

405. Re: Uniterm

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 02:39:01 UTC
From: bigham@acpub.duke.edu
Message-ID: <1021@news.duke.edu>
Source record: 45857

As long as we're discussing Uniterm and Kermit, here's a problem that's been bugging me for a while:

According to my Uniterm manual, when running at 8 bits no parity, Uniterm's Kermit says "to hell with 8'th bit quoting" and just sends its binary data raw. Unfortunately, the kermit at the other end [C-Kermit 4E(072)] never heard of such a thing, and after RTFM'ing for a while I can't figure out how to persuade either one to change its attitude. I'm running Uniterm v2.0e, I think 011, but I'm not sure how to tell. Any ideas?

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1991 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

406. Re: hideous yellow color...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 03:48:43 UTC
From: jlf@h.cs.wvu.wvnet.edu
Message-ID: <1793@h.cs.wvu.wvnet.edu>
Source record: 45858

From article <1992Jan28.204506.10754@menudo.uh.edu>, by edc@dna.bchs.uh.edu:
> My color ST monitor on a mega4 ST has recently started booting
> into a hideous sickly yellow color. Further, the monitor/ST seems to
> believe this color is "white". Any idea of a fast and/or easy fix for
> this? Thanks

Make sure that your monitor cable is in firmly. My cable seems to have become flakey and sometimes my whites take on a yellow tinge. Could be that the blue component isn't making it to the monitor. When I readjust the cable, the colors return to normal.

>
> edc@evolution.bchs.uh.edu
>
> --
> ou est le soleil, dans la tete, Travailaiz.
> -- Paul McCartney
--
Jack Forester, Jr. * I teleported home one night | Douglas Adams - *
jlf@cs.wvu.wvnet.edu * With Ron and Sid and Meg. | The Restaurant *
West Virginia University * Ron stole Meggie's heart away | At The End of *
Dept. of Computer Science * And I got Sidney's Leg. | The Universe *

407. Re: Memory hogging in MiNT 0.92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 05:19:49 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jan29.001950.768@uwovax.uwo.ca>
Source record: 45861

In article <neuhaus.696504568@altair>, neuhaus@altair.informatik.uni-kl.de (Stephan Neuhaus (HiWi Mattern)) writes:
> However, there is memory loss in MiNT 0.92. When in tcsh,
> I did the following a couple of times:
>
> # cat hello.c | cat | cat | cat | cat | cat | cat | cat
>
> Before I did this, I had some 3 MB free. After the big pipe
> was finished, there were some 2.7 MB left. I iterated this
> for some times and, sure enough, got a "virtual memory
> exhausted" error from cat. (The first time ever on my 4 MB
> Atari :-)

This could be a bug in tcsh rather than one in MiNT -- I'm not sure, though, and I'll try to track it down.

> A last question: Yesterday, I tried the following:
>
> # du > dufile &
> [84]
> # tail -f dufile
>
> While this seemed to work, I had problems when the du was
> finished and I tried to kill tail with ^C. It didn't work.
> Am I correct in believing that this is because tail, too is
> a TOS domain process and can't benefit from MiNT's
> `accelerated keyboard interrupts'?

No, `accelerated keyboard interrupts' should work for any process. Did you try ALT-CTRL-C? That should usually kill the program; if not, either it is catching the GEMDOS terminate() vector or there is a bug in MiNT :-).

> How do I create a MiNT
> domain process from TOS executables?

This isn't possible; nor would it give any benefits. The domain of a process affects how certain system calls will behave; a TOS program might become confused if, for example, Fread() started to obey the terminal characteristics set by stty(), since TOS programs don't know about these.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

408. Re: Tcsh problems (SOLVED--sort of)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 05:27:21 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jan29.002722.769@uwovax.uwo.ca>
Source record: 45860

In article <5737@lee.SEAS.UCLA.EDU>, willing@pantheon.icsl.ucla.edu (Scott Willingham) writes:
> Under "hashstats" I found words to the effect: tcsh searches
> all path elements that do not start with the character "/". That
> hit me right away---I was setting my path with GEM-style backslashes
> (mostly for compatability with other shells/prgs). Whereas Eric's
> tcsh port recognizes / and \ interchangeably in most places, apparently
> in the hashing code, only paths beginning with / are handled correctly.

Oops -- I must have missed that. Thanks for bringing this to my attention.
(Just a note: tcsh automatically converts / into \ when exporting PATH
into the environment, so you don't really have to worry about
compatibility with other shells. Also, prefixes like "/dev/d/" get
converted into "d:\"; so
(1) setenv PATH :/dev/c/bin:/dev/d/bin
gets converted to
(2) PATH=,c:\bin,d:\bin
in the environment. (The MiNT library automatically converts PATH
to/from POSIX form on start up, so programs compiled with it will
see form (1); other programs (e.g. gulam) will see form (2)).

I don't know how using \ could cause problems with symlinks, though.
I'll try it myself and see what happens.

Regards,
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

409. Re: running from GEM or application

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 05:35:54 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jan29.003555.770@uwovax.uwo.ca>
Source record: 45859

In article <jmw.696561181@lad>, jmw@lad.med.utas.edu.au (John Mark Williams) writes:
> sslee@micromed.net.netcom.com (Steven Lee) writes:
>
>>How do you determine whether a program was started from the GEM
>>desktop or from an application such as COMMAND.TOS?

> This was discussed a year or two back. One method which I have used
> successfully is to look at the basepage of the running program, then check
> its parent, and then its parent and so on, until you run out of ancestors.
> If it takes one hop to get to the father/mother of all processes, then the
> program has been run from the desktop; any more and it has come by way of
> a shell (or two).

This method won't always work. The GEM desktop can be started by another
program, e.g. from the AUTO folder. A real world example: if you put
MiNT in the AUTO folder, it will start the desktop up, and so the
"mother of all processes" will be MiNT :-).

Myself, I usually use argv[0] to see if I've been started from the
desktop -- a good library (e.g. the gcc library) will put a sensible
string here if the program was started from a shell that understands
the ARGV convention (most do, these days) and will put an empty
string otherwise (e.g. when started from the desktop).

--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

410. Re: The Parallel Port: Speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 07:05:31 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <53604@cup.portal.com>
Source record: 45877

Warwick Allison writes:
>I have just bought a Canon BJ10ex Bubble Jet printer ...

>So how fast is the parallel port? Even copying a file directly
>to PRN: cannot seem to provide sufficient info to the printer
>to keep it running. I have tried doing the same thing (copy file
>to PRN:, actually LPT1:), on an IBM 386 and it was fast enough,
>so it couldn't be the printer.

>Can the printer-port speed be increased by software or hardware?

What exactly is the problem..?

A printer should just accept data from a computer at the maximum speed
it can. If the computer sends data too fast, the printer will tell it
to stop until it can catch up. If the printer is faster than the computer
can send data, it will just pause until the computer fills its buffer
again.

Are you saying the printer doesn't print the file at all, or is it
just slower than you think it should be..?

To answer the question, no.. there's no software speedup possible.. the
parallel port operates at the fastest rate possible, limited only by the
speed of the slowest component in the handshake.

Hewlett-Packard has a hardware speedup for its Laserjets (for the IBM)
that I believe I read works by using data compression somewhat similar
to the way v42.bis modems work, but it's not available for the ST.

BobR

411. Re: 14400kbps modem probs & TOS bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 08:15:57 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan29.081557.17038@demon.co.uk>
Source record: 45880

Put your modem on MODEM 2 and set the port with the CPX, then all will be swee-
ness and light!

412. Re: Uniterm

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 08:38:36 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan29.083836.20584@actrix.gen.nz>
Source record: 45863

In article <1992Jan28.220309.21901@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
> >>
> >> Usually Ctrl-C, probably some other keys will work as well.
> >
> >Does not work...
>
> You may have a buggy version of Uniterm. Do you have 2.0e 011?
> >> >
> >> >2. How do I get to the capture buffer and can I use the data there
> >> > for uploads, and can it be marked for saving..
> >>
> >So how do I go back to read that directory that has just scrolled of
> >the top of the screen..??
>
> Use the history buffer instead. You can scroll the history buffer, copy/paste
> text from it, etc. You can also save the buffer to a file.
> --
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Well its 2,0E release 2, well none of these items will work, and can use the
insert key and the scroll key to look at my send data but I can't see
my receive data..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

413. HELP needed on handling forms !!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 08:54:49 UTC
From: kuykens@amc.uva.nl
Message-ID: <1992Jan29.095449.70@amc.uva.nl>
Source record: 45822

Hi there,

Twice I have been trying to develop a shell as an interface to
a TTP program I am working on. Twice I bumped onto the same problem.
I use a form defined in a source file to perform user interactions .
I have two problems :

1. How can I handle an edit field, i.e. how do I set and get
the string's value ?

2. The form_do seems to work OK for buttons and switching
between edit fields. However, when I stand in an edit
field characters entered on the keyboard do not appear
in the field. ALso, in some cases I am not allowed to
place the cursos beyonf a certain position in the editline.
I DID set the text template to allow to fill the complete
box.

Could anybody give me a hint on this issue ? I would appreciate some example
code which would illustrate the solution. If possible please send responds
through e-mail. I do not read this news item regularly.

thanks, Hans Kuykens

414. PC DITTO2 modification

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 09:28:49 UTC
From: coope@bert.cs.byu.edu
Message-ID: <1992Jan29.092849.16586@hamblin.math.byu.edu>
Source record: 45862

I have and use PC DITTO2 regularly. I don't want two machines on my desk, but need to use MS-DOS now and then. PC DITTO2 always annoyed me in that it threw up the screen asking me whether I wanted to go to DOS or to TOS -- I just ran the program, so OBVIOUSLY I wanted to go to DOS! Then, when I later hit <ctl><alt><del> it asked me the same question. Here, I guess there is room to ask, but generally I wanted to return to TOS.

I twinkled the code so that it doesn't ask the questions, just does the normal thing -- goes to DOS on the way in and to TOS on the way out. This lets me use superboot to select PAF or LOGO or GWBASIC or <name your favorite DOS program> with one function key and have it go clear through with no further key presses.

The following patch needs to be applied to the file PC_D2.1 at offset $A280 from the beginning of the file. (You must be using PCDITTO2 rev 1.0001, and the patch only works if you have a color monitor. Something similar would have to be done to PC_D2.2 if you had a monochrome monitor, but I don't and can't test it.)

OLD CODE: 6100 0228 B83C 000D 6700 000C B83C 001B
NEW CODE: 280A 45FA FFFC 24BC 6000 0142 2444 6006

What this does is patch out the subroutine call to get a char from the keyboard, followed by a comparison for <return> or <escape> with instructions that do the following:

Save an A register
point to the beginning of the patch
move a branch instruction to the beginning of the patch so the next time through we will just go to the TOS restart code
restore the A register
branch to the DOS start code.

This makes PCDITTO2 a lot more like a normal application, and with Superboot set up to preset the AUTOEXEC.BAT file with load instructions for specific programs, I can go to particular DOS programs with one button.

CAVEAT: I won't be responsible for any messes you make with this kludge. It works for me, and may work for you. I'd make a backup of the file before I diddled with it if I were you. I don't know what is the best tool to make this change -- I used PDOS. You may find it easiest to write a C program. I don't think I want to send out my own modified file, because it still contains copyrighted stuff, even tho' Avant Garde is long gone. I would like to hear from anyone that has done anything else interesting with PCDITTO2 -- there is no support, but with interested users we might share tips.
Brian Cooper

coope@bert.cs.byu.edu
So I need a signature....
coope@bert.cs.byu.edu
bcc@eyring.com
uunet.uu.net!lanai!bcc

415. Re: running from GEM or application

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 09:42:31 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jan29.094231.87668@link-1.ts.bcc.ac.uk>
Source record: 45867

In article <jmw.696561181@lad> jmw@lad.med.utas.edu.au (John Mark Williams) writes:
>sslee@micromed.net.netcom.com (Steven Lee) writes:
>
>>How do you determine whether a program was started from the GEM
>>desktop or from an application such as COMMAND.TOS? I want to
>>bring up a dialog box if it was run from GEM only. This way the
>>user can input arguments to the program.
>
>>I tried looking at the basepage to determine the parent's basepage
>>address. How can you be sure the basepage is GEM? Currently,
>>I assume it is a GEM basepage if the address falls within a
>>certain boundary. However, this does not seem guaranteed to work
>>all the time, especially if TOS is in RAM.
>
>This was discussed a year or two back. One method which I have used
>successfully is to look at the basepage of the running program, then check
>its parent, and then its parent and so on, until you run out of ancestors.
>If it takes one hop to get to the father/mother of all processes, then the
>program has been run from the desktop; any more and it has come by way of
>a shell (or two).

DO NOT DO THIS IF YOU WANT YOUR PROGRAM TO RUN IN THE FUTURE!

I don't know exactly what the new multi-tasking version of GEM will be like,
but it's a good bet that the parent processes of a child process may not
always exist.

Just this sort of thing causes programs compiled using the Sozobon compiler
to crash under MiNT.

>
>I can dredge up the source, if anyone's interested.
>
>John M Williams, Faculty of Medicine, University of Tasmania
>J.M.Williams@med.utas.edu.au
>
>--
>John M Williams, Faculty of Medicine, University of Tasmania
>J.M.Williams@med.utas.edu.au

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

416. Re: VORTEX ATonce 386SX for MSTE's

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 11:21:26 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1992Jan29.112126.27513@ugle.unit.no>
Source record: 45869
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jan27.105417.5411@unibi.uni-bielefeld.de>,
itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
> In article <..>, stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:
>
> |> In article <...>, itschere@techfak.uni-bielefeld.de (me) writes:
> |> >
> |> > Some facts :
> |> >
> |> > - 32 bit CPU 80C386SX-16MHz
> |>
> |> This must be wrong. Isn't the 80386SX a 16 bit processor as the same way the 68000 is.
> |>
> |> Stig Vidar Hovland - stigvi@lise.unit.no
>
> That's not perfectly right. The 386SX is a 32bit processor, but unlike the
> "normal" 386 is has only got a 16bit wide external bus. Internally it's got
> 32bit registers, just the same way as the 68000. If there's any software
> which really uses these 32bit is another question...
>
> TeSche
> --
> this perversion of alphanumerical characters was created by
> torsten scherer, universitaet bielefeld, germany
> just experimenting with the .signatur file a bit...

But as the 80386SX have a 16bit databus, it is indeed a 16 bit
processor. The same way the M6809 and 8088 are 8 bit processors,
the M68000 a 16bit and the M68020 a 32 bit processor. If this
practice is not followed, you can say that the M6800 is a
8 bit processor and the M6801 a 16 bit even they are almost
identical.

Stig Vidar Hovland - stigvi@lise.unit.no

417. HD-floppy drive (1.44 MB) and Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 12:53:38 UTC
From: liebsche@Informatik.TU-Muenchen.DE
Message-ID: <1992Jan29.125338.20394@Informatik.TU-Muenchen.DE>
Source record: 45868

Hi Atari Users,

I have got a question:

Several weeks ago I bought the HD-Kit from Hard&Soft A.Herberg and
the TEAC FD 235 HF floppy drive (also from Hard&Soft).
Calling Hard&Soft they said the controller VL1772-02PC in my MEGA ST
is ok, but it doesn't work at all (grumble :( ). So I changed it to
the WD 1772 PH 02-02. Now the HD mode runs for several minutes, but it
stops as soon as the computer has 'warmed up'.

Who has any experience with HD-Kits and floppy controllers?
Who has the same or similar problems and isn't satisfied with his
HD-Kit?

Thanks for any information and help.

Andreas.

418. Re: Memory hogging in MiNT 0.92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 14:44:03 UTC
From: Bjarne Pohlers <zwq017@dmswwu1c.BITNET>
Message-ID: <290192.154403ZWQ017@DMSWWU1C.BITNET>
Source record: 45871

In article <1992Jan29.001950.768@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>In article <neuhaus.696504568@altair>, neuhaus@altair.informatik.uni-kl.de (Stephan Neuhaus (HiWi Mattern)) writes:
>> However, there is memory loss in MiNT 0.92. When in tcsh,
>> I did the following a couple of times:
>>
>> # cat hello.c | cat | cat | cat | cat | cat | cat | cat
>>
>> Before I did this, I had some 3 MB free. After the big pipe
>> was finished, there were some 2.7 MB left. I iterated this
>> for some times and, sure enough, got a "virtual memory
>> exhausted" error from cat. (The first time ever on my 4 MB
>> Atari :-)
>
>This could be a bug in tcsh rather than one in MiNT -- I'm
>not sure, though, and I'll try to track it down.
>
I have a similar problem: I have MiNT 0.92 and TOS 1.04, 2.5 MB ram. I am using bash 1.10 (MiNT-Version) and an own port of MicroEMACS 3.11 (I will post it soon). When I suspend Emacs, call gcc from bash in the background, then return to emacs and leave it, I miss about 300-400K of memory after gcc is finished. (This is currently not really a problem, because in most cases gcc runs out of memory, when I invoke it in that way.)
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <srb110@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (xx49)251-866559 "
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

419. WANTED: Minix for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 15:50:24 UTC
From: tjh2982@ultb.rit.edu
Message-ID: <1992Jan29.155024.22456@ultb.isc.rit.edu>
Source record: 45874
Cross-posted to: com.sys.atari.st,comp.os.minix,comp.sys.atari.st.tech

Hello, I have an Atari 1040 ST with 1mb of ram, and a megafile
30 HD..

I'm looking for someone selling Minix cheaply because I'm sick of
TOS and I want some unix-like experience at home on my machine instead
of everywhere else. So basically what I'm asking is if someone is
selling Minix cheaply I would be most grateful. I don't have a lot of
money right now, but please make an offer. Thanks!!
Tad

--
Blurp.................Blurp.................Blurp!

420. Mega Internal DMA Connector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 15:53:59 UTC
From: wilson@mdd.comm.mot.com
Message-ID: <1992Jan29.155359.443@mdd.comm.mot.com>
Source record: 45873

Could someone please send me the pinouts for the 24 pin header connector used to bring out the ST DMA bus in a Mega for connection to an internal hard drive.

Thanks a bunch.

Paul Wilson

Domain: wilson@mdd.comm.mot.com
Bang: ...!uunet!van-bc!mdivax1!wilson

421. Re: The Parallel Port: Speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 15:56:59 UTC
From: q92269@pbhrzx.uni-paderborn.de
Message-ID: <q92269.696700619@pbhrzx.uni-paderborn.de>
Source record: 45872

warwick@cs.uq.oz.au (Warwick Allison) writes:

>I have just bought a Canon BJ10ex Bubble Jet printer to hang off
>my 520++ST, TOS 1.4, but since the BJ10ex prints 360dpi, 64 dots
>at a time, 83 cps, 10 cpi, when I use image modes, that works out
>to 23904 bytes per second.

>So how fast is the parallel port? Even copying a file directly
>to PRN: cannot seem to provide sufficient info to the printer
>to keep it running. I have tried doing the same thing (copy file
>to PRN:, actually LPT1:), on an IBM 386 and it was fast enough,
>so it couldn't be the printer.

Hmmm ... I think the GEMDOS routines handling the parallel port are
not very efficient.

>Can the printer-port speed be increased by software or hardware?

You can write your own device driver routines and link them into the
BIOS output vectors (the ones at 0x4fx...). A normal printer should be
able to accept data at about 50 k / sec.

Theoretical maximum speed for the port is at about 500k/sec (when done
as a fulltime job by the CPU, without any handshaking).

Daniel
--
Daniel Roedding "Wenn Architekten ihre Haeuser so bauen wuerden, wie Program-
Detmolder Str. 19 mierer ihre Programme schreiben, koennte ein einziger Specht
D-4790 Paderborn unsere ganze Zivilisation vernichten"
/ q92269@pbhrzx.uni-paderborn.de / danny@fiction.ms.sub.org / +49 5251 541965 /

422. 1.2 meg 5 1/4 inch drive on a ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 17:40:28 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Jan29.124028.8706@miavx1.acs.muohio.edu>
Source record: 45886

I was wondering how hard it would be to hook up a 1.2 med 5 1/4
inch drive to my ST. Since a 360k drive requires the step rate to slow
down, could a 1.2meg drive use the default? I would really like to know
since I was thinking about adding a 5 1/4 inch drive, and if it could be
HD that would be even better. (But not as good as 1.44 3 1/2!! But I
can't afford that.)

Thanks....

Later.......

----------={{{{{{{{{((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
----------={{{{{{{{{((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

423. Re: running from GEM or application

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 18:47:28 UTC
From: kbad@atari.uucp
Message-ID: <1992Jan29.184728.23154@atari.uucp>
Source record: 45881

7103_2622@uwovax.uwo.ca (Eric Smith) writes:

|> sslee@micromed.net.netcom.com (Steven Lee) writes:
|>
|>>How do you determine whether a program was started from the GEM
|>>desktop or from an application such as COMMAND.TOS?

|Myself, I usually use argv[0] to see if I've been started from the
|desktop -- a good library (e.g. the gcc library) will put a sensible
|string here if the program was started from a shell that understands
|the ARGV convention (most do, these days) and will put an empty
|string otherwise (e.g. when started from the desktop).

That's a servicable idea, but what about TOS shells that use ARGV and
allow you to run GEM programs?

Atari might be able to guarantee (note: I am saying "might" not "will")
that desktop-launched programs (or, more properly, shel_write()-
launched programs) are started up with an empty argv[0]. This would
require all TOS shells with some sort of 'gem' command prefix to put a
null program name in argv[0]. This also means that GEM programs
trying to learn their name via shel_read() will get a bogus name
if run from a shell... but that's already the case.

Unfortunately, none of this helps Steven Lee if his program is trying
to determine if it was run from COMMAND.TOS. Sorry, Steven.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

424. Re: Staying installed over a resolution change?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 18:53:22 UTC
From: patterson@vfovax.enet.dec.com
Message-ID: <1992Jan29.185516.17686@decuac.dec.com>
Source record: 45875

In article <1992Jan28.183402.10296@atari.uucp>, kbad@atari.uucp (Ken Badertscher) writes...
>
> *cough* *sputter*
>
>Um, no. Desk accessories should not steal trap vectors. The Desktop
>won't inform a TSR that the resolution has changed. You can write a
>desk accessory or CPX that tells a TSR that it's res change time. The
>DA or CPX could communicate with the TSR via a cookie in the cookie jar.

Just for informations sake, why shouldn't a DA steal a trap vector?

Jim Patterson
(Patterson@vfovax.dec.com)

Programmer on: VAX/VMS, Atari STe, Atari ST, Atari 8-bit, Commodore 64
Programming in: Pascal, VAX MACRO, 68000, C, 6502, Basic, Action, Forth

425. Re: Uniterm & Kermit

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 19:43:53 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Jan29.154353.3191@ac.dal.ca>
Source record: 45884

In article <1021@news.duke.edu>, bigham@acpub.duke.edu (Scott Bigham) writes:

> As long as we're discussing Uniterm and Kermit, here's a problem that's been
> bugging me for a while:
>
> According to my Uniterm manual, when running at 8 bits no parity, Uniterm's
> Kermit says "to hell with 8'th bit quoting" and just sends its binary data raw.
> Unfortunately, the kermit at the other end [C-Kermit 4E(072)] never heard of
> such a thing, and after RTFM'ing for a while I can't figure out how to persuade
> either one to change its attitude. I'm running Uniterm v2.0e, I think 011, but
> I'm not sure how to tell. Any ideas?

Have you tried setting the 8 bit quote character (in UniTerm's Kermit
parameters dialog screen) to 'Y' ?

John Cordes
Dept. of Physics
Dalhousie University
Halifax, N.S., Canada B3H 3J5
email: cordes@ac.dal.ca

426. Ghostscript on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 20:22:14 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992Jan29.202214.22253@usenet.ins.cwru.edu>
Source record: 45876

I have been trying now for a few days to get Ghostscript to function on my 1040ste, and I keep getting "Cant find Fontmap!". What's up with this? Also, after I give it the driver and the filename in the command line, what do I do at the ghostscript prompt to print a file?
Please e-mail suggestions to be824@cleveland.Freenet.Edu

427. Redirection problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 20:35:23 UTC
From: heijink@dnlunx
Message-ID: <heijink.696717323@dnlunx>
Source record: 45889

I use Lattice C version 3.04. Currently I try to find out how redirection works. With output redirection I do not have any problem. This works fine.

Input redirection is something different. The problem is that Lattice C does not recognize end of file.

Using a disassembler and some experiments I discovered the following.

Lattice uses a level 0 input routine called dread.

dread checks for the level 0 file handle. If the file handle has the value 0, it assumes input from the keyboard and invokes the GEMDOS call Cconrs, otherwise it call Fread

Cconrs reads a string from the keyboard and allows some limited editing, like you normally would expect when entering data. Fread essentially does a block read.

The problem is that Cconrs does not recognize end of file.

I see two possible solutions:

The first one is to find some way to determine whether handle 0 is connected to the keyboard or to a file. Is there anybody on the net who knows if this can be done and how this can be done?

The second possibility is to write my own Cconrs replacement with Fread calls. This looks not completely trivial, at least I do not like the idea to have to do this. Has anybody experience with this or has anybody alternative solutions?

I want to use this type of stuff in writing a function that does all things you may want for calling an external program, e.g. path search, redirection, wildcard substitution, environment substitution, pipe simulation etc.
Thanks in advance for your responses.

Rudolf J. Heijink
--

Rudolf J. Heijink phone : +31 70 332 5709
PTT Research POB 421 fax : +31 70 332 6477
2260 AK Leidchsendam E-Mail: R.J.Heijink@research.ptt.nl (internet)

428. Re: Parallel Port to HPIB

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 20:42:09 UTC
From: bcc@Eyring.COM
Message-ID: <1992Jan29.204209.8508@Eyring.COM>
Source record: 45878

In article <18420013@hpsad.HP.COM> randyh@hpsad.HP.COM (Randy Hosler) writes:
>I'm hoping someone out there has tried this...
>
>I want to connect an HPIB interface printer to the parallel port. It
>looks like I can connect the I/O lines directly and then connect the
>parallel STROBE to the HPIB DAV and the parallel BUSY to the HPIB NRFD.
>
>Has anyone tried this? Does this look reasonable?
>
>Thanks alot,
>Randy Hosler

I doubt it would work. Doesn't the HPIB have a three wire handshake? You've
only accounted for two. Also, even if you matched the electrical spec, you'd
have to go through incredible contortions to match the bus protocol, sending
commands to tell the printer to listen, and so forth. I would put a logic
analyzer on the printer cable while it is being used by a regular HP computer
and watch what goes over the lines before I would attempt to emulate it.
TI makes a chip and set of drivers especially for talking to the HPIB/GPIB,
and even then its a big job to talk to the chip.
--
Brian Cooper bcc@Eyring.COM uunet!lanai!bcc
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS
(If the above doesn't work, try coope@bert.cs.byu.edu)

429. Fdup-Bug in TOS 1.04 (only?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 21:39:44 UTC
From: edgar@pingu.saar.sub.org
Message-ID: <H.srFke2UinTo@pingu.saar.sub.org>
Source record: 45804

Hi!

Here is a small example file to demonstrate a bug that seems to be in all
TOS versions up to 3.05 on a TT. If you have never seen the SYSTEM HALTED
message on your TOS > 1.04, you should run this program. But please save
all the files on your (non-resetproof) RAM-disk before trying this. Don't
bother trying to follow the advice (to start foldr100.prg) -- It will not
even help to start foldr999.prg. :-(

Is this still one more bug like the Malloc-bug that will
never be fixed by Atari because everybody relies on it ?

Is it fixed in KAOS-TOS?

- Edgar

```
------ cut here for bug.c ----------------------------------------------------
/* Just compile this into bug.ttp and try it with e.g. bug.ttp as parameter. */
#ifdef __TURBOC__
#include <tos.h>
#else
#include <osbind.h>
#endif

int
main(argc, argv)
int argc;
char *argv[];
{
int old_fd, new_fd;

if(argc < 2) {
Cconws("Usage: bug filename\r\n");
Pterm(1);
}
old_fd = Fopen(argv[1], 0);
if(old_fd < 0) Pterm(2);
if(Fclose(1) != 0) Pterm(3);
if(Fforce(1, old_fd) != 0) Pterm(4);
new_fd = Fdup(1);
if(new_fd < 0) Pterm(5);
/* This does TOS for us: */
/* Fclose(1); */
/* Fclose(old_fd); */
/* Fclose(new_fd); */
Pterm(0);
```

```
/* just for the compiler: */
return 0;
}
```

--

Edgar Greuter
Francoisstrasse 21
6600 Saarbruecken

Email: roeder@cs.uni-sb.de
edgar@pingu.saar.sub.org (will change to: .saar.de)

430. RS232 Port Manipulation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 21:41:32 UTC
From: oracle@iastate.edu
Message-ID: <oracle.696721292@vincent1.iastate.edu>
Source record: 45879

I am looking for information on programming the ST's RS232 port to raise and lower the DTR line as the system monitors the port for a carrier.

I program mainly in Personal Pascal and would be especially greatful if anyone has information about this process or some examples of source code they wouldn't mind me looking over.

Thanks alot!

431. Re: Mega STE Hard drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 23:22:30 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Jan29.232230.16256@tdb.uu.se>
Source record: 45883

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

[stuf deleted]

: Some one told me it was only the TT that had a SCSI Port, and the Mega
: STE Did not have one, but I stand to be coreected on that...??

[sig deleted]

You are correct, but the question was about if the SCSI-adaptor
in the MSTE (yes, it has one) can handle more than one device. I'm
not sure about that, but _CAN_ Atari be so stupid that they have
different SCSI-adaptors for the MSTE and TT? I don't think so, so
my guess is that you can have 8 or 16 devices attached to your MSTE
if you just take the SCSI-bus outside the computer.

The more I think about it the more unsure I get. If Atari can be
so stupid that they don't put an external SCSI-bus on the MSTE
they must also be so stupid that they can use different SCSI-
adaptors, or?

Atari is Atari is Atari is..... They haven't convinced me that
they are clever, but I still love my MSTE!

Daniel Eriksson - m91der@tdb.uu.se | IRC: DDF
Uppsala University, Sweden | Fidonet: 2:205/218 (Assembly Room)

432. Re: Memory hogging in MiNT 0.92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-29 23:45:48 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jan29.184548.775@uwovax.uwo.ca>
Source record: 45885

In article <290192.154403ZWQ017@DMSWWU1C.BITNET>, Bjarne Pohlers <zwq017@dmswwu1c.BITNET> writes:
> I have a similar problem: I have MiNT 0.92 and TOS 1.04, 2.5
> MB ram. I am using bash 1.10 (MiNT-Version) and an
> own port of MicroEMACS 3.11 (I will post it soon). When I suspend
> Emacs, call gcc from bash in the background, then return to emacs and
> leave it, I miss about 300-400K of memory after gcc is finished. (This
> is currently not really a problem, because in most cases gcc runs out
> of memory, when I invoke it in that way.)

Are you sure that the memory is really gone, or is it just fragmented? That is, it's quite possible that the largest block of memory in the system is now 300K smaller, but there's a 299K block of memory just above or below it (the other 1K having been allocated by MiNT for data structures while gcc was running). I notice that this happens quite often with bash, but is somewhat less of a problem with tcsh (mostly because the bash always uses fork(), which allocates a big chunk right in the middle of memory; tcsh uses the less memory hungry vfork() whenever it can).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

433. Re: Parallel Port to HPIB

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-30 02:02:35 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <53644@cup.portal.com>
Source record: 45882

>I'm hoping someone out there has tried this...
>
>I want to connect an HPIB interface printer to the parallel port. It
>looks like I can connect the I/O lines directly and then connect the
>parallel STROBE to the HPIB DAV and the parallel BUSY to the HPIB NRFD.
>
>Has anyone tried this? Does this look reasonable?
Won't work unless you...

1) replace the parallel port driver software COMPLETELY. The current
driver follows Centronics protocol and will not handle GPIB/HPIB handshakes.
What about the ATN line? What about GPIB/HPIB address? These MUST be
supported also, along with a fairly complex state transition sequence to
support the protocol.

2) you will probably also need to add high current driver/reciever
chips to the port. GPIB/HPIB needs something like 50ma drive capability
and I am SURE the chips that Atari uses on the parallel port can't handle
that much drive current (They are probably only capable of 5 or 10ma at most
probably even less... knowing Atari...).
>
>Thanks alot,
>Randy Hosler
>~~~~~~
~
> _________________________
> |\ | | _ | Randy Hosler |
|
> |/ |-| /\ < | [] /\ randyh@hpsad.sad.hp.com | Visualize Whirled Peas!
|
> |\ . | | \/ _> | _ | (707) 794-3677 |_________________________
|
>
>~~~~~~
~

GPIB/HPIB isn't an easy interface to add to a machine that wasn't designed
to support it... and even on machines designed to support it I have often
seen the implementation done so poorly that you couldn't even use the port
properly (e.g. a certain "Logic Analyzer", NOT from HP, that I know of with
a GPIB port that ignores ALL addresses sent to it. Even though it says the
port is enabled and all options are set correctly. After calling them I found
that they never tested their GPIB interface even though they advertise that
their equipment supports GPIB control!!!! One OLD version of their Analyzer
atleast recognizes its address, but intermitently crashes when sent GPIB

commands... frustrating!).

You can probably get a VME card that will fit the TT though that will handle GPIB fine.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
California could REALLY use 40 days and 40 nights of rain right now!

434. Ack! My STe is dying! (dead?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-30 04:01:58 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <27947@sdcc12.ucsd.edu>
Source record: 45955
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ack! I'm having serious problems with my STe system. If anybody
could offer some wisdom, I would appreciate it!

Symptoms:

(The first problem I caught) - MINT.CNF suddenly appeared
with random data scattered throughout the "normal" text.

The Desktop is now mistaking executables for Text files,
and is asking me if I want to view them. This
is happening perhaps 10% of the time, and I have
NEVER had this problem (in 6 months of intense use).

MiNT 0.92 is hanging much more often than usual - basically,
anything involving a large file operation, like
running GCC.

On most large hard drive read operations my screen is
overwritten with data :-(

Odd crashes every so often (usually non-repeatable).

On reset, the screen doesn't clear - so if I reboot from
the desktop, my hard drive boot is overlaid on the
old Desktop image.

My Hardware:

Atari 520STe (w/ TOS 1.62, bought in August 1991) - 4MB of RAM
ICD Host Adapter (original model) + Seagate ST1096N drive
DEKA PC Keyboard Adapter (w/ keyboard)
SM124 Mono Monitor

Does anybody recognize these problems? I think they're serious
and there's NO WAY that Atari's going to take back my computer under
warranty :-(... Eek!

-- adam
--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

435. Re: Memory hogging in MiNT 0.92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-30 04:56:50 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <5785@lee.SEAS.UCLA.EDU>
Source record: 45890

In article <290192.154403ZWQ017@DMSWWU1C.BITNET> zwq017@dmswwu1c.BITNET (Bjarne Pohlers) writes:
>In article <1992Jan29.001950.768@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>>In article <neuhaus.696504568@altair>, neuhaus@altair.informatik.uni-kl.de (Stephan Neuhaus (HiWi Mattern)) writes:
>>> However, there is memory loss in MiNT 0.92. When in tcsh,
>>> I did the following a couple of times:
>>>
>>> # cat hello.c | cat | cat | cat | cat | cat | cat | cat
>>>
>>> Before I did this, I had some 3 MB free. After the big pipe
>>> was finished, there were some 2.7 MB left. I iterated this
>>> for some times and, sure enough, got a "virtual memory
>>> exhausted" error from cat. (The first time ever on my 4 MB
>>> Atari :-)
>>
>>This could be a bug in tcsh rather than one in MiNT -- I'm
>>not sure, though, and I'll try to track it down.
>>
>I have a similar problem: I have MiNT 0.92 and TOS 1.04, 2.5
>MB ram. I am using bash 1.10 (MiNT-Version) and an
>own port of MicroEMACS 3.11 (I will post it soon). When I suspend
>Emacs, call gcc from bash in the background, then return to emacs and
>leave it, I miss about 300-400K of memory after gcc is finished. (This
>is currently not really a problem, because in most cases gcc runs out
>of memory, when I invoke it in that way.)
>--

Out of curiousity: How are you guys measuring the amount of free memory on your system? Are you sure that you are not just measuring the size of the biggest free block in the system? That may fluctuate depending on the current memory fragmentation...

-- Scott Willingham // willing@icsl.ucla.edu
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436. Redirection problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-30 07:46:33 UTC
From: heijink@dnlunx
Message-ID: <heijink.696757593@dnlunx>
Source record: 45795

I use Lattice C version 3.04. Currently I try to find out how redirection works. With output redirection I do not have any problem. This works fine.

Input redirection is something different. The problem is that Lattice C does not recognize end of file.

Using a disassembler and some experiments I discovered the following.

Lattice uses a level 0 input routine called dread.

dread checks for the level 0 file handle. If the file handle has the value 0, it assumes input from the keyboard and invokes the GEMDOS call Cconrs, otherwise it call Fread

Cconrs reads a string from the keyboard and allows some limited editing, like you normally would expect when entering data. Fread essentially does a block read.

The problem is that Cconrs does not recognize end of file.

I see two possible solutions:

The first one is to find some way to determine whether handle 0 is connected to the keyboard or to a file. Is there anybody on the net who knows if this can be done and how this can be done?

The second possibility is to write my own Cconrs replacement with Fread calls. This looks not completely trivial, at least I do not like the idea to have to do this. Has anybody experience with this or has anybody alternative solutions?

I want to use this type of stuff in writing a function that does all things you may want for calling an external program, e.g. path search, redirection, wildcard substitution, environment substitution, pipe simulation etc.
Thanks in advance for your responses.

Rudolf J. Heijink

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--

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2260 AK Leidchsendam E-Mail: R.J.Heijink@research.ptt.nl (internet)

437. Re: Mega STE Hard drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-30 09:17:00 UTC
From: oli@math.rwth-aachen.de
Message-ID: <oli.696763020@ernie>
Source record: 45887

m91der@tdb.uu.se (Daniel Eriksson) writes:

>You are correct, but the question was about if the SCSI-adaptor
>in the MSTE (yes, it has one) can handle more than one device. I'm
>not sure about that, but _CAN_ Atari be so stupid that they have
>different SCSI-adaptors for the MSTE and TT? I don't think so, so
>my guess is that you can have 8 or 16 devices attached to your MSTE
>if you just take the SCSI-bus outside the computer.

As far as I know, the TT has a real SCSI interface (using the 2nd DMA chip,
I suppose) in addition to the ACSI bus, while the MSTE has a built-in host-
adaptor for the ACSI bus, occupying device no. 0. So, theoretically they
could have prepared it for up to 8 drives, but it is a completely different
thing from that in the TT, and why should they have bothered?

Oliver
--
Heute back ich, morgen brau ich, uebermorgen hol ich mir der Koenigin ihr Kind.
Ach wie gut dass niemand weiss, dass ich oli@math.rwth-aachen.de heiss.

438. Re: Ghostscript on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-30 09:31:40 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Jan30.033140.13830@hemlock.cray.com>
Source record: 45888

In article <1992Jan29.202214.22253@usenet.ins.cwru.edu>, be824@cleveland.Freenet.Edu (Steve Selick) writes:

>
>
> I have been trying now for a few days to get Ghostscript to function on
> my 1040ste, and I keep getting "Cant find Fontmap!". What's up with
> this? Also, after I give it the driver and the filename in the
> command line, what do I do at the ghostscript prompt to print a
> file?
> Please e-mail suggestions to be824@cleveland.Freenet.Edu

You need to set an environment variable which is a path to search for input files. I believe its called `GS'. It will typically include the current directory, `.', as well as something like `g:\gs\fonts'. Somewhere on this path should be the FONTMAP file. I think you should have got a copy with the GhostScript distribution you have. It maps font names, e.g. Times-Bold, to ST files which contain the font definitions, e.g. ptmb,gsf. If you have trouble getting a FONTMAP file, I can mail you one.

Cheers,

[M][a][r][c] ===== Cray Research (UK) Ltd. =====
INTERNET: marc@hemlock.cray.com
"If all the girls in Essex were laid JANET: M.Bouron@uk.co.cray
end-to-end, no-one would be in the UUCP: ...!uknet!crayuk!M.Bouron
slightest bit surprised..." VOICE: +44 344 485971 x2208

439. Re: Staying installed over a resolution change?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-30 12:23:32 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <696774211.13703@minster.york.ac.uk>
Source record: 45801

In article <1992Jan29.185516.17686@decuac.dec.com> patterson@vfovax.enet.dec.com (Jim Patterson) writes:
>
>In article <1992Jan28.183402.10296@atari.uucp>, kbad@atari.uucp (Ken >Badertscher) writes...
>>
>> *cough* *sputter*
>>
>>Um, no. Desk accessories should not steal trap vectors. The Desktop >>won't inform a TSR that the resolution has changed. You can write a >>desk accessory or CPX that tells a TSR that it's res change time. The >>DA or CPX could communicate with the TSR via a cookie in the cookie jar.
>
>Just for informations sake, why shouldn't a DA steal a trap vector?

Because the DA will be zapped without notice when the resolution is changed. All of a sudden, your DA's code has vanished, but you're still hooked into some system vector somewhere. If control passes through that vector... crunch.

> Jim Patterson
> (Patterson@vfovax.dec.com)

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

440. Re: Memory hogging in MiNT 0.92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-30 12:42:47 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Jan30.124247.10385@cs.nott.ac.uk>
Source record: 45794

In article <290192.154403ZWQ017@DMSWWU1C.BITNET> zwq017@dmswwu1c.BITNET (Bjarne Pohlers) writes:
>I have a similar problem: I have MiNT 0.92 and TOS 1.04, 2.5
>MB ram. I am using bash 1.10 (MiNT-Version) and an
>own port of MicroEMACS 3.11 (I will post it soon). When I suspend
>Emacs, call gcc from bash in the background, then return to emacs and
>leave it, I miss about 300-400K of memory after gcc is finished. (This
>is currently not really a problem, because in most cases gcc runs out
>of memory, when I invoke it in that way.)

Yes, I've noticed this. The problem doesn't appear to be that memory is actually being lost, it's that it's getting fragmented. I would guess that bash is starting the foreground process, then allocating some more when it starts the next process (about 50k, it think). Tcsh may work the same way. If you dump the memory list (with CTRL-ALT-F5) you can see this. The easiest solution is just to quit MiNT, then restart. (I'm using 0.92 under TOS 1.4 with 2 meg ram. Maybe when my SST finally arrives I can just start up two MGR windows, and never have to worry about background compiles again!)

(ps. I'll port bash 1.11 as soon as (a) the source arrives at my freindly neighbourhood Sun network, and (b) my SST arrives and I'm back to 4 meg ram.)
--
`Grave' Dave Gymer | "Out of the darkness the voices are calling,
42 St Mary's Park, | Riding the wings of a song,
Louth, Lincs, | The fury is screaming and heaven is falling,
LN11 0EF, ENGLAND | I feel it coming on strong." - Joe Lynn Turner

441. Re: Parallel Port to HPIB

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-30 13:06:01 UTC
From: tapp@uvphys.phys.uvic.ca
Message-ID: <1992Jan30.212003.7347@sol.UVic.CA>
Source record: 45803

In article <18420013@hpsad.HP.COM>, randyh@hpsad.HP.COM (Randy Hosler) writes...
>I'm hoping someone out there has tried this...
>
>I want to connect an HPIB interface printer to the parallel port. It
>looks like I can connect the I/O lines directly and then connect the
>parallel STROBE to the HPIB DAV and the parallel BUSY to the HPIB NRFD.
>
>Has anyone tried this? Does this look reasonable?

A local company used to make a simple GPIB/HPIB adapter for the ST based
on the NEC pd7210 chip.

The last time I was in their shop, they still had four units on the shelf.
If you could get a good price on one, it would save you a lot of trouble.
Call Dr. David Walker, VSI Inc., (604)595-9578 or e-mail me and I'll
forward your message.

442. Re: TMS4256 12NL specs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-30 14:26:33 UTC
From: micro@imada.ou.dk
Message-ID: <1992Jan30.142633.28603@imada.ou.dk>
Source record: 45800

fabian@etek.chalmers.se (Fabian) writes:
>What, how, where, when ... ?

>PLEASE !!!

D1 _/ Vss
D2 D4
/W D3
/RAS /CAS
A9/TF /G
A0 A8
A1 A7
A2 A6
A3 A5
Vcc A4

This is the pin-out of the 514400 4x1Mbit chip. Notice the 'A9/TF'. On the
4x256Mbit chips is this pin used for testing.

Here is what do do if you have a ST with 1Mbyte ram and only 8 ram-chips:

0) get the following:
soldering iron with fine tip and a tip for desoldering DIL-chips.
8 514400 100nS 4x1Mbit DRAM chips.
8 20 pin DIL sockets.
soldering tin, wire, and 10cm tinned copper wire.

1) desolder the old ram-chips (probaly 514256 chips)
2) solder the new sockets in the motherboard.
3) test the computer, by inserting the old chips (or the new ones) in the
sockets. The computer should start as normal (still) as a 1Mbyte ST.
If the computer don't work check solderings.
4) now take the 514400 chips and bend pin 5 (A9) so that it is horizitional
rather that vertical as the other pins (give me an english lesson, and I'll
rephrase the sentence).
5) now insert the chips in the sockets and connect all the A9 lines (the
horizitional ones) with tinned copper wire.
6) connect the A9 lines to pin 64 (MAD 9) on the MMU.

/-------------- connect to A9 lines!
/ ...4 3 2 1 68 67 66 65 64 ... \
| O |
| ^ dot on the chip marks pin 1
| MMU |

7) turn on the computer, if it don't work - insert the old chips - if it
still don't work then throw it away and buy a new.

I don't take any responsability for anything you may choose to do to your computer. And that is what 7) is all about!

-Klaus

443. Re: Amiga to Atari file X-fer HELP!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-30 14:37:00 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Jan30.143700.19300@watmath.waterloo.edu>
Source record: 45791

In article <1992Jan29.233459.6148@usenet.ins.cwru.edu> aa377@cleveland.Freenet.Edu (Ken Kopin) writes:
>
> At our local Cable Company, [...]

>#2 Can someone supply me with ANY kind of Atari Term Program?
A fine program is Uniterm. It has Kermit built in, and responds
the the "Help" key in a helpful way.
It is free and is available by anonymous ftp from atari.archives.umich.edu .
I have used it for null modem transfers at 19 200 and was delighted.

There are several versions of uuencode available for free. Two of
them produce files that are what unix would produce, but one, the
most popular around here, is UUE and UUD, which are compatible
with the posix uuencode, allows one to chain files.

>#3 Please note that I know MUCH about the Amiga and ALMOST NOTHING about
>the Atari.

I know almost nothing about the Amiga.

--
Leroy J. (Lee) Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
UUCP: ljdickey@watmath.UUCP ...!uunet!watmath!ljdickey
Obsolescent?: ljdickey@watmath.waterloo.edu BITNET/EARN: ljdickey@watdcs

444. Re: Amiga to Atari file X-fer HELP!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-30 14:59:35 UTC
From: zxmgn01@mailserv.zdv.uni-tuebingen.de
Message-ID: <zxmgn01.696783575@mailserv>
Source record: 45793

In <1992Jan29.233459.6148@usenet.ins.cwru.edu> aa377@cleveland.Freenet.Edu (Ken Kopin) writes:

> At our local Cable Company, they have several computer systems
>including an Amiga 500, and an Atari ST-(something). I noticed that
>the Atari Graphics program attached to the Slide Show program
>(It's used to run a text-ad channel) accepted IFF formatted files.
>Since I am the guy that created the iff files for the Amiga (Prevue Guide)
>They wondered if I could help with the Atari too. All my stuff is
>formatted in Amiga, though.... Here are my questions/problems...

>#1 Is Atari's idea of IFF compatable with Amiga's? (Probably)

>#2 Can someone supply me with ANY kind of Atari Term Program? Just
>enough to run a null modem file transfer. Any reasonable program,
>but i'd like to be able to set it to a high baud rate since this
>will be a local x-fer. I am willing to type in an AtariBasic version
>of uudecode or some such, if that is possible, but not a huge terminal
>program.

>#3 Please note that I know MUCH about the Amiga and ALMOST NOTHING about
>the Atari.

So why don't you try a DOS2DOS programm on the amiga, such as
CrossDos or anything similar. They work very fine, are PD and
are much quicker than any RS232 could be...
Read ya, Phil...

445. Sozobon 1.33 Line Length Restriction

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-30 15:45:52 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jan30.154552.11583@wam.umd.edu>
Source record: 45792

Sozobon 1.33 looks great but it seems to have gained an annoying restriction: it barfs on all my inline (macro) functions saying "line too long." Does anyone know if bug reports can be sent via email? Will there be another release soon, and if so, will it come with source?

Thanks,

Dave Baggett
dmb@wam.umd.edu

446. Problem with patched STalker 3.01

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-30 19:26:04 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Jan30.152604.3210@ac.dal.ca>
Source record: 45798

Since patching my STalker 3 to 3.01, the feature which lets one select a block of text on the screen has a problem: the last option, Transmit, fails! Instead of transmitting the line which was highlighted, STalker sends the selected block to SCRAP.TXT, in the Clipboard. This is a great pain, since recently I've been using Maple on the mainframe and it's been very convenient to be able to select previously entered expressions for editing and re-submission.
Anybody else noticed this problem?

447. ST msyncs: Sony 1302, Princeton Ultra 14 Querys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-30 19:57:22 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1992Jan30.195722.27078@uvm.edu>
Source record: 45796
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Anybody using a Sony 1302 with an ST, how about a Princeton Ultra 14?

I am especially interested in difficulties, quality of display but
most of all, I want to know:

Do either or both of these monitors correctly size and center all ST
screens automatically?

That is, do Mono *and* color modes switch easily without lots of fiddling?
I know that Nec 3Ds save settings in Nvram, what about these two machines?

I'd prefer email responses, because I'm behind on my c.s.a.st news
8-). I'll post a summary if anybody is interested.

bye,

Bob Pegram

pegram@uvm.edu
or
...!uvm-gen!pegram

--
pegram@uvm.edu
or
..!uvm-gen!pegram

448. Re: The Parallel Port: Speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-30 20:21:24 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jan30.202124.8441@a.cs.okstate.edu>
Source record: 45797

In article <53604@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>To answer the question, no.. there's no software speedup possible.. the
>parallel port operates at the fastest rate possible, limited only by the
>speed of the slowest component in the handshake.
>
>BobR

The ST must be the slowest link then. There is a speedup available
for the ST's printer port, and it recently went from shareware to commercial!

FP (FastPrint if I recall correctly) speeds up laser printer output
from pagestream by %400.... so go find it if you need it. The commercial
version is faster yet.

jc

449. Re: running from GEM or application

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-30 20:38:43 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jan30.153843.783@uwovax.uwo.ca>
Source record: 45799

In article <1992Jan29.184728.23154@atari.uucp>, kbad@atari.uucp (Ken Badertscher) writes:
> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
> |Myself, I usually use argv[0] to see if I've been started from the
> |desktop -- a good library (e.g. the gcc library) will put a sensible
> |string here if the program was started from a shell that understands
> |the ARGV convention (most do, these days) and will put an empty
> |string otherwise (e.g. when started from the desktop).
>
> That's a servicable idea, but what about TOS shells that use ARGV and
> allow you to run GEM programs?

Actually, it seems to me that there are 2 questions here:
(1) What shell was I started from?
(2) Should I put a text message or an alert box up for messages?

The questions are related (e.g. "Started from desktop" implies "alert box is better") but there are distinctions. Myself, I usually assume that:
(1) If the user launched my program from a CLI, s/he would prefer text messages.
(2) A program started from the desktop should use AES calls wherever feasible, and if it has to display text it should make sure to pause at the end of the program so the user has a chance to read everything.

> Atari might be able to guarantee (note: I am saying "might" not "will")
> that desktop-launched programs (or, more properly, shel_write()-
> launched programs) are started up with an empty argv[0].

I can't see any way to do this and use ARGV. I certainly won't whine at all if any of my programs that make assumptions based on the state of argv[0] break if the desktop switches to using ARGV -- I found the argv[0] hack a useful rule of thumb, but I know it's not infallible and Atari has never claimed that it would be.

> Unfortunately, none of this helps Steven Lee if his program is trying
> to determine if it was run from COMMAND.TOS.

Indeed. I don't think anyone's ever come up with an infallible method for determining this, although there are hacks (looking at _shell_p, looking at argv[0], and checking the environment) that often work.

Question: is there a way for an application to tell (e.g. via shel_read) whether or not its running as a graphic or text application (i.e. what the parameters to the last shel_write were)? If not, maybe there should be -- that would certainly be the most reliable

way of deciding whether to up an alert box or to use a text message.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

450. Re: 1.2 meg 5 1/4 inch drive on a ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-31 00:21:57 UTC
From: ytsuji@cfi.waseda.ac.jp
Message-ID: <2206@wsdnws.waseda.ac.jp>
Source record: 45814

5"1/4 drives typically requires the high density mode on the part of
your ST. If yours is not equipped with the 1.44 MB drive, you will be
using your 5"1/4 drive in the 720KB mode, most likely. If yours is a
newish TT, I suppose you can use the 5"1/4 drive in 1.2 MB mode.
BTW, the step rate doesn't matter. Why bother a few milliseconds when it
takes 200 milliseconds for your drive to complete a single rotation?
Tsuji

451. Re: Uniterm

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-31 01:07:38 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <53696@cup.portal.com>
Source record: 45802

>As long as we're discussing Uniterm and Kermit, here's a problem that's been
>bugging me for a while:
>
>According to my Uniterm manual, when running at 8 bits no parity, Uniterm's
>Kermit says "to hell with 8'th bit quoting" and just sends its binary data raw
.
>Unfortunately, the kermit at the other end [C-Kermit 4E(072)] never heard of
>such a thing, and after RTFM'ing for a while I can't figure out how to persuad
e
>either one to change its attitude. I'm running Uniterm v2.0e, I think 011, bu
t
>I'm not sure how to tell. Any ideas?

According to the book "Kermit, A File Transfer Protocol" by Frank da Cruz
(the originator of Kermit) the 8th bit prefixing option is ONLY supposed to be
used if the "channel is only 7 bits wide because parity is being used".
The operation of UniTerm is correct to send using all 8 bits unless the other
Kermit tells it that it needs 8th bit quoting in the "S" packet interchange.
Have you looked at a LOG from the C-Kermit of a transfer to see what was
negotiated in the "S" packet interchange?

C-Kermit should also support the same...

8th bit quoting is an OPTION that a Kermit doesn't need to support. (although
it sure helps that most do).

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
California could REALLY use 40 days and 40 nights of rain right now!

452. Re: 14400kbps modem probs & TOS bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-31 09:49:47 UTC
From: elendir@inf.enst.fr
Message-ID: <884@clbull.frcl.bull.fr>
Source record: 45818

```
|>If the infamous RTS/CTS bug wasn't fixed in my TOS 3.01, all I can say is
|>ARGGGGGH! I'm sure after 6 years, Atari can get a simple bug worked out!
|>If this IS the case and the bug is still present in 3.01, then Atari
|>BETTER offer 3.06 as an upgrade, or I'm NEVER touching another Atari
|>computer for as long as I live.

Unfortunately, the bug is still present, up to TOS 3.05 included. I dunno if
it has been corrected in TOS 3.06. However, that bug was fixed in TOS 1.2 then
has come back in tos 2.01/3.01.

|>PS This IS Atari bashing (1st time I've ever bashed Atari), and I'll sell
|>my TT and get a REAL computer if there's no way to get my 14400 to work
|>with my TT.

Atari has written and dispatched a patch which is supposed to fix this
problem. I have put it on atari.archive, under TT directory. Its name is
"Serpatch" or smth like that.

|> I haven't even heard of any 1.44meg floppy upgrades from
|>Atari yet! ARGH!

Of course, there isn't any yet. However, if you got TOS 3.05 or above, you can
safely handle a 1.44 meg floppy. Just replace the old one and set switch
number 7
(those switches are located under the HD). Be careful to check the
model, if you
do not want to use saw and cutter...

Enjoy.
```

453. Re: Where to get new floppy-chip?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-31 10:02:37 UTC
From: elendir@inf.enst.fr
Message-ID: <885@clbull.frcl.bull.fr>
Source record: 45819

In article <1992Jan27.150610.6408@email.tuwien.ac.at>,
kdv_521@eimoni.tuwien.ac.at writes:

|>Even though I own a Mega STE myself, I haven't tried to plug in a 1.44 drive,
|>but I know that the drive would read 1.44 disks correctly, but it won't write
|>or format them... I have heard something about the hardware not being
ok, even
|>though Atari had intended to make the MSTE able to use external 1.44
drives...

Right. The GAL (or PAL, I don't remember) which controls high-density drives
on the MSTE is buggy. We have published an update, after having read the PAL
and found the bug. If you are interested, I can mail you the JEDEC file to
reprogram it.
The gossip says the bug has been fixed on the new series of MSTE.

However, if the AJAX is one day released on the market, that would be over.
New TOS 3.06 is able to handle 2.88 mbyte drives, though the built-in desktop
is not, I believe (There is no "EXTRA-HIGH DENSITY" option in the format
dialog box, for example).

When will the Falcon be released ?

Hope that will be useful.

454. Re: running from GEM or application

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-31 10:04:38 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <0462.01.92@troja.stgt.sub.org>
Source record: 45832

jmw@lad.med.utas.edu.au (John Mark Williams) writes:

>This was discussed a year or two back. One method which I have used
>successfully is to look at the basepage of the running program, then check
>its parent, and then its parent and so on, until you run out of ancestors.
>If it takes one hop to get to the father/mother of all processes, then the
>program has been run from the desktop; any more and it has come by way of
>a shell (or two).

Hi John,

well, this may work, if you start your applications from the original
GEM-Desktop. But it won't help if you installed one of these
alternative desktops, as Gemini or NeoDesk. These are also
GEM-Desktops, but with your method of determining the way a program
was started, you can't examine, if it was started by another
GEM-desktop replacement, or a text oriented shell.

I know, this is a real difficult problem, but perhaps anyone out
there got a solution ...

stefan

--
+---+
Stefan Schober,	uucp: stenny@troja.stgt.sub.org
Linzer Str. 17,	fido: Stefan Schober on 2:247/776
D-W7000 Stuttgart 30	voice: +49-711-8568806
+---+
...wuerden sie das eventuell zuruecknehmen? - Wer? Sie! Ich? Ja! Nein!
Dann ist die Sache fuer mich erledigt. (W. Bendo)

455. Re: running from GEM or application

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-31 10:43:34 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jan31104334@acae127.cadence.com>
Source record: 45807

In article <1992Jan29.184728.23154@atari.uucp> kbad@atari.uucp (Ken Badertscher) writes:
> Atari might be able to guarantee (note: I am saying "might" not "will")
> that desktop-launched programs (or, more properly, shel_write()-
> launched programs) are started up with an empty argv[0]. This would
Oh come on kbad... PLEASE DONT, make it conform to the
standards that you are promoting instead. provide some other way to
find out if something is launched from the desktop, document that, and
then people writing shells with gem like prefixes can provide the same
functionality.

BTW: what does the desktop do on launching a .tos/.ttp in tos 2.06?

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

456. Re: Memory hogging in MiNT 0.92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-31 12:47:30 UTC
From: Bjarne Pohlers <zwq017@dmswwu1c.BITNET>
Message-ID: <310192.134730ZWQ017@DMSWWU1C.BITNET>
Source record: 45805

In article <1992Jan30.124247.10385@cs.nott.ac.uk> dpg@cs.nott.ac.uk (`Grave' Dave Gymer) writes:
>Yes, I've noticed this. The problem doesn't appear to be that memory is
>actually being lost, it's that it's getting fragmented.
I checked this out: you are right. I will try to get more memory. I hope it will not be fragmented into several parts then :-)
>
>(ps. I'll port bash 1.11 as soon as (a) the source arrives at my freindly
>neighbourhood Sun network, and (b) my SST arrives and I'm back to 4
>meg ram.)
I am looking forward to it. I also noticed a bug in bash 1.10: When you try to start a process in the background and redirect the output of it, and the file to be executed does not exist, bash hangs up itself (no prompt, no input accepted).
I would also prefer it, if one could start a program without entereing the extenstion (e.g start `make.ttp' with `make'). Maybe all suffixes of executable programs could be hold in an environment-variable SUFFIX. (Maybe also other programs, like `ls' will recognize that? - I guess it should be added to the MiNTlibs...)
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <srb110@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (xx49)251-866559 "
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

457. Old STes and Hard Disks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-31 13:13:51 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <17299@castle.ed.ac.uk>
Source record: 45810

I seem to remember seeing articles in the press a while ago saying that some of the early STes tend to corrupt hard disks. Does anybody know if there is a way to tell if my machine will do this without spending the money first. If my STe turns

458. MGR, MiNT 0.92, tcsh -> ack...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-31 13:56:45 UTC
From: herborth@pinot.Waterloo.NCR.Com
Message-ID: <8916@ncrwat.Waterloo.NCR.COM>
Source record: 45806

I seem to have run into a relatively annoying problem with tcsh and MGR...

If I try to run tcsh as my shell in MGR (under MiNT 0.92 and Bammi's updated MGR binary), I get a BUS ERROR message from the pid that would have been tcsh if it had executed properly. The User PC=1, and the basepage address looks relatively reasonable.

Then, after I try this, and it crashes, if I leave mgr, and try to exit the MiNTshel.prg (which I'm using as a shell, since it is small, and doesn't die in MGR) to leave MiNT, I get:

```
exit code: 0
pid 0 (MiNT): assert(`f->links == 0') failed at line 590 in filesys.c
Fatal MiNT error
```

Does anyone know why I can't run tcsh within MGR? I've definitely got enough RAM (2.5M machine) free, since the only other things I'm running are MiNTshel, lpd, and MGR.

Suggestions? I'm going to try doing all this with my debug level set higher to try to see what's going wrong. I suspect it won't help all that much though... :-\

```
--
----------======================== _ /\ ============================----------
Chris Herborth \`o.0' herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op =(___)=
NCR E&M Waterloo U Your cash: "Bob"'s favourite snack.
```

459. Re: The Parallel Port: Speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-31 14:02:09 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <3405@mercury.brunel.ac.uk>
Source record: 45809

7103_2622@uwovax.uwo.ca (7103_2622@uwovax.uwo.ca) writes:
: Warwick Allison writes:
: >I have just bought a Canon BJ10ex Bubble Jet printer ...
:
: >So how fast is the parallel port? Even copying a file directly
: >to PRN: cannot seem to provide sufficient info to the printer
: >to keep it running. I have tried doing the same thing (copy file
: >to PRN:, actually LPT1:), on an IBM 386 and it was fast enough,
: >so it couldn't be the printer.
:
: >Can the printer-port speed be increased by software or hardware?
:
I have got the word processor Thats Write and in the printout menu it has got the option to print to the parallel port via the BIOS or directly. The manual states that to print directly is much faster. Therefore the BIOS routines must be slow.

Gareth Blades

460. Cookie jars + XBRA + DA's

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-31 15:41:53 UTC
From: dave@babelfish.ericsson.se
Message-ID: <1992Jan31.154153.9433@ericsson.se>
Source record: 45815

Ken Badertschera opines:

'Um, no Desk accessories should not steal trap vectors'

Fine, I am trying to write a DA that wants to obtain some information by traping in to a vector. I can split this program in to a TSR and a Desk accessorie.

However the Desk Accessorie needs to able to get any information saved by a TSR. How do I do this ?, I can't use a `known' memory location, because It can change dpending on how many other TSRs are already loaded.

I known the cookie jar can be used to store such information but I have never seen any article on the cookie jar.

1). For do I create/extend a existing cookie jar.

2). Because I want to steal a vector, I would like to use XBRA to share the vector. I there any informastion on XBRA that is public readable.

3). Is there a FAQ for this news group ?

--

Dave Potts dave@deep-thought

461. Re: Accessing modem with Atari ST Lattice C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-31 17:06:06 UTC
From: steve@thelake.mn.org
Message-ID: <A1489180735@thelake.mn.org>
Source record: 45808
Cross-posted to: comp.lang.c,comp.sys.atari.st.tech

[In article <1992Jan30.213129.4003@disk.uucp>,
unknown@disk.uucp (unknown) writes ...]

> Could someone please send me some code for accessing the RS232c port
> via Lattice C? The best thing would be a complete demo program, showing
> how to open, close, read from, write to, assign, and configure the
> RS232c port on the Atari ST... Any help is appreciated. Also, if there
> are any books on C specifically or thoroughly covering telecommunications
> and various other types of i/o, please drop me a line. TNX 1E06!

System-specific questions such as this belong in a system-
specific group, not in comp.lang.c. This message is crossposted to
comp.sys.atari.st.tech, where the discussion belongs.

You don't need to open or close, or assign the RS232c port on the ST.
There's only one*, and it's always turned on.

There are GEMDOS and XBIOS-level calls for reading, writing, and testing
whether a character is waiting to be read. Read the Lattice C manual entries
for Cauxin, Cauxout, Cauxis, Cauxos, Bconin, Bconout, Bconstat.

Port configuration is handled by the XBIOS function Rsconf.

With most C compilers, you must #include <osbind.h> to get the macros
needed to use these OS functions.

--
* The Mega STE and TT030 have more ports. For details on how to use them,
watch upcoming issues of Atari Explorer magazine.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Note: Mail to the .mn.org domain has been failing for about a month.
If your mail bounces, try cs.umn.edu!thelake!steve.

462. Re: Problem with patched STalker 3.01 - A fix

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-31 17:30:47 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Jan31.133047.3226@ac.dal.ca>
Source record: 45811

In article <1992Jan30.152604.3210@ac.dal.ca>, cordes@ac.dal.ca writes:
> Since patching my STalker 3 to 3.01, the feature which lets one select a
> block of text on the screen has a problem: the last option, Transmit,
> fails! Instead of transmitting the line which was highlighted, STalker sends
> the selected block to SCRAP.TXT, in the Clipboard. This is a great pain,
> since recently I've been using Maple on the mainframe and it's been very
> convenient to be able to select previously entered expressions for editing
> and re-submission.
> Anybody else noticed this problem?

Since posting this yesterday I received from Eric Rosenquist, via email,
the following message:

John:

I saw your Usenet posting about the "Transmit" problem. For some
reason, msgs I post via our news server never seem to go anywhere so
I'm replying via email.

Your problem can be solved simply by keeping your file transfer buffer
set at 31K or less. STalker makes a temp copy of the scrap file
(since another app may create a new one while STalker is "pasting"),
and in 3.01 I made a change from using a local 1K buffer to the using
the full transfer buffer. Unfortunately I had a sign-extension bug in
the code that caused it to fail (it creates an empty file).

Please post this to Usenet for me in case others are having the same
problem.

Eric
--
Eric Rosenquist - Software Kinetics Limited
65 Iber Road, Stittsville Ontario Canada, K2S 1E7
Tel: (613) 831-0888, Fax: (613) 831-1836

That's what I call *great support* - thanks, Eric!

John Cordes
Dept. of Physics
Dalhousie University
Halifax, N.S., Canada B3H 3J5
email: cordes@ac.dal.ca

463. Hard disk help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-31 19:17:44 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1992Jan31.191744.1631@uwm.edu>
Source record: 45812

I just got a hard disk unit second hand. It came with some format and partition utilities, but no documentation. When I got it, it had a Spectre partition. I couldn't find a way to change that partition to an ST one, so I reformatted the disk. I need some help in determining what are the best values to enter for some of the format parameters (to get the optimum performance out of the system).

The system has the following components:

Wren I SCSI drive (model #9415-5 77730603)
Adaptac ACB-4000 controller
BMS 103 host adaptor

The format and partition program require values for the following parameters:

Heads 5
Cylinders 697
Interleave 1 ?
Reduced Write 698 ?
Write Pre-comp 400 ?
Landing Zone 4 ?
Step Pulse Rate 2 ?
Reserved Tracks 10 ?
Map Bad Sectors Y
Removable Drive N

I need help in determining the values for the fields with a "?" after them. I was able to format and partition the disk with another program. It did not request as many values. The values I used were:

Heads 5
Cylinders 697
Write Pre-comp 400
Reduced Write <nothing>
Reserved Tracks <nothing>

I'm not sure if the fields I left blank were assigned defaults or not. I was able to successfully format, partition and use the hard drive with these values, but I am unsure if these are best values to use (I know the head and cylinder count are correct).

Any knowledgable help would be appreciated.
--
= Andrew Krieg | =
= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

464. Backup Programs (WAS: Re: TOS 1.62)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-31 19:45:00 UTC
From: pmh@cutie.ka.sub.org
Message-ID: <H.qi2hGJwVZx6@cutie.ka.sub.org>
Source record: 45783

In <6373@uqcspe.cs.uq.oz.au>, Warwick Allison writes:

> The Vault is very good - supports 1 or 2 drivers, various formats (eg 10
> sectors), writes track to floppies, optimises packing of files onto floppy,
> creates TOS format disks, keeps history, supports archive bit and incremental
> backup.
>
>
> Pretty cool really. I actually don't mind backing up these days. It gives
> me a warm, fuzzy feeling of security too!

Pretty cool really - on an ST, yes. I've used it for 2 years.
Now for the question: Is there any PD/shareware backup tool
supporting this high-density drive of my TT?
The description of The Vault tells, that it will use any format
TOS will support if you use preformatted disks but that doesn't work for HD.

Thanks in advance, Paddy
--
||| Patrick M. Hausen | phone : +49 721 699234 (voice and carrier)
||| Gerwigstr. 11 | e-mail: pmh@cutie.ka.sub.org (UUCP)
/ | \ D-7500 Karlsruhe 1, Germany | uk9u@dkauni2 (BITNET)
"Ich werde kein Star - nein, ich werde eine Legende." (Freddy Mercury)

465. nationality byte in tos 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-31 19:54:13 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992Jan31.195413.25173@usenet.ins.cwru.edu>
Source record: 45813

I a looking for the byte in the tos 1.4 header that tells the machine what nationality it [s, and also, I am wondering how the keyboard is mapped, and how I can possibly change that mapping to make my tos 1.4 completely American. Please respond to be824@cleveland.Freenet.Edu

466. Re: ST msyncs: Sony 1302, Princeton Ultra 14 Querys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-31 22:39:37 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Jan31.173937.8762@miavx1.acs.muohio.edu>
Source record: 45836
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1992Jan30.195722.27078@uvm.edu>, pegram@uvm-gen.UUCP (Robert B. Pegram) writes:
> Anybody using a Sony 1302 with an ST, how about a Princeton Ultra 14?
>
> I am especially interested in difficulties, quality of display but
> most of all, I want to know:
>
> Do either or both of these monitors correctly size and center all ST
> screens automatically?
>
> That is, do Mono *and* color modes switch easily without lots of fiddling?
> I know that Nec 3Ds save settings in Nvram, what about these two machines?
>
> I'd prefer email responses, because I'm behind on my c.s.a.st news
> 8-). I'll post a summary if anybody is interested.

On a related note, can the TT color monitor (The PTC something) correctly size and center all of the ST screens automatically when it's hooked to a ST?

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
----------=======}}}}}}}}((((((My 1040STF Rocks!!))))))){{{{{{{{=======--------

467. Re: Fdup-Bug in TOS 1.04 (only?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-01-31 23:56:04 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jan31.185604.794@uwovax.uwo.ca>
Source record: 45816

In article <H.srFke2UinTo@pingu.saar.sub.org>, edgar@pingu.saar.sub.org (Edgar Greuter) writes:
> [about an Fdup/Fforce/Fclose bug in TOS]

What's happening here (I think) is that the "standard" handles in TOS are literally just aliases for real handles, i.e. in
Fforce(1, foo);
bar = Fdup(foo);
Fclose(foo);
Fclose(bar);
you're closing the same file handle twice.

> Is this still one more bug like the Malloc-bug that will
> never be fixed by Atari because everybody relies on it ?

I can't imagine why anyone would "rely" on such a bug (:-)) although any solution adopted by Atari will obviously have to accomodate the various work-arounds that exist for it.

> Is it fixed in KAOS-TOS?

I don't know about KAOS-TOS, but it's fixed in MiNT (and I've never run across a program that broke because this bug was fixed).

Eric
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

468. Re: MGR, MiNT 0.92, tcsh -> ack...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-01 00:01:59 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jan31.190159.795@uwovax.uwo.ca>
Source record: 45817

In article <8916@ncrwat.Waterloo.NCR.COM>, herborth@pinot.Waterloo.NCR.Com (Chris Herborth) writes:
> Does anyone know why I can't run tcsh within MGR? I've definitely got
> enough RAM (2.5M machine) free, since the only other things I'm running
> are MiNTshel, lpd, and MGR.

The ttyname() function in the library used to construct tcsh only works if the tty has a name in u:\dev; it crashes if the tty has a name in u:\pipe (e.g. if it's a pseudo-tty).

I think this can be worked around by creating symbolic links from u:\dev to u:\pipe for as many pseudo-terminals as you are likely to start up with (e.g., assuming that MGR's terminals are called 'ptyaa' 'ptyab' etc., try
sln u:\pipe\ptyaa u:\dev\ptyaa
sln u:\pipe\ptyab u:\dev\ptyab
and so on in your mint.cnf file.

As for the crash on exiting MiNT; that always happens when you leave MiNT with some process still alive. It'll be fixed in 0.93; for now, kill all processes manually before leaving MiNT.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

469. Re: Memory hogging in MiNT 0.92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-01 01:04:18 UTC
From: bigham@acpub.duke.edu
Message-ID: <1084@news.duke.edu>
Source record: 45820

From the Holy Book of <1992Jan29.184548.775@uwovax.uwo.ca>
as spake by 7103_2622@uwovax.uwo.ca (Eric Smith) :

[description of Bjarne Pohler's memory problem deleted]

>Are you sure that the memory is really gone, or is it just fragmented?
>That is, it's quite possible that the largest block of memory in the
>system is now 300K smaller, but there's a 299K block of memory just
>above or below it (the other 1K having been allocated by MiNT for
>data structures while gcc was running).

I dunno. I started wondering when I couldn't run the following command:

zoo xp lessbin.zoo less.man | less

more than once in a row from MiNTshel. I kept an eye on the CTRL-ALT-F5 memory
dump and found that it nearly _tripled_ in length after executing this command.
And if I'm interpreting the dump correctly, the mintshel process had eaten
nearly 270K in the process -- not at all negligible on a 1MB machine. Exiting
after this always led to the following error:

pid 0 (MiNT): assert(`f->links==0') failed at line 590 of filesys.c

It may have something to do with the size of the file I was reading; I have
extracted and read smaller files in this manner with no problem.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1991 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

470. More Sozobon 1.33i problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-01 01:35:50 UTC
From: bigham@hercules.acpub.duke.edu
Message-ID: <1086@news.duke.edu>
Source record: 45821

I've been running into all sorts of instabilities lately. First MiNT, now these:

- The handling of #pragma idempotent is apparently overly simplistic. In the code fragment:

```
#include <types.h>
#include "types.h"
```

the types.h file in the current directory will not be included.

- While compiling GNU Bison, cc returned a 'Too many arguments' error when it tried to link all the object files together. I couldn't find the upper limit in the documentation -- anyone know what it is? [And yes, I know about the -f flag to ld; that's what I ended up using.]

[Oh, and while I'm here, add my vote to those in favor of the source being released.]

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1991 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

471. Re: The Parallel Port: Speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-01 06:54:59 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <53785@cup.portal.com>
Source record: 45823

John Cummins writes:
>The ST must be the slowest link then. There is a speedup available
>for the ST's printer port, and it recently went from shareware to commercial

>FP (FastPrint if I recall correctly) speeds up laser printer output
>from pagestream by %400.... so go find it if you need it. The commercial
>version is faster yet.

Very interesting..! If anyone has any info about FastPrint, or any
info about how it works, I'd be very interested in reading about it..
also, any source for the shareware version would be welcome..!

BobR

472. Re: TOS 1.62

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-01 07:00:41 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <u8JgFB3w164w@sys6626.bison.mb.ca>
Source record: 45827

> backup utility, along with a good C compiler. I good general HD utility
> package would be nifty too...
>
> JEff

CHKDISK3 from Atari will defragment quite nicely...and it's PD...

--- (Trevor Cordes) a user of sys6626, running waffle 1.64
E-mail: genius@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

473. Re: Staying installed over a resolution change?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-01 11:21:37 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Feb1.112137.14757@email.tuwien.ac.at>
Source record: 45824

In article <1992Jan29.185516.17686@decuac.dec.com>, patterson@vfovax.enet.dec.com (Jim Patterson) writes:
>
>In article <1992Jan28.183402.10296@atari.uucp>, kbad@atari.uucp (Ken
>Badertscher) writes...
>>
>> *cough* *sputter*
>>
>>Um, no. Desk accessories should not steal trap vectors. The Desktop
>>won't inform a TSR that the resolution has changed. You can write a
>>desk accessory or CPX that tells a TSR that it's res change time. The
>>DA or CPX could communicate with the TSR via a cookie in the cookie jar.
>
>Just for informations sake, why shouldn't a DA steal a trap vector?
>
> Jim Patterson
> (Patterson@vfovax.dec.com)
>

Well, what do you think would happen if your DA changes the trap vector
to an address inside the memory it has allocated, and when someone changes
resolution the DA is removed from memory and loaded again?? The trap vector
would point to an address which would very probably NOT be the same position
in the same DA! Of course you could steal the trap vector again, but what
happens before the DA loads again? And if you use the trap vector as usually
by executing your own routine and then jump to the old address again you
would jump to an invalid address...
There may be other conflicts that such an action could cause, but these are
the ones that prevented me so far from doing it! :)

Marinos Yannikos
kdv_521@eiaida.tuwien.ac.at

474. Midi-Communication-Software

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-01 13:02:48 UTC
From: sigrorn@icemark.uucp
Message-ID: <S42G.fC7rvA@icemark.uucp>
Source record: 45825

Has anyone expirience using/programming Midi-Communication Software (for MIDI-Networks or simple DataTransfers via the built in Midi-Connectors with more than 2 ST's in the MIDI-ring?

Where can I get sources/libraries/programs to do such things (free-/shareware preferred)?

Yours,
Benedikt
--

==========
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

475. Re: Memory hogging in MiNT 0.92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-01 16:39:10 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Feb1.113910.799@uwovax.uwo.ca>
Source record: 45826

In article <1084@news.duke.edu>, bigham@acpub.duke.edu (Scott Bigham) writes:
> I dunno. I started wondering when I couldn't run the following command:
>
> zoo xp lessbin.zoo less.man | less
>
> more than once in a row from MiNTshel.

[stuff deleted]

> Exiting after this always led to the following error:
>
> pid 0 (MiNT): assert(`f->links==0') failed at line 590 of filesys.c

This is a sign that some process was still active (or perhaps suspended)
when you tried to exit MiNT (it's also a bug, but that's another matter :-).
Try doing a "ps" to see if somebody (probably less) has gotten themselves
hung up.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

476. Re: nationality byte in tos 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-01 18:51:58 UTC
From: wr@bara.oche.de
Message-ID: <cMWlwsyon4.@bara.oche.de>
Source record: 45838

In <1992Jan31.195413.25173@usenet.ins.cwru.edu>,
Steve Selick (be824@cleveland.Freenet.Edu) wrote:

> I a looking for the byte in the tos 1.4 header that tells the machine what
> nationality it [s

Try this:

```
int cntry;
static char *TosCntry[]=
{
"USA","FRG","FRA","UK" ,"SPA","ITA","SWE",
"SWF","SWG","TUR","FIN","NOR","DEN","SAU","HOL"
};

cntry = (syshdr->os_palmode)>>1;

printf("Country is %s\n",cntry<sizeof(TosCntry)(sizeof(char*) ?
TosCntry[cntry] : "unknown");
```

syshdr is a pointer to the system header (just where TOS version
number and the nationality byte are).
Hope this is useful...
--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
(Usenet) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

477. Re: More Sozobon 1.33i problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-01 19:19:02 UTC
From: steve@thelake.mn.org
Message-ID: <A1784748097@thelake.mn.org>
Source record: 45828

[In article <1086@news.duke.edu>,
bigham@hercules.acpub.duke.edu writes ...]

> I've been running into all sorts of instabilities lately. First MiNT, now
> these:
>
> - The handling of #pragma idempotent is apparently overly simplistic. In the
> code fragment:
>
> #include <types.h>
> #include "types.h"
>
> the types.h file in the current directory will not be included.

I don't find this surprising, and I'm not persuaded that it is a bug.

It seems to me that once the existence of anything.h is documented,
that name belongs to the compiler and ought not to be used, EVEN IF YOU
ARE NOT ACTUALLY INCLUDING THE FILE. (Reason for the emphasis: Many
library .h files include others, and you may not be aware of it.)

While 1.33i is not an ANSI compiler, my (admittedly outdated) references
specifically warn that ANSI does not mandate that "" and <> be handled
differently by the compiler. In that case, it is perfectly reasonable to
assume that "types.h" and <types.h> refer to the same file.

> - While compiling GNU Bison, cc returned a 'Too many arguments' error when it
> tried to link all the object files together. I couldn't find the upper limit
> in the documentation -- anyone know what it is? [And yes, I know about the
> -f flag to ld; that's what I ended up using.]

I don't know what the upper limit is, and considering that the library
supports a workable method of passing extended arguments, I can't imagine
why there should be an upper limit at all. I've run into this problem too,
when compiling the Conroy/Braner/Schumacher/Stanley version of MicroEMACS;
my solution was to write a makefile that calls on the ar utility to put
the object files into a library:

```
#
# Makefile for compiling MicroEMACS (edit.ttp) with Sozobon C 1.33i
#
# cc doesn't like long command lines, so we use an intermediate step,
# archiving all the .o files into a library.
#
#
```

```
OBJ = buffer.o display.o files.o \
line.o random.o term.o word.o cursor.o emacs.o \
help.o linea.o search.o window.o

edit.ttp: uelib.a
$(ECHO) Linking and creating edit.ttp
cc -o edit.ttp uelib.a
edit ue.doc

uelib.a: $(OBJ)
$(ECHO) Creating a library out of the .o files
ar -rv uelib.a $?
```

> [Oh, and while I'm here, add my vote to those in favor of the source being
> released.]

You bet. Me, too.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Note: Mail to the .mn.org domain has been failing for about a month.
If your mail bounces, try cs.umn.edu!thelake!steve.

478. HELP with linea calls in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-01 21:08:24 UTC
From: cscon105@uoft02.utoledo.edu
Message-ID: <1992Feb1.160825.6006@uoft02.utoledo.edu>
Source record: 45691

I am using Mark Williams C, and I am having trouble with sprites on
the linead() call. MWC doesn't come with much of any linea documentation.
I do have Atari ST internals, but it describes everything in assembly,
which makes it difficult to see exactly how to implement the call
in C.

Ideally, I would like to see a very short C program which puts a sprite
on the screen, but I could handle wading through a huge program which
uses linead calls.

I would be very grateful if anyone could send me some code, or point me
in the direction of where I could acquire some example code.

Thanks, Bryan Kruzynski
cscon105@uoft02.utoledo.edu

479. Re: More Sozobon 1.33i problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-01 22:20:19 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Feb1.222019.6391@wam.umd.edu>
Source record: 45830

In article <A1784748097@thelake.mn.org> thelake!steve@cs.umn.edu writes:
>It seems to me that once the existence of anything.h is documented,
>that name belongs to the compiler and ought not to be used, EVEN IF YOU
>ARE NOT ACTUALLY INCLUDING THE FILE. (Reason for the emphasis: Many
>library .h files include others, and you may not be aware of it.)

It shouldn't make any difference if there's a types.h in the standard
include directory; include files in the current working directory
shouldn't be ignored. Lattice C has this same problem. It's easy to
say "don't do XXX," but that doesn't work for people who already have Y
thousand lines of code written in what they thought was perfectly
standard code. How am I supposed to know not to use "osbind.h" when
I'm writing code on a PC, for example?

>While 1.33i is not an ANSI compiler, my (admittedly outdated) references
>specifically warn that ANSI does not mandate that "" and <> be handled
>differently by the compiler. In that case, it is perfectly reasonable to
>assume that "types.h" and <types.h> refer to the same file.

It may be reasonable from a textbook standpoint, but it's damned annoying.
:-/

Dave Baggett
dmb@wam.umd.edu

480. Re: running from GEM or application

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-01 22:27:24 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <47415@hydra.gatech.EDU>
Source record: 45829

On a related note, is there a way a program can tell whether it was executed from the DESKTOP as a GEM program (eg. PROGRAM.PRG) or as a TOS program (eg. PROGRAM.TOS or PROGRAM.TTP)?

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

481. Re: MGR, MiNT 0.92, tcsh -> ack...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-01 22:46:28 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <5811@lee.SEAS.UCLA.EDU>
Source record: 45831

In article <8916@ncrwat.Waterloo.NCR.COM> herborth@pinot.waterloo.ncr.com writes:
>I seem to have run into a relatively annoying problem with tcsh and MGR...
>
>If I try to run tcsh as my shell in MGR (under MiNT 0.92 and Bammi's updated
>MGR binary), I get a BUS ERROR message from the pid that would have been
>tcsh if it had executed properly. The User PC=1, and the basepage address
>looks relatively reasonable.
>
...
>
>Does anyone know why I can't run tcsh within MGR? I've definitely got
>enough RAM (2.5M machine) free, since the only other things I'm running
>are MiNTshel, lpd, and MGR.
>

This sounds like the same problem I have with trying to run tcsh under
bgacc. Eric Smith has sent me email regarding this and has tracked down
the bug. It has to do with a bug in the MiNT libraries. Tcsh tries to
get the ttyname and the library call screws up for pseudo-ttys. A null
pointer is returned and then dereferenced, bombing the program. Eric
told me that he will be releasing a fixed version of tcsh after he does
some more testing on it. (I assume he will update the libraries soon as
well.)

-- Scott Willingham // willing@icsl.ucla.edu
.
.
.
.
.
.
.
.
.
.
.
.
.

482. Re: Hard disk help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-02 04:34:17 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb2.043417.20700@actrix.gen.nz>
Source record: 45835

In article <1992Jan31.191744.1631@uwm.edu> ultron@csd4.csd.uwm.edu (Andrew H Krieg) writes:
> I just got a hard disk unit second hand. It came with some format and
> partition utilities, but no documentation. When I got it, it had a Spectre
> partition. I couldn't find a way to change that partition to an ST one, so I
> reformatted the disk. I need some help in determining what are the best
> values to enter for some of the format parameters (to get the optimum
> performance out of the system).
>
> The system has the following components:
>
> Wren I SCSI drive (model #9415-5 77730603)
> Adaptac ACB-4000 controller
> BMS 103 host adaptor
> = Andrew Krieg | =
> = krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
> = or | =
> = krieg@point.cs.uwm.edu| - Astoroth =

If this is a SCSI drive, there is no nead for the MFM Adaptec controler, all you nead is the BMS host adapter, but is this not a very old version, old host adapters can have problems with the STE..

Well Problems with faulty DMA chips, well a friend ended up getting a faulty STE with the fauty DMA chip, this ended up corrupting a lot of my directory.

But there is no easy way to find out, what we were told here that some machines will work with one drive but not another,
so it would be best to get it tested on a number of drives,
or may be a dealer knows the version of the DMA chip that is faulty,
one thing I would like to see Atari come clean on this and let people know what chips are faulty..

You could bye a STE and some 2 years later get a hard drive and then find that is does not work, so come on Atari why not support your users,
and fix all these faulty machines that are out there.

I think I know why they don't, its because only some 10% of machines will end up with hard drives attached to them, but is this not a nasty and cheap way of treating customers..

Come on Atari you have made the mistake you must pay for it, warranty does not come onto it, that is just a get out..

Well here in NZ, they can't get away with it, we have a sale of goods
ack, this means as its there fault they must pay..

And its allready worked for me..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

483. Screen problems and bus errors....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-02 08:27:54 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92033.032754JJL101@psuvm.psu.edu>
Source record: 45834

I recently installed a Zubair 3d 4 meg RAM upgrade on my 1040 ST.
It seems to be working fine, however I get some odd problems and was wondering
if it is in relation to this.
Often I will get assorted pixels on the screen (not many, but differing
amounts) blinking, and immediately the system locks up completely. Also
sometimes prior to a lock up I get bus error bombs. Does this sound like
it has to do with the upgrade board? (pingrid not in perfectly etc?) or
something else? I know the pingrid board was ok when I put it in, since I
did have some trouble getting it seated fine, but I did, and all ram tests
check out ok.
Most often when this happens , a simple warm reboot will be eliminate
the problem. Sometimes I need to give the machine a SLIGHT 'hit' to get it
back working, but the reasons are different than the normal ones when the
pingrid popped out a bit (ie. black screen or MANY bombs indicate bad
pingrid seating)...
This problem occurs with intermiittent frequency and just wanted to know
if anyone is familiar with this so I can zero on on what the problem is
instead of assuming its the pingrid, since I do think its in fine.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC Lab Operator
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
- j.lehett2 Genie address

484. Midi-Communication-Software

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-02 11:33:00 UTC
From: Thomas_Engelmeier@m2.maus.de
Message-ID: <A1219@M2.maus.de>
Source record: 45768

Hello Benedict Eric,
there are some sources available for such an Network:
- 68000'er, now ST Magazin, published some network-software a few years ago.
Pascal Sources are available on a 'Sonderdisk'.
- ST Computer also published a MIDI - Connection - Accessory (without
network-driver, you haven't any network drives!)

Furthermore, there is a MIDI-network (p) by 'Quazar', it is 198,--.

Hope it helps,
Thomas

485. Re: Midi-Communication-Software

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-02 11:44:10 UTC
From: zxmgn01@mailserv.zdv.uni-tuebingen.de
Message-ID: <zxmgn01.697031050@mailserv>
Source record: 45833

In <S42G.fC7rvA@icemark.uucp> sigrorn@icemark.uucp (B.E.Heinen) writes:

>Has anyone expirience using/programming Midi-Communication Software (for MIDI-
>Networks or simple DataTransfers via the built in Midi-Connectors with more
>than 2 ST's in the MIDI-ring?

>Where can I get sources/libraries/programs to do such things (free-/shareware
>preferred)?

>Yours,
> Benedikt
>--

There is a midinet-software availabel per FTP on the atari.archie, but as you
are UUCP, you might have problems to get it... If you wish i could email it
to you. But i couldn't test it, cause i only have 1 st :-)

Read ya, Phil

486. STalker 3.01...new bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 03:18:27 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <g0yJFB1w164w@sys6626.bison.mb.ca>
Source record: 45742

I never use the virtual screen or clipboard options of STalker, so I haven't experienced the same problem as you yet. I've noticed other strange occurences though...like going to the autodialer, selecting load (.DLR) and choosing a new .DLR file. The window will redraw, but with the same old numbers! If I then close the window with OK and reopen it right away, the new numbers are there. Weird. I've informed Gribnif of my problems, you should do the same with yours. They're VERY helpful.

--- (Trevor Cordes) a user of sys6626, running waffle 1.64
E-mail: genius@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

487. Re: TOS 1.62

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 07:02:06 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb3.070206.11855@actrix.gen.nz>
Source record: 45837

In article <u8JgFB3w164w@sys6626.bison.mb.ca> genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
> > backup utility, along with a good C compiler. I good general HD utility
> > package would be nifty too...
> >
> > JEff
>
>
> CHKDISK3 from Atari will defragment quite nicely...and it's PD...
>
> --- (Trevor Cordes) a user of sys6626, running waffle 1.64
> E-mail: genius@sys6626.bison.mb.ca
> system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

I think you should change that statement, CHKDISK3 is Copyright Atari,
so how can it be PD, it has only been released to Developers, but there was
a hickup some time back and it did get uploaded to GEnie by mistake..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

488. Mega STE Hard drives / SCSI.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 10:42:00 UTC
From: elendir@inf.enst.fr
Message-ID: <886@clbull.frcl.bull.fr>
Source record: 45758

|>Some one told me it was only the TT that had a SCSI Port, and the Mega
|>STE Did not have one, but I stand to be coreected on that...??

Well, both have a SCSI bus. The difference is the TT has a SCSI connector;
that way you can connect SCSI devices such as Syquests or scanners very
easily.
However, the Mega STE has an internal ACSI to SCSI card, but the SCSI bus
is connected to the hard disk and no output is provided. But it's very easy
to replace the built-in cable by one of your own design, allowing you to
access the SCSI bus.

Another difference between the TT and the Mega-STE is : The TT has a true
SCSI bus, handled by a NCR chip. As such, the TT-Tos includes primitives
for SCSI protocol. The SCSI chip can make DMA on fast-RAM, whereas standard
ACSI bus cannot and is restricted to ST-Ram.
Thus, the TT can handle as much as 8 unities on ACSI bus, and 8 on SCSI bus;
the Mega-STE has the usual limitation of 8.

Hope it'll be useful.

Enjoy.

489. Re: Of 3.5" drives and IDE Controllers...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 10:50:20 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Feb3.105020.14255@Informatik.TU-Muenchen.DE>
Source record: 45839

```
In article <R7kJeB2w164w@bluemoon.rn.com>, dddean@bluemoon.rn.com (David D. Dean) writes:
|> Hello out there? ./`
|> Is there anybody out there? ./`
|>
|> [ ... ]
|>
|> 2) I have this IBM IDE controller and a Maxtor 120mb hard drive. What
|> all would it entail to make this thing work with my Atari ST? I know that
|> I'm gonna have to custom build a case (or find a small metal box), and
|> that it will have to have it's only power, and that I'm probably gonna
|> have to find some really wierd/rare parts to complete this task.
|>
|> Basically, can anyone PLEASE give me some simple-to-follow instructions
|> that would remedy these problems?
|>
|> Thanks alot to anyone who HELPS me..
|>

ATARI is on the way to help you. Last week I upgraded a MegaSTE to 4MB and while
switching it on the first time it stated

AHDI 5.0 (c) ATARI Corp. XX.12.1991

device 1: Segate 157N
device 2: not responding

BOOTLOADED

What does that mean? AHDI is shipping in Germany and like others told on c.s.a.s
this is the driver used on the ST-BOOK with an IDE harddisk.
So the controllers for the IDE drives shouldn't be far away.

Ewald

==============================================================================
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==============================================================================

(* = Maerchen aus 1001 Nacht
```

490. Re: The Parallel Port: Speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 10:55:12 UTC
From: elendir@inf.enst.fr
Message-ID: <887@clbull.frcl.bull.fr>
Source record: 45787

In article <6349@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:

|>Can the printer-port speed be increased by software or hardware?

The handling of the printer port is basically done by interrupts. The centronics handshake is asynchronous, based on the protocol Busy/Ack. The hardware signals BUSY and ACK are connected to the MFP 68901. Hardware speed-up of the port is quite impossible (or you have to develop a buffer card to insert between your ST and your printer). Software speed-up is possible, I think. However, you would have to re-write all the interrupt handlers; fairly interesting job. BTW, some programs have their own centronics routines (Script 2). I can provide some informations, if you are somewhat ready to do it.

|>Does the TT port promise to be any faster? (I can't imaging 24Kps
|>is limited by the CPU).

I have a standard BJ 10e, and a TT. I tried once a Calamus print, it worked fine, without any "idle period". That is no surprise. You can expect the interface to run twice or thrice faster. However, this is POTENTIAL, I cannot tell what is the true speed really achieved.

Enjoy.

491. Re: NEw program

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 11:11:51 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Feb3.111151.14484@Informatik.TU-Muenchen.DE>
Source record: 45741

In article <5s6NeB16w164w@sys6626.bison.mb.ca>, five@sys6626.bison.mb.ca (skinny puppy) writes:
|>
|> Couple of questions: I'm programming in GFA Basic 2.0. I've never
|> programmed seriously, in any other language, and don't have a LOT of
|> programming knowledge, and DO NOT have a manual for this basic. (It
|> being PD, I got it from a friend, but he had no manual).

GFA-BASIC IS NOT PD
GFA-BASIC IS NOT PD
GFA-BASIC IS NOT PD

even if START had published some time ago.
This is the way you KILL ST-SOFTWARE.

GFA is still making ads in Germany but they have discontinued to develope
software for the ST (especilly their basic).

Frank Ostrofski started with TURBO-Basic published as a Listing in Happy-Computer
(I think 1984 or 85). Being discovered by GfA Systemtechnik he wrote GfA-Basic
for the ST but Rev 3.6 for the TT is the last one.

The didn't even come to the ATARI-fair at DUESSELDORF in 1991 only their GFA-BASIC
new distributor (RICHTER, they only steal your MF44 media and aren't serious at
all).

492. MiNT 0.92 (again)#

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 11:29:18 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Feb3.112918.2016@email.tuwien.ac.at>
Source record: 45840

Under MiNT 0.92, when I use Pmsg with mode 2 in one of my programs, the writer, when he gets the reply from the reader, doesn't seem to get the msg1 and msg2 fields of the reader (in the first place) correctly. Actually he gets the fields he sent himself. I'm not sure if this is not what it's supposed to do, at least I thought the writer should get the message the reader sends back! :)

Also, I'm trying to write a program that communicates with many clients via FIFOs, but I haven't found out yet a good solution to how data should be sent between the processes. Currently I use the following method:
First the master process is started and waits for messages from a client. When a client sends a message to the agreed message box, the master sends a unique number for the client, and creates FIFO_IN.xxx and FIFO_OUT.xxx which the client can then open using this number. But how do I send data now from the client to the master? And how will the master know if there is data waiting in the FIFO? Usually the master gets a '0' from Finstat if I use Fputchar or Fwrite from the client...

I know this is a pretty weird and boring posting, but I would really appreciate it if somone helped me... :)

Marinos Yannikos
kdv_521@eimoni.tuwien.ac.at

493. ld Was: More Sozobon 1.33i problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 12:15:56 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.697119356@mi.el.utwente.nl>
Source record: 45743

In <A1784748097@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:

>[In article <1086@news.duke.edu>,
> bigham@hercules.acpub.duke.edu writes ...]

> > [Oh, and while I'm here, add my vote to those in favor of the source being
> > released.]

>You bet. Me, too.

Just for the record: I lost a time ago the source for ld from sozobon, and
decided to re-write it. (Yes, i do know about ftp sites).

The result is an ld which
1) can handle long command lines (using any dlibs supported mechanism)
2) is (quite a bit) faster than the standard sozobon ld
3) implements (yet another) format for using long identifier names. So
more than 8 characters are significant.
4) Has unsupported options for linking really big files. (and will produce
bombs on this.)

This source is available on request for anybody who wants to incorporate
this ld in a bigger package. (as changes to support the changed .o format
are also available). I am not going to redistribute it to a wide audience
as it is, because it will again give more confusion.

Klamer
--
Klamer Schutte Tel: +31-53-892786 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

494. Re: 1.2 meg 5 1/4 inch drive on a ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 12:48:02 UTC
From: sigrorn@icemark.uucp
Message-ID: <jTzRTXEeTng@icemark.uucp>
Source record: 45750

In <1992Jan29.124028.8706@miavx1.acs.muohio.edu>, Ryan 'Gozar' Collins writes:
>
> I was wondering how hard it would be to hook up a 1.2 med 5 1/4
>inch drive to my ST. Since a 360k drive requires the step rate to slow
>down, could a 1.2meg drive use the default? I would really like to know
>since I was thinking about adding a 5 1/4 inch drive, and if it could be
>HD that would be even better. (But not as good as 1.44 3 1/2!! But I
>can't afford that.)

In a German ST-mag (called "ST Computer") there once was an article how to
connect AND USE HD-Drives at a normal ST. It requires a speedup of the
wd1772 and some other small modifications plus a special format program
to do HD-formatting. The latter is now included in many German ST copy-
and format programs...
If there is enough interest from all readers of this group, I'll try and
translate the article and send it to atari.archive (with corresponding
formatter)... but since the article is (I think) 4-5 pages, it will last
a few days to translate, so all people who wish to have it translated
please mail me! (If someone has already translated it, mail me too!!!).

Benedikt

--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

495. Re: Memory hogging in MiNT 0.92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 12:57:24 UTC
From: sigrorn@icemark.uucp
Message-ID: <IMwR2Jp9j8c@icemark.uucp>
Source record: 45779

>Are you sure that the memory is really gone, or is it just fragmented?
>That is, it's quite possible that the largest block of memory in the
>system is now 300K smaller, but there's a 299K block of memory just
>above or below it (the other 1K having been allocated by MiNT for
>data structures while gcc was running). I notice that this happens
>quite often with bash, but is somewhat less of a problem with tcsh

May be it is only fragmented, but what if I have a program that requires
ONE block of 500K, bnut my system has due to bash's memory-fragmentation
"technique" only 500 in TWO OR MORE blocks?

What should I do if have have such a program? (And if the program is not
written by me nor I can get the sources!)

Benedikt
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

496. Re: Memory hogging in MiNT 0.92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 13:05:04 UTC
From: sigrorn@icemark.uucp
Message-ID: <WZvDdkfalEw@icemark.uucp>
Source record: 45771

> I would also prefer it, if one could start a program without
>entereing the extenstion (e.g start `make.ttp' with `make'). Maybe all
>suffixes of executable programs could be hold in an
>environment-variable SUFFIX. (Maybe also other programs, like `ls'
>will recognize that? - I guess it should be added to the MiNTlibs...)

What about switching bash into UNIXMODE:
UNIXMODE=/.,rCLAHdbx ; export UNIXMODE
and after that create a ".dir" file in all the directories along your
PATH containing lines like the following:

```
ls ls.ttp A
gcc gcc.ttp A
g++ g++.ttp A
awk awk.ttp A
...
```

(These lines mean that during UNIXMODE ls.ttp is logically replaced by ls,
gcc.ttp by gcc, g++.ttp by g++ and awk.ttp by awk ... These replacements
are only UNIXMODE internal! The programs won't be renamed or changed by
this feature)
If you make these changes in your system, bash will promptly execute your
programs without yourself having to enter its extension!

Benedikt
--

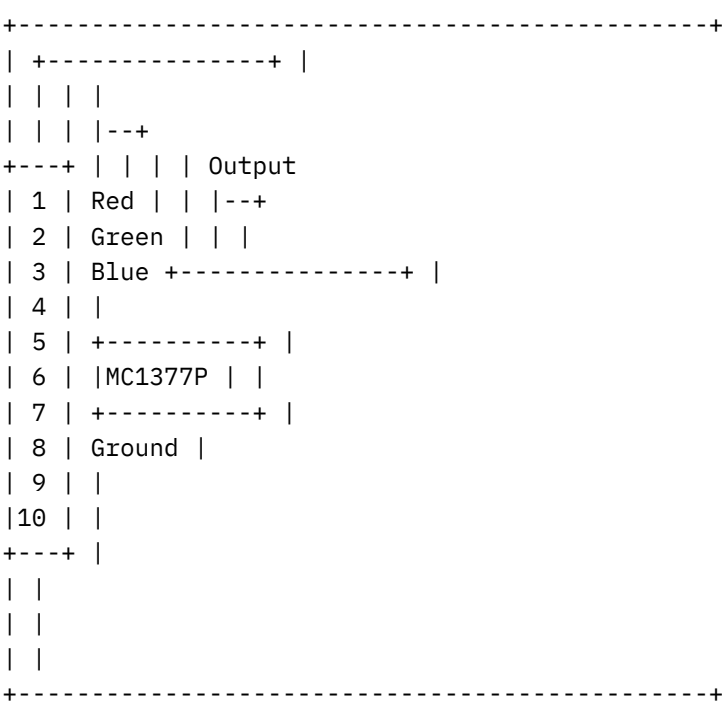
==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

497. Atari RGB Converter

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 15:21:07 UTC
From: malay@sae.com
Message-ID: <1992Feb3.152107.7244@sae.com>
Source record: 45744

I recently got a hold of the Atari RGB converter (Part #C070491 (163T)). This apparently is the part that is used in the STFM models. I don't have any docs for this thing but I would like to know what the pins on the 10-pin connector are and where they are supposed to be connected to?

Here is a crude sketch of the thing and those lines that I've identified:



I'm not sure where the Horiz and Vert Sync, Audio lines go ?? Also there is an additional wire hanging off the underside of the PCB which I believe is the power line (+12V) with ground. Has anybody ever poked around with this thing or does anybody have the Atari Service Manual that describes these ten lines??

Bob Malay

498. Re: Hard disk help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 15:49:22 UTC
From: steve@thelake.mn.org
Message-ID: <A1311447107@thelake.mn.org>
Source record: 45769

[In article <1992Jan31.191744.1631@uwm.edu>,
ultron@csd4.csd.uwm.edu (Andrew H Krieg) writes ...]

> I just got a hard disk unit second hand. It came with some format and
> partition utilities, but no documentation. When I got it, it had a Spectre
> partition. I couldn't find a way to change that partition to an ST one, so I
> reformatted the disk. I need some help in determining what are the best
> values to enter for some of the format parameters (to get the optimum
> performance out of the system).
>
> The system has the following components:
>
> Wren I SCSI drive (model #9415-5 77730603)

This is an MFM drive, not a SCSI drive. Makes an excellent boat anchor if
you ever decommission it.

> Adaptac ACB-4000 controller

This accepts SCSI signals and converts output to MFM.

> BMS 103 host adaptor

Atari DMA to SCSI.

>
> The format and partition program require values for the following parameters:
>
> Heads 5
> Cylinders 697
> Interleave 1 ?

The interleave value can be 1 or 2; best results probably with 1.

> Reduced Write 698 ?

Any value greater than 697.

> Write Pre-comp 400 ?

Use 128.

> Landing Zone 4 ?

Any value greater than 697.

> Step Pulse Rate 2 ?

Use 4.

> Reserved Tracks 10 ?

Control Data folks told me to ignore this, but 10 is probably OK.

> Map Bad Sectors Y
> Removable Drive N

In general, whenever you run into a problem like this, pick up the telephone and (in the USA, at least) dial 1-800-555-1212 and ask the directory assistance folks for a toll-free telephone number for manufacturer. Most of the time you'll get lucky. If they don't have one, look on the drive for the maker's city/state and try that. It usually doesn't take more than 10 minutes to track down a technician who can quote the numbers out of a manual.

I got the above numbers from a Control Data technician when I installed my Wren I (currently in retirement). Since then, CDC has renamed its disk drive operation Imprimus and sold it to Seagate, so they're probably the best place to call if you have further problems.
--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Note: Mail to the .mn.org domain has been failing for about a month.
If your mail bounces, try cs.umn.edu!thelake!steve.

499. Re: running from GEM or application

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 16:11:20 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <3442@mercury.brunel.ac.uk>
Source record: 45780

In article <47415@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David P. Forrai) writes:
>On a related note, is there a way a program can tell whether it was
>executed from the DESKTOP as a GEM program (eg. PROGRAM.PRG) or as a
>TOS program (eg. PROGRAM.TOS or PROGRAM.TTP)?
>
>--
>David P. Forrai
>uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
>Internet: gt1448b@prism.gatech.edu

Lattice C, version 5.06.02, provides an 'auto-detecting' start-up module,
this allows the program to determine what kind of program it is:

AUTO *.prg

GEM *.prg / *.app
*.acc

TOS *.tos / *.ttp

I will look at the *.s module Lattice provide, I cannot remember how they
implement this :-).

Ian.

==========
Ian Ray cs90ijr@brunel.ac.uk
==========

500. Rack mounting a floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 16:27:12 UTC
From: krieg@ct19.med.ge.com
Message-ID: <1992Feb3.162712.10704@mr.med.ge.com>
Source record: 45746

I want to mount my 2 floppy drives inside the case my hard drive is installed in. It has room to rack mount 2 drives. What extra hardware would I need once I've peeled the case off of the Atari floppies. Is there a rack mount kit available? My hard disk is mounted in a PC swivel top case. It has several power supply cables that are unused. Can an Atari floppy be powered by these?

--

==
= Andrew Krieg | =
= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =
==

501. Memory protection questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 16:28:29 UTC
From: sourada@iastate.edu
Message-ID: <sourada.697134509@vincent1.iastate.edu>
Source record: 45745

I would like to know what kinds of memory protection are implemented in the various computers in the ST/TT line.

What I need to know about them is: What are the protocols about them (what the programmer should do even if the hardware doesn't mandate it)? What does the hardware mandate?

I would also like to know what the general protocol is for retaining compatibility with future changes, such as multitasking, etc.

Speicifically, I need to know if the operating system's variables are available to anything on the system at any time (as they are in the 1040STe and earlier, as long as the program is in supervisor mode.)

Thanks,
Steven Ourada

--

Ask me how my university is censoring my Usenet access!
sourada@iastate.edu
----

502. Re: NEw program

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 16:40:36 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <697135236.15360@minster.york.ac.uk>
Source record: 45790

```
In article <1992Feb3.111151.14484@Informatik.TU-Muenchen.DE>
seibert@Informatik.TU-Muenchen.DE (Ewald Seibert) writes:
>
>In article <5s6NeB16w164w@sys6626.bison.mb.ca>, five@sys6626.bison.mb.ca (skinny puppy)
writes:
>|>
>|> Couple of questions: I'm programming in GFA Basic 2.0. I've never
>|> programmed seriously, in any other language, and don't have a LOT of
>|> programming knowledge, and DO NOT have a manual for this basic. (It
>|> being PD, I got it from a friend, but he had no manual).
>
>GFA-BASIC IS NOT PD
>GFA-BASIC IS NOT PD
>GFA-BASIC IS NOT PD

GFA BASIC V2.0 is PD in the UK, at least. It's just later versions that
aren't.

Mat

| Mathew Lodge | "What do they call you, boy?" "Kate." "Isn't |
| mjl-b@minster.york.ac.uk | that a bit of a girl's name?" "... it's |
| Summer: lodge%alsys@uknet | short for 'Bob'" -- Blackadder II |
```

503. Re: TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 17:19:38 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Feb3181938@orion.laas.fr>
Source record: 45777

>>>>> On 23 Jan 92 12:31:55 GMT, mjl-b@minster.york.ac.uk said:

mjl-b> I've found that the best way to get a PC to read ST disks is to either

mjl-b> 1) Use DC Format to put a DOS boot sector on the disk; ...

Just as long as its a 9 sectors/track 1440 sectors disk, with 5 sector
FATs then it should be okay. OTHERWISE, DC Format resets the disk
info. to the above numbers. I know, it happened to me!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

504. Re: The Parallel Port: Speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 19:34:54 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <697257371.1@therip.FidoNet.Org>
Source record: 45894

I have it here....
There isnt much to it either.. (Only like 2k..)
Available for FREQ or dirrect downloading.
fpprnt.lzh
Speeds up printing on an ST dramatically.

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

505. Re: TOS 1.62

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 20:02:00 UTC
From: Ralf_Czekalla@st.maus.de
Message-ID: <A2484@ST.maus.de>
Source record: 45694

Hello Trevor,

be carefull with CHKDISK3. It is not PD as Normen Kowalewsky from
Atari-Germany wrote a few weeks ago, because it is a
developer-pre-version.

From the documentation (quoted somewere else):

ATARI CHKDISK3 DOCUMENTATION
April 22, 1990

WARNING !! CHKDISK3 has not been through heavy testing and you use this
programm at your own risk. Proceed with caution. Back up your disk (especially
hard disks) BEFORE yuo use CHKDISK3. This is a powerful tool which can fix
damaged disks, but, if it's miused, it can also damage goog disks.

The Atari CHKDISK3 program is a utility that analyzes a disk's file structure
and does all of the necessary fixes. Before yuo use the programm, you should
have somme basic knowledge about the disk and file structure.

Tschau... Ralf
Internet: <czekall@obelix.uni-muenster.de>
Mausnet: <Ralf_Czekalla@ST.maus.de>

506. STE and Mark Williams C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 21:52:04 UTC
From: witts@hoss.unl.edu
Message-ID: <1992Feb3.215204.27415@unlinfo.unl.edu>
Source record: 45760

I'm considering the purchase of an Atari STE so that I can easily upgrade to 4 megs of Ram, but I've heard that Mark Williams C will not run on TOS 1.04 or higher. Does anyone know if this is true? Has anyone used MWC with an STE off a hard drive? My decisison to buy is based heavily on MWC being compatible, so if you have any information on this, let me know!

thanks,
rick wittstruck
witts@hoss.unl.edu

507. St into IBM case

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 22:41:07 UTC
From: elvis@watnxt1.ucr.edu
Message-ID: <19920@ucrmath.ucr.edu>
Source record: 45695

Well, I don't think this is going to get off campus, but what the heck...

Hi,
I'm interested in putting my 1040st and hard drive into an IBM style case (Tower or plain old AT style), and was wondering if anyone had any helpful hints, or if there were any doc files on doing such a thing. If you've done this with your ST, or know of any documentation, please let me know....

Thanks!
Andrew (elvis@watnxt2.ucr.edu or watkins@ucrac1.ucr.edu)

508. Re: STE and Mark Williams C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-03 23:31:11 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Feb3.233111.26392@wam.umd.edu>
Source record: 45751

In article <1992Feb3.215204.27415@unlinfo.unl.edu> witts@hoss.unl.edu (Rick Wittstruck) writes:
> I'm considering the purchase of an Atari STE so that I can easily
>upgrade to 4 megs of Ram, but I've heard that Mark Williams C will not run
>on TOS 1.04 or higher. Does anyone know if this is true? Has anyone used
>MWC with an STE off a hard drive? My decisison to buy is based heavily on
>MWC being compatible, so if you have any information on this, let me know!

I've used MWC very recently on a 1040 STe with 2 megs and a SCSI hard drive. Seemed just fine, and it's quite a nice compiler.

Dave Baggett
dmb@wam.umd.edu

509. Re: Fdup-Bug in TOS 1.04 (only?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 01:32:35 UTC
From: apratt@atari.uucp
Message-ID: <1992Feb4.013235.3110@atari.uucp>
Source record: 45785

In article <H.srFke2UinTo@pingu.saar.sub.org>, edgar@pingu.saar.sub.org (Edgar Greuter) writes:
> [about an Fdup/Fforce/Fclose bug in TOS]

I don't know about what Eric said (about closing the same file twice), but there are TONS of known bugs in GEMDOS's handling of dup & force. Don't expect too much from them. There is a subset of operations that work, and everything else is misty. The guy who wrote GEMDOS didn't know anything about handles and what they're for, and that hasn't yet been fixed in any (released) GEMDOS.

What follows is the kind of stuff you should be doing, e.g. to redirect both stdin and stdout, and un-do it when you're done. I think it works under GEMDOS, and it certainly works under MiNT:

```
/* copy existing meanings of stdin and stdout for later restore */
old_in = Fdup(0);
old_out = Fdup(1);

/* open & Fforce the redirection files */
new_in = Fopen(new_stdin_file,0);
Fforce(0,new_in);
new_out = Fcreate(new_stdout_file,1);
Fforce(1,new_out);

/* do stuff (like Pexec) now that we're redirected */

/* un-do the redirection */

Fforce(0,old_in);
Fforce(1,old_out);

/* close all the leftover handles */
Fclose(old_in);
Fclose(new_in);
Fclose(old_out);
Fclose(new_out);
```

Like I said, I think this even works under GEMDOS, but not two levels deep. Also, I'm sure it bombs under GEMDOS if, for example, you move the Fclose of new_out to, say, right after Fforce(1,new_out). Such an Fclose call should be harmless because you're done with new_out as a handle, but in fact it screws GEMDOS up. Also note that some of the Fclose calls at the end will return EINTRN rather than 0 for success, but it still works.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.

reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

510. Re: Memory hogging in MiNT 0.92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 01:38:23 UTC
From: apratt@atari.uucp
Message-ID: <1992Feb4.013823.3246@atari.uucp>
Source record: 45756

Of course, the original problem referring to "cat | cat | cat | cat ..."
brings up another point: the timing of program launching is critical in
this case, because if a copy of "cat" tries to start up before the previous
copy has done its Mshrink call, there won't be any memory available.
If you run mintshel under limit this won't happen -- that is, if you start
mintshel like this:

limit -M 512k mintshel

then each 'cat' will only start out with at most 512KB, and you can get two
of them per megabyte that's free (barring fragmentation).

MiNT lacks a call that says "limit my children without limiting me," so
you're stuck with limiting minshel. If you run the pipeline as
"limit cat | limit cat | limit cat" you'll lose because "limit" itself
isn't limited. And so on.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

511. Re: nationality byte in tos 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 02:37:55 UTC
From: kbad@atari.uucp
Message-ID: <1992Feb4.023755.3996@atari.uucp>
Source record: 45764

In <1992Jan31.195413.25173@usenet.ins.cwru.edu>,
Steve Selick (be824@cleveland.Freenet.Edu) wrote:

|I a looking for the byte in the tos 1.4 header that tells the machine what
|nationality it [s

The following should do it.
I wonder if we should use "real" European abbreviations for the
names of the country codes. Does anyone know standard abbreviations
for all the countries listed below?

snip-8<--

```
/*
With some versions of the Atari hard disk driver, the OS header was
copied into RAM by the driver so that it could find the date a system
was built in order to add OS pool. Unfortunately, the way it copied
the header obliterated the `os_conf' word in the RAM OS header. The
`os_conf' word tells you which country the TOS version was built for.
If you need to find out what country your program is running in, you
must check the ROM copy of the OS header. You can get the address of
the ROM os header by dereferencing the pointer `os_beg' in the RAM OS
header, and you can get the address of the RAM OS header from the
system variable `_sysbase', located at 0x4f2.

This is the structure of the OS header (it is also described in the
Hitchhiker's Guide to the BIOS, on page 55, in the section entitled
"PUNTAES and the OS Header (Gory Details)"):
*/
typedef struct _osheader { /* offset description */
/* --- ------------------------------- */
unsigned short os_entry; /* $00 BRA to reset handler */
unsigned short os_version; /* $02 TOS version number */
void *reseth; /* $04 -> reset handler */
struct _osheader *os_beg; /* $08 -> base of OS */
void *os_end; /* $0c -> end BIOS/GEMDOS/VDI ram usage */
void *os_rsv1; /* $10 << unused, reserved >> */
void *os_magic; /* $14 -> GEM memory usage parm. block */
long os_date; /* $18 Date of system build ($MMDDYYYY) */
unsigned short os_conf; /* $1c OS configuration bits */
unsigned short os_dosdate; /* $1e DOS-format date of system build */
/* The next three fields are only available in TOS versions 1.2 and greater */
void **p_root; /* $20 -> base of OS pool */
char **pkbshift; /* $24 -> keyboard shift state variable */
void **p_run; /* $28 -> GEMDOS PID of current process */
void *p_rsv2; /* $2c << unused, reserved >> */
```

```
} OSHEADER;

/*
The following C code demonstrates how to correctly get the country code
from the ROM OS header:

Note that Lattice C defines UK as GBR (Great Britain, I suppose...
is UK a politically incorrect abbreviation? :)
*/
#define USA 0 /* United States of America */
#define FRG 1 /* Federal Republic of Germany */
#define FRA 2 /* France */
#define UK 3 /* United Kingdom */
#define SPA 4 /* Spain */
#define ITA 5 /* Italy */
#define SWE 6 /* Sweden */
#define SWF 7 /* Switzerland (French) */
#define SWG 8 /* Switzerland (German) */
#define TUR 9 /* Turkey */
#define FIN 10 /* Finland */
#define NOR 11 /* Norway */
#define DEN 12 /* Denmark */
#define SAU 13 /* Saudi Arabia */
#define HOL 14 /* Holland */

#define SYSBASE ((OSHEADER **)(0x4f2L))

char *TOS_country(void)
{
/* Return a string identifying the country of the TOS version
* under which the caller is running.
* (based on code written 890718 kbad)
*/
static char *countrytext[] = {
"USA","FRG","FRA","UK", "SPA","ITA","SWE",
"SWG","SWG","TUR","FIN","NOR","DEN","SAU","HOL"
};

/* Get the RAM OS header, then use it to get at the "real"
* OS header, since the RAM one doesn't contain a valid
* os_conf word with some hard disk drivers.
*
* The low bit of the os_conf word is the palmode flag,
* so it must be shifted right to get the country index.
*/
void *savestack = (void *)Super(0L);
OSHEADER *osheader = *SYSBASE;
Super(savestack);
osheader = osheader->os_beg;
return countrytext[(osheader->os_conf >> 1)];
}
```

```
-->8-pins
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>
```

512. Re: TOS 1.62

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 04:09:57 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6493@uqcspe.cs.uq.oz.au>
Source record: 45752

>> CHKDISK3 from Atari will defragment quite nicely...and it's PD...

>I think you should change that statement, CHKDISK3 is Copyright Atari,
>so how can it be PD, it has only been released to Developers...

OBVIOUSLY developers have a special need for such a tool...

Warwick
--
_-_|\ warwick@cs.uq.oz.au |
/ * <-- Computer Science Department, | HELLO, I'm a signature virus!
_.-._/ University of Queensland, | Join in the fun
v Brisbane, AUSTRALIA. | and copy me into yours!

513. Re: MiNT 0.92 (again)#

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 04:16:46 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6495@uqcspe.cs.uq.oz.au>
Source record: 45782

In <1992Feb3.112918.2016@email.tuwien.ac.at> kdv_521@eimoni.tuwien.ac.at writes:

>a unique number for the client, and creates FIFO_IN.xxx and FIFO_OUT.xxx
>which the client can then open using this number. But how do I send data
>now from the client to the master? And how will the master know if there
>is data waiting in the FIFO? Usually the master gets a '0' from Finstat
>if I use Fputchar or Fwrite from the client...

>I know this is a pretty weird and boring posting, but I would really appreciate
>it if somone helped me... :)

Only boring for people who don't play with this kind of thing.

My guess is that you need to turn buffering off on the FIFOs, probably by
using setbuf() if you are using fopen, etc.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au |
/ * <-- Computer Science Department, | HELLO, I'm a signature virus!
_.-._/ University of Queensland, | Join in the fun
v Brisbane, AUSTRALIA. | and copy me into yours!

514. How to get .img files into TeX?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 05:01:53 UTC
From: rdo@sys6626.bison.mb.ca
Message-ID: <uPyLFB1w164w@sys6626.bison.mb.ca>
Source record: 45692

I found a file draw.sty in the CS-TeX package. It seems to be saying
you can include .img files in Tex/LaTeX documents. I tried the examples
they had but couldn't get anything to work.

Has anyone managed to do this?

--- (Russell Ochocki) a user of sys6626, running waffle 1.64
E-mail: rdo@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

515. Crack art compression in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 05:20:15 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6499@uqcspe.cs.uq.oz.au>
Source record: 45754

CrackArt can output in DEGAS Elite, Neochrome, and a dozen other format.

But the default, .CA1 files are nice and small.

Provided with CrackArt is assembler source for decompressing and compressing
such files.

But I'm only slightly more proficient at Assembler than I am at German.

If the code was in C with German comments, or in Assembler with English
comments, I could work it out, but alas, it's Assembler with German comments.

Has anyone managed to integrate this into a C call, or converted it to C?

Just trying to save myself a lot of work,
Warwick

ps. Impressive program!
--
_-_|\ warwick@cs.uq.oz.au |
/ * <-- Computer Science Department, | HELLO, I'm a signature virus!
_.-._/ University of Queensland, | Join in the fun
v Brisbane, AUSTRALIA. | and copy me into yours!

516. isatty()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 05:24:12 UTC
From: ant@mks.com
Message-ID: <1992Feb4.052412.16332@mks.com>
Source record: 45753

I think I just stumbled across a case where the offical isatty() function
(using Fseek instead of Fdatime) fails.

Consider the following isatty() (similar to Dlibs 1.2)

```
#include <sys\types.h>
#include <sys\osbind.h>

int
isatty(handle)
int handle;
{
if ((off_t) 0 < (off_t) Fseek(1L, handle, 1)) {
/* Fseek moved and implies a proper file. */
Fseek(-1L, handle, 1);
return (0);
}
/* Fseek failed to move beyond 0 and implies a character device. */
return (1);
}
```

This will work most of the time except when the handle being checked is
attacted to a recently created file that is empty. Fseek() will not
move because the file is 0 in length and the implication that handle
represents a character device will be incorrect.

I don't know how isatty() was done with Fdatime(), but from reading the
TOS 1.4 notes Fdatime() now returns EIHNDL when a character device is
passed. For TOS 1.4 or better the following, I should think would work:
^^^^^^^^^^^^^^^^

```
int
isatty(handle)
int handle;
{
short x[2];
return (EIHNDL == Fdatime(&x, handle, 0));
}
```

The problem is what to do for versions of TOS before 1.4.

-ant

PS. I stumbled onto this when I tried to use fwrite() from the Dlibs 1.2
library to save text to a file only to have it appear on the screen. It
seems that fopen() would do an isatty() check right after opening a file
or device and end up always setting IODEV flag since isatty() would always

return true.

--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Congratulations, you've reached 10cm dilation. You may now give birth." - Worf

517. RE: AMIGA TO ATARI FILE X-FER HEL

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 07:43:55 UTC
From: Mark.Spacek@fquest.FidoNet.Org
Message-ID: <697220828.3@fquest.FidoNet>
Source record: 45766

In <zxmgn01.696783575@mailserv> zxmgn01@mailserv.zdv.uni-tuebingen.de (Philipp Knirsch) writes:

> So why don't you try a DOS2DOS programm on the amiga, such as
> CrossDos or anything similar. They work very fine, are PD and
> are much quicker than any RS232 could be...
> Read ya, Phil...

Well, both DOS2DOS and CrossDos are commercial programs, not PD. There are some PD programs that will do the job. MSH 1.30 or MultiDos would work. Well, I'm not sure they could handle some of the extended format disks that many ST users (like me) use. Then again, they might. I know Dos2Dos had no trouble reading/writing 82 track/10 sector disks from my ST. I just can't say about the others. Both MSH and MultiDos can be had by anonymous ftp from ab20.larc.nasa.gov, MSH is also included in the demo version of the IBeM software PC emulator on ab20.larc.nasa.gov
cd to amiga, then utilities, then disk, and you will find:

msh-1.30.zoo and multidos.lzh
You can find ibem120.lzh in either incoming/amiga or in amiga/demos/commercial - I'm not quite sure on that one.

I'm a little nervous about posting anything to do with the Amiga in here, but there is a valid reason I think. And it isn't a flame, kind of rare to make mention of the Amiga in here without flames breaking out, heh. It seems pretty silly to me. They are both good machines and I really don't understand why everyone isn't off enjoying their own computer, rather than attacking what the other guy bought. The usual excuse is that they are 'correcting misinformation'. Trouble is, they usually add some of their own misinformation in the process. And on and on it goes, where is stops, nobody knows (although most of us hope its soon, heh). Anyway, hope I didn't post any misinformation, or off we go again, heh. At least I didn't cross-post it into the Amiga group. Thats how the worst flame wars get going from what I've seen. Anyway, sorry, couldn't resist throwing in a comment about the flames. Don't think I've ever posted anything about it before and don't plan to again. Later.. Mark.....

518. Re: nationality byte in tos 1.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 08:05:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A35208@MS.maus.de>
Source record: 45713

```
Wolfram Roesler wrote:
>Try this:
>
> int cntry;
> static char *TosCntry[]=
> {
> "USA","FRG","FRA","UK" ,"SPA","ITA","SWE",
> "SWF","SWG","TUR","FIN","NOR","DEN","SAU","HOL"
> };
>
> cntry = (syshdr->os_palmode)>>1;
>
> printf("Country is %s\n",cntry<sizeof(TosCntry)(sizeof(char*) ?
> TosCntry[cntry] : "unknown");

It's not entirely correct. To access os_palmode you have
to follow once the os->beg pointer (this is the pointer at offset 8).

So add: syshdr = syshdr->os_beg;
before cntry = ...

Even if you don't understand why, believe me. You can find details
in the Rainbow TOS Release Notes or in the new edition of the
'Atari ST/STE/TT Profibuch' (Sybex Germany).
```

519. Xcontrol shutdown

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 10:41:20 UTC
From: adrian@robots.ox.ac.uk
Message-ID: <ADRIAN.92Feb4104120@cinna.robots.ox.ac.uk>
Source record: 45767

I have a very simple question, and I'm hoping the answer is fairly simple as well. What does the shutdown menu item on XCONTROL actually do?

- Adrian
--
|Adrian Cox, | My other .signature is self referential. |
|Robotics Research Group, | I tried, as only a chimneypot can try... |
|Engineering Science Dept,+---+
|Oxford, UK. | Phone: +44-865-2-(73926 or 73125) |

520. Re: running from GEM or application

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 11:29:10 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92035.112910ONM07@DMSWWU1A.BITNET>
Source record: 45757

In article <3442@mercury.brunel.ac.uk>, cs90ijr@brunel.ac.uk (Ian J Ray) says:
>
>In article <47415@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David P. Forrai)
>writes:
>>On a related note, is there a way a program can tell whether it was
>>executed from the DESKTOP as a GEM program (eg. PROGRAM.PRG) or as a
>>TOS program (eg. PROGRAM.TOS or PROGRAM.TTP)?
>>
>>--
>>David P. Forrai
>>uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
>>Internet: gt1448b@prism.gatech.edu
>
>Lattice C, version 5.06.02, provides an 'auto-detecting' start-up module,
>this allows the program to determine what kind of program it is:
>
> AUTO *.prg
>
> GEM *.prg / *.app
> *.acc
>
> TOS *.tos / *.ttp
>
>I will look at the *.s module Lattice provide, I cannot remember how they
>implement this :-).
>
>Ian.

As far as I know, it is a VERY BAD hack which look into the negative
line a variables to find out if the mouse visible. It will certainly
break on new TOS versions, remote shells and replacement desktops.

>
>==
> Ian Ray cs90ijr@brunel.ac.uk
>==
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

521. Auto-Detection...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 12:22:16 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <3447@mercury.brunel.ac.uk>
Source record: 45748

I have had a look at Alex Kiernan's Lattice C 5 startup module, and my trusty 'Atari ST Internals' :-).

At the start of your program, if A0 is non-zero then the program is a desk accessory.

Otherwise, place a magic-number in register D0, call GEM function appl_init(), and test D0 for the magic-number. If D0 is unchanged then GEM has not been initialised, since TOS initialises the TRAP #2 vector to point to an RTE instruction.

If D0 is unchanged (GEM not initialised) then the program is running in the AUTO folder.

If D0 is changed then GEM has been initialised and the program is either a GEM *.prg / *.app or TOS *.tos / *.ttp. To distinguish between GEM and TOS simply check the Line-A ld_m_hid_ct (mouse hide count) variable, if zero then the Mouse is visible - and the program is running under GEM, else the program is running under TOS.

Ok, so the solution is crude, and uses _UNDOCUMENTED_ features. Is there a better (_documented_) method? E-mail me!!! I will summarise to the net!

Lattice C provides auto-detection, and since auto-detection has been discussed on this newsgroup previously, there is obviously a need for TOS to provide the programmer with this information. So Atari (Allan/Ken) how about...

. unused basepage element
. system variable ???
. cookie jar ???
. new TOS function 'WhatAmI()'

How does MACCEL know the difference between being run from the AUTO folder/desktop???

Atari are making *valid* rules - for example don't use the Line-A or undocumented features. Programmers should be encouraging Atari to create an OS which doesn't mean we _have_ to use undocumented features.

Ian.

```
================================================================================
Ian Ray. cs90ijr@brunel.ac.uk
--------------------------------------------------------------------------------
(My opinions == My opinions)
================================================================================
```

522. Re: nationality byte in tos 1.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 14:19:00 UTC
From: Robert_Irrgang@ka.maus.de
Message-ID: <A295@KA.maus.de>
Source record: 45714

```
> cntry = (syshdr->os_palmode)>>1;

Once better is this:

cntry = (((SYSHDR *)(syshdr->os_base))->os_palmode)>>1;

You don't no about a RAM-Loaded TOS or other things.

ri
```

523. Re: Memory hogging in MiNT 0.92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 14:36:39 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Feb04.143639.72144@link-1.ts.bcc.ac.uk>
Source record: 45772

In article <1992Feb4.013823.3246@atari.uucp> apratt@atari.uucp (Allan Pratt) writes:
>Of course, the original problem referring to "cat | cat | cat | cat ..."
>brings up another point: the timing of program launching is critical in
>this case, because if a copy of "cat" tries to start up before the previous
>copy has done its Mshrink call, there won't be any memory available.
>If you run mintshel under limit this won't happen -- that is, if you start
>mintshel like this:
>
> limit -M 512k mintshel
>
>then each 'cat' will only start out with at most 512KB, and you can get two
>of them per megabyte that's free (barring fragmentation).

Something I think we shoudl add to the MiNT wish-list is shared text. Of
coarse, MiNT would have to hold extra info about processes, such as the full
filename and timestamp of the executable, and a usage count, but it should
be possible.

This would be a real boon on an OS with no swapping or paging.

>
>MiNT lacks a call that says "limit my children without limiting me," so
>you're stuck with limiting minshel. If you run the pipeline as
>"limit cat | limit cat | limit cat" you'll lose because "limit" itself
>isn't limited. And so on.
>
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Steve

PS. I'm looking into the possibility of adding at least memory protection to
MiNT on the TT (maybe swapping and demand paging would be possible too). I
have two problems, however:-

(1) The Motorola docs on the 68030 and 68851 (The PMMU of which the 68030's
is a sub-set) are as clear as mud!

(2) The Atari docs (TT release notes) don't really mention the PMMU type
stuff.

I would love to see an example of the way the PMMU data strcures are set up.

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm

Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

524. SM144 focus-problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 15:19:56 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb4.151956.25726@tdb.uu.se>
Source record: 45786

I'm having trouble focusing my SM144 monitor. When I turn the pot inside the monitor (yes, I've opened it) I can focus, but only some parts of the screen. When I get a clear picture in one corner it's terrible in another corner. A couple of friends has exactly the same problem, so Atari must be aware of it, or? Anyone got an easy solution (replacing the picture-tube is NOT easy)?

Daniel Eriksson Internet : m91der@tdb.uu.se
Norra Langasv 40 Fidonet : 2:205/218 (The Assembly Room)
740 30 BJORKLINGE IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)18 370024

525. A friend needs some help

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 16:46:56 UTC
From: rene@dvorak.amd.com
Message-ID: <1992Feb4.164656.14745@dvorak.amd.com>
Source record: 45696
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The following is a letter a friend wrote to me about his computer.
He seems to be having trouble with his disk drive controller chip
or I guess he could have a bad trace, anyway see what you folks can
come up with please. E-mail me and I will see that he gets your
informantion.

1040STF

The only thing I wanted to do was install "PC Speed", however...

A little back ground on PC Speed: It is a board mounted (soldered) on
top of the processor. The 1040 has at least three different internal
designs.

Because my 1040's processor is located below the internal drive, The
Atari dealer in Spain suggested I remove the internal drive and
extend the cables to place it outside. This was because of the heat
generated by the drive. During the installation of the processor
jacket (by an AF COM person) [Air Force Communications Tech], a diode
or something was inadvertantly burnt out. I then took my computer to
the certified Atari Servicing agent in Barcelon (ETEC or ELTEC or
something like that). This is were I am at now. The last thing done
was the "fix" by the agent in Barcelona.

In the interum, I have bought an external floppy. I can not get it to
work on my computer. I have tried it out on a friends 1040 and it
does funtion properly.

That is about all. I hope I have given you all the info you need.

Thanks for anything you can do.......

Mikey

>From rene@mozart Thu Jan 16 09:41:42 1992
Well there you have it, like he said anything you can do will be
appreciated.

--

L. Rene' Castro voice:(512)-462-6241
Advanced Micro Devices fax:(512)-462-5156
5204 E. Ben White email:rene@dvorak.amd.com

526. Re: TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 17:20:30 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <xapdbtq@csv.warwick.ac.uk>
Source record: 45788

I recently used DC FORMAT to format and write an MSDOS boot sector to a
disk so I could copy some ftp'd software from a PC connected to UNIX to my ST.
The files copied fine onto the disk, but when I tryed to access them with
my ST the directory was completely empty. After panicing a bit since the
files also included something mailed to me that I had no other copy of, nor
the address of the sender, I had a look at the disk using a sector editor to
find that the directory was written where the 2nd copy of the FAT should be.
I fixed this by setting the FAT size from 5 clusters to 3. It seems the PC
I was using (a Dell '386 I think) was ignoring the boot sector and using 3
cluster (or is it sector?) FATs.
Although DC FORMAT has always worked before on a wide range of PCs, it
seems that the only way to be sure is to format the disk on the same PC you
will be using the disk with. The ST, however, seems to be able to read any
(non HD) format with ease.
I hope this helps somebody who has had similar problems.

527. Re: Problem with patched STalker 3.01

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 17:36:34 UTC
From: cse0507@desire.wright.edu
Message-ID: <1992Feb4.123634.1662@desire.wright.edu>
Source record: 45774

> Somebody.whose.name.I.just.wiped writes:
>
> Since patching my STalker 3 to 3.01, ...<complaint deleted>...
>
> Anybody else noticed this problem?

I ran the patch program on my copy of STalker, and while the patch program seemed to work just fine, STalker was completely unusable on my TT. It would freeze on any input from the modem that wasn't a reflection, it wouldn't run scripts, etc. etc. I'm back to 3.00, myself.

--

?!?

? ||| Bob "SubGenius" Schulze (%!#) @%(-)&$$!

?)|(>> cse0507@desire.wright.edu << !

? / | \ the above address does not work - please use it!

528. Help with GFA Basic 3.5?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 18:03:50 UTC
From: RIFFEGL@PURCCVM.BITNET
Message-ID: <92035.130350RIFFEGL@PURCCVM.BITNET>
Source record: 45747

I am currently trying to write a simple program in GFA Basic 3.5 to write a file to disk. Here is the source code:

```
cls
a$="a:\menu.inf"
open "o",#1,a$
do
cls
fileselect "a:\*.*","",name$
if name$=""
close #1
stop
else
print "enter name for ",name$,":"
input prgname$
write #1,prgname$,name$
endif
loop
```

The program works fine from the interpreter.
It compiles cleanly but when run, crashes out on the open statement with error 008.
When run with the GFA Basic Run/Only program it seems to run fine but creates an empty menu.inf file.

Any help as to what is happening here and/or how to remedy my woes would be greatly appreciated. I can't find anything in the manual about compiling the open statment or anything else that might help.

529. Hard Drive Q.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 18:25:24 UTC
From: gparsons@lunatix.uucp
Message-ID: <1992Feb04.182524.16908@lunatix.uucp>
Source record: 45759

Hi guys,
I have a Question for you.....
How would you go about partioning a 1.6 gig SCCI drive on a
1040STf with Tos 1.0? I know go get a new STE, but I need to
get this one to work first....

Greg

--
lunatix!gparsons@s.ms.uky.edu |where the buffalo rome.....
SKA : Jack Green |where the druids rome......
Rat the small furry one..... |where max lives......
GT Net Node 032/002 |where the Rat plays.......

530. An OS...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 19:10:19 UTC
From: jared@midiline.la.ca.us
Message-ID: <wFwmFB1w164w@midiline.la.ca.us>
Source record: 45778

Is there anyone here, on the net, that knows about Operating Systems and how to program one? If so, please give me some information as to how much you would charge, or whether or not you'd work under different terms.

Please make all replies in Email ("Mail"). Thank you.

Jared

531. Re: MiNT 0.92 (again)#

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 19:40:53 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Feb4.144054.813@uwovax.uwo.ca>
Source record: 45775

In article <1992Feb3.112918.2016@email.tuwien.ac.at>, kdv_521@eimoni.tuwien.ac.at writes:
> First the master process is started and waits for messages from a client.
> When a client sends a message to the agreed message box, the master sends
> a unique number for the client, and creates FIFO_IN.xxx and FIFO_OUT.xxx
> which the client can then open using this number.

I think it would be better for the master to create a two-way fifo
FIFO.xxx and just use that; otherwise, the client must be the one to
create the FIFO_IN.xxx file (assuming that's the one the client will
be writing to).

Fifos are two way by default (i.e. if you do Fcreate("FIFO.000", 0)
you'll get a two way fifo). The master should do the Fcreate and
then send the fifo number to the client; the client then should do
an Fopen of the file. Now, whatever the client writes to the fifo
the master can read, and vice-versa. Finstat(), Foutstat(), Fselect(),
etc. will all work to check for the presence of data.

Remember: the output of the Fcreate is connected to the input of the Fopen,
and the output of the Fopen is connected to the output of the Fcreate.
This can perhaps cause some confusion (the master is unable to read back
what it just wrote, for example). But if you think of the whole procedure
as being like the connection between a program and a terminal, it will
perhaps be clearer what is happening. Fcreate() creates the terminal,
and the master is like the user: the master's "write" command is like
the user typing on the keyboard, and the master's "read" command is
like the user reading the screen. On the other side, Fopen() establishes
a connection to the terminal so that the client program can read
from the "keyboard" and write to the "screen".

See the source code for the MiNT utilities lpd and lpr for a real
world example (they're in mntutl9s.zoo on atari.archive).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

532. Re: STE and Mark Williams C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 22:10:05 UTC
From: andyc@hplsla.hp.com
Message-ID: <13510010@hplsla.hp.com>
Source record: 45773

witts@hoss.unl.edu (Rick Wittstruck) writes:
>
> I'm considering the purchase of an Atari STE so that I can easily
> upgrade to 4 megs of Ram, but I've heard that Mark Williams C will not run
> on TOS 1.04 or higher. Does anyone know if this is true? Has anyone used
> MWC with an STE off a hard drive? My decisison to buy is based heavily on
> MWC being compatible, so if you have any information on this, let me know!
>
> thanks,
> rick wittstruck
> witts@hoss.unl.edu
> ----------

I use MWC on a Mega ST2 with Rainbow TOS (1.4) and a hard drive installed.
Only one problem: DB.PRG doesn't run; it complains that it doesn't recognize
the TOS version. There is a patch program in the public domain that fixes
this.

What is TOS 1.04??? The Atari documentation that came with my Rainbow TOS
chips clearly says the version is 1.4; so does the cute Rainbow in the upper
left hand corner... yet I see lots of people talking about TOS 1.04.

%%%

533. Re: TOS 1.62

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 23:26:24 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb4.232624.27255@actrix.gen.nz>
Source record: 45776

In article <6493@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
> >> CHKDISK3 from Atari will defragment quite nicely...and it's PD...
>
> >I think you should change that statement, CHKDISK3 is Copyright Atari,
> >so how can it be PD, it has only been released to Developers...
>
>
> OBVIOUSLY developers have a special need for such a tool...
>
> Warwick
> --
> _-_|\ warwick@cs.uq.oz.au |
> / * <-- Computer Science Department, | HELLO, I'm a signature virus!
> _.-._/ University of Queensland, | Join in the fun
> v Brisbane, AUSTRALIA. | and copy me into yours!

Yes I also found it on a German FTP site the othere day..!!
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

534. Trapido

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-04 23:36:46 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb4.233646.27456@actrix.gen.nz>
Source record: 45784

*** Trapido ***

Does any one know if the Author intends to do a English version of this
Great Terminal program that is on A.A.

Those of you that are into Terminal programs should give this one a look,
has support for the TT using the second comms port at 38.4 kps, also
has support for the midi port, plus a lot of other great features, it
is definitely worth a get, the only problem is that it is still in German..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

535. Ste out of memory

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 00:07:18 UTC
From: marshall@cs.uq.oz.au
Message-ID: <6505@uqcspe.cs.uq.oz.au>
Source record: 45762

For some reason, and after 3 months of use, my Mega4Ste says "THE SYSTEM IS OUT OF MEMORY" when I boot up (with superboot). It never happened before. Programs seem to run OK after the message. What is going on? How do I cure it. The Control Panel says I have 300K of memory!

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

536. MASTER.ZOO

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 01:05:47 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb5.010547.29409@actrix.gen.nz>
Source record: 45693

Can the Author or the person that posted MASTER.ZOO, on cs.uni-sb.de

Could you Please post that software on another site, other than cs.uni-sb.de,
there seams to be problems with access from out side Germany,

myself and one other, just get a lock up on the Time/Date line,
but we do get a successful log on.

I have tried this from Saturday to Wednesday, with the
same resolts every time..

Or possibly get the problem fixed.. Thanks..!!
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

537. Re: SM144 focus-problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 01:31:04 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <53987@cup.portal.com>
Source record: 45761

In Article: <1992Feb4.151956.25726@tdb.uu.se>
m91der@tdb.uu.se (Daniel Eriksson) wrote:
>I'm having trouble focusing my SM144 monitor. When I turn the pot
>inside the monitor (yes, I've opened it) I can focus, but only
>some parts of the screen. When I get a clear picture in one corner
>it's terrible in another corner. A couple of friends has exactly
>the same problem, so Atari must be aware of it, or? Anyone got an
>easy solution (replacing the picture-tube is NOT easy)?
It is fairly NORMAL for focus to vary from one part of the screen to another
(especially on larger screens). Often all you can do is get the best
compromise focus.

Only if the focus is VERY BAD is it a problem.

Hint: try for best focus in a circle around the center about half way to the
edges. Center will be a little fuzzy, edges will be a little fuzzy, but this
will generally give you the best compromise that you can hope for.

Also, flatter faced CRTs need TWO focus adjustments: 1) for static focus, and
2) for dynamic focus. I don't know if the SM144 has this, but without some
dynamic focusing the difference in gun to screen distance as the beam scans the
screen on flat face CRTs makes perfect focus impossible.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
California could REALLY use 40 days and 40 nights of rain right now!

538. Re: The Parallel Port: Speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 02:49:05 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6513@uqcspe.cs.uq.oz.au>
Source record: 45781

elendir@inf.enst.fr writes:

> I have a TT.

Ah, perhaps the printer port IS done using interrupts on the TT (TOS 2.???+),
so both Glenn Linderman and elendir@inf.enst.fr may be right.
--
_-_|\ warwick@cs.uq.oz.au / And now for something ruder...
/ * <-- Computer Science Department,/
_.-._/ University of Queensland, / Derma tamper noh whoa surra thetch.
v Brisbane, Australia. /

539. CHKDISK3

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 03:32:07 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <98oNFB2w164w@sys6626.bison.mb.ca>
Source record: 45749

It is my understanding that allow CHKDISK3 is copyright Atari, it is freeware and freely distributable. It is on the Atari Canada BBS, which is open to the public. If it is not PD (if someone at Atari states just that) then I'll kill my copy and prompt the local bbs's to kill it too.

--- (Trevor Cordes) a user of sys6626, running waffle 1.64
E-mail: genius@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

540. GFA discontinued updates

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 03:37:11 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <ogPNFB3w164w@sys6626.bison.mb.ca>
Source record: 45789

GFA discontinued updates? Cold hard facts or just rumors? Why would they stop GFA for the ST? Didn't that language START on the ST??? It sells good for the ST, too...

--- (Trevor Cordes) a user of sys6626, running waffle 1.64
E-mail: genius@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

541. Re: STE and Mark Williams C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 03:40:54 UTC
From: sigrorn@icemark.uucp
Message-ID: <m6.wAAOHeAU@icemark.uucp>
Source record: 45740

In <1992Feb3.215204.27415@unlinfo.unl.edu>, Rick Wittstruck writes:
> I'm considering the purchase of an Atari STE so that I can easily
>upgrade to 4 megs of Ram, but I've heard that Mark Williams C will not run
>on TOS 1.04 or higher. Does anyone know if this is true? Has anyone used
>MWC with an STE off a hard drive? My decisison to buy is based heavily on
>MWC being compatible, so if you have any information on this, let me know!
My version runs on TOS 1.04, I can perhabs try it the next few days on a
friends MEGA STE 2....

yours,
Benedikt
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

542. STe Keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 04:01:24 UTC
From: frecks@bluemoon.rn.com
Message-ID: <21kNFB2w164w@bluemoon.rn.com>
Source record: 45701

Can anyone tell me if the STe's keyboard connectors are the same as they were on the ST. I'm trying to rig up and external keyboard setup and it would be nice if I knew the pinouts. Also, I'd like to know what the pinouts and connectors are on the Mega keyboards so I can make mine compatible with everyone elses...

A million frecks on one...

This is from
frecks@bluemoon.rn.com
who doesn't have their own obnoxious signature yet

543. TT disk drive woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 04:07:01 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <euqNFB5w164w@sys6626.bison.mb.ca>
Source record: 45770

I don't know if this is a hardware problem, and it only pops up in this instance, but it's bugging me... how come when I run speed.prg (or whatever), the program that runs the floppy drive and spits out a rpm number, it pops an alert and says 'no drive pulse' or something rather. Why does it say that? Is my drive dead? It seems to work great otherwise.

Also, my PTC1426 monitor is acting flakey. This used to happen alot, but not so much now...The screen will shrink and grow rapidly (compress & come back to normal size about as fast as a vertical hold screw up will jiggle the screen up and down). Sometimes a bit, sometimes alot. A slight tap on the monitor (used to be BANGS) will cure the problem for a few minutes. Before I had a guy 'fix' the monitor, it used to be REAL bad, now it only occurs when the monitor's been on for a LONG time and starts to heat up (alot). The guy said it was a 'cold solder' or something like that, and he just wobbled the main circuit board inside the monitor a bit, and the problem went away. It pops up every once in a while, but never as it did. Is this guy right? Should I send in my monitor for a week to get repaired (no TT for a week???)?

One last thing, there is a little tiny chip in the glass on the front of my PTC1426 monitor...right in the center of the screen. That was there since I bought the comptuer. Is there anything, short of a new monitor, that I can do to cover it up/fix it?

--- (Trevor Cordes) a user of sys6626, running waffle 1.64
E-mail: genius@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

544. Re: MASTER.ZOO

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 05:17:36 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992Feb05.051736.65994@yuma.acns.colostate.edu>
Source record: 45755

It's in the atari.archive.umich.edu right now at /atari/new/master.zoo should be moving to right directory later.
It's from the German FTP site as the original poster provided, its link is low speed so FTP takes a little bit longer and your system needs to allow longer time for the traffic.

Tang
sytang@lamar.colostate.edu

545. Re: Where to get new floppy-chip?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 06:23:51 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992Feb05.062351.27526@demon.co.uk>
Source record: 45710

```
The AJAX is already out. I have just bought a standard 4 meg STe (NOT Mega)
and it has an AJAX fitted. Unfortunately it's got standard drives & TOS1.62
so I can't actually use it just yet :-(.

+-----------------------------+
| Iain R Laskey |
| ilaskey@cix.compulink.co.uk |
+-----------------------------+
```

546. Re: TOS 1.62

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 06:23:57 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992Feb05.062357.27605@demon.co.uk>
Source record: 45709

CHKDSK3 is not PD in the UK so beware! Atari recently asked all PD libraries
to remove it from their catalogues.

+----------------------------+
| Iain R Laskey |
| ilaskey@cix.compulink.co.uk |
+----------------------------+

547. Re^2: TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 07:57:48 UTC
From: mt2bo@tuhhco.rz.tu-harburg.de
Message-ID: <1504@rztsun.rz.tu-harburg.de>
Source record: 45763

ralph@laas.fr (Ralph P. Sobek) writes:

>>>>>> On 23 Jan 92 12:31:55 GMT, mjl-b@minster.york.ac.uk said:

>mjl-b> I've found that the best way to get a PC to read ST disks is to either

>mjl-b> 1) Use DC Format to put a DOS boot sector on the disk; ...

>Just as long as its a 9 sectors/track 1440 sectors disk, with 5 sector
>FATs then it should be okay. OTHERWISE, DC Format resets the disk
>info. to the above numbers. I know, it happened to me!

I use FCOPY3 to format disks. On some PC's you have to load driver.sys plus
the right set of parameters though...
Never had problems with it.

_norbert
mt2bo@rztsun.rz.tu-harburg.de

548. Re: nationality byte in tos 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 09:36:47 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92036.093647HAC041@DJUKFA11.BITNET>
Source record: 45702

```
>I wonder if we should use "real" European abbreviations for the
>names of the country codes. Does anyone know standard abbreviations
>for all the countries listed below?

Why not use the country prefixes used in the European equivalents
of ZIP codes? This would look like:

#define USA 0 /* United States of America */
#define D 1 /* Federal Republic of Germany */
#define F 2 /* France */
#define GB 3 /* United Kingdom */
#define E 4 /* Spain */
#define I 5 /* Italy */
#define S 6 /* Sweden */
#define CH 7 /* Switzerland (French) */ (here we have a
#define CH 8 /* Switzerland (German) */ problem!)
#define TR 9 /* Turkey */
#define SU 10 /* Finland */
#define N 11 /* Norway */
#define DN 12 /* Denmark */
#define ??? 13 /* Saudi Arabia */ (I don't know that one)
#define NL 14 /* Holland */

Maybe some common prefix should be added to all these names, to avoid
clashes with other uses of one- and two-letter abbreviations.

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)
```

549. Re: Memory hogging in MiNT 0.92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 09:51:41 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Feb5.095141.2481@cs.nott.ac.uk>
Source record: 45765

In article <WZvDdkfalEw@icemark.uucp> icemark!sigrorn@tornado.gun.de writes:
>>[Stuff about bash and .ttp extension deleted]
>
>What about switching bash into UNIXMODE:
> UNIXMODE=/.,rCLAHdbx ; export UNIXMODE
>and after that create a ".dir" file in all the directories along your
>PATH containing lines like the following:
>
> ls ls.ttp A
> gcc gcc.ttp A
> g++ g++.ttp A
> awk awk.ttp A
>[...]

Because my port of bash (which is what is being described here) uses the MiNT libs (and hence only works under MiNT), which don't understand more than the r and b options of UNIXMODE.

ps. I think I will post a new bash 1.10 binary, since I've just gained FTP access and it's real easy for me to do this. Should be on a.a next week.
--
`Grave' Dave Gymer | __====__ Are _you_
42 St Mary's Park, | ========= / as spaced
Louth, Lincs, | ____ / out as
LN11 0EF, ENGLAND | =========/- these guys?

550. Re: JRD's port of GNU Emacs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 10:21:53 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Feb5112153@orion.laas.fr>
Source record: 45697
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>>> On 24 Jan 92 20:57:45 GMT, steveg@cseic.saic.com (Stephen Harold Goldstein) said:
Stephen> (Bonus Question): What is the name of the .el file (and where does it
Stephen> live) that I can put startup commands into? On my Unix box here it's
Stephen> ".emacs" but that obviously won't work on the ST.

Don't know about the latest release but with 18.55 it sufficed to
emacs.el in one's HOME directory.

Hope this helps.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

551. Re: running from GEM or application

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 11:02:16 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <1085@ehviea.ine.philips.nl>
Source record: 45722

In article <47415@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David P. Forrai) writes:
|On a related note, is there a way a program can tell whether it was
|executed from the DESKTOP as a GEM program (eg. PROGRAM.PRG) or as a
|TOS program (eg. PROGRAM.TOS or PROGRAM.TTP)?

Won't do you much good, I think, since you can specify your own
extensions. For years I have used 'no extension' to mean: program file,
which all in all only meant it was a .TTP type file. And: no, I will
not change that habit just to know how my programs are started.

Leo.

552. Re: Memory hogging in MiNT 0.92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 12:42:11 UTC
From: Bjarne Pohlers <ZWQ017@DMSWWU1C.BITNET>
Message-ID: <050292.134211ZWQ017@DMSWWU1C.BITNET>
Source record: 45705

In article <WZvDdkfalEw@icemark.uucp> Benedikt Eric Heinen
<icemark!sigrorn@tornado.gun.de> writes:
>> I would also prefer it, if one could start a program without
>>entereing the extenstion (e.g start `make.ttp' with `make'). Maybe all
>>suffixes of executable programs could be hold in an
>>environment-variable SUFFIX. (Maybe also other programs, like `ls'
>>will recognize that? - I guess it should be added to the MiNTlibs...)
>
>What about switching bash into UNIXMODE:
> UNIXMODE=/.,rCLAHdbx ; export UNIXMODE
>and after that create a ".dir" file in all the directories along your
>PATH containing lines like the following:
>
> ls ls.ttp A
>...
>
>(These lines mean that during UNIXMODE ls.ttp is logically replaced by ls,
> gcc.ttp by gcc, g++.ttp by g++ and awk.ttp by awk ... These replacements
> are only UNIXMODE internal! The programs won't be renamed or changed by
> this feature)
>If you make these changes in your system, bash will promptly execute your
>programs without yourself having to enter its extension!
>
The MiNT-version of bash 1.10 is compiled with the mintlibs
patchlevel 14. They do not support UNIXMODE, because these things
should be done by the kernel. But maybe the kernel (stat) could do
what UNIXMODE does when the `x'-flag is set: to look at the first two
bytes of a file in order to find out whether it is executable or not?
But for the system()-call and for the TOS-part of stat() I think the
$SUFFIX-Variable might be a good solution. (Many ACC can be startet as
`normal' programs and so one had just to call system("foo") to start
"foo.acc" if $SUFFIX contains `ACC'.) And I would like it if Bash
had $SUFFIX, too.
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <srb110@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (xx49)251-866559 "
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

553. Re: HELP with linea calls in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 12:50:25 UTC
From: Bjarne Pohlers <ZWQ017@DMSWWU1C.BITNET>
Message-ID: <050292.135025ZWQ017@DMSWWU1C.BITNET>
Source record: 45704

In article <1992Feb1.160825.6006@uoft02.utoledo.edu> cscon105@uoft02.utoledo.edu writes:
>
>I am using Mark Williams C, and I am having trouble with sprites on
>the linead() call. MWC doesn't come with much of any linea documentation.
>I do have Atari ST internals, but it describes everything in assembly,
>which makes it difficult to see exactly how to implement the call
>in C.
>
>Ideally, I would like to see a very short C program which puts a sprite
>on the screen, but I could handle wading through a huge program which
>uses linead calls.
>
Please check out if there is any possibility to do this job with
VDI-calls. The linea-calls will disappear in future TOS-Versions and
therefor they should not be used any longer. Else, your program will
crash on newer versions of TOS.
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <srb110@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (xx49)251-866559 "
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

554. Re: Hard Drive Q.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 14:44:15 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Feb5.094415.8902@miavx1.acs.muohio.edu>
Source record: 45912

In article <1992Feb04.182524.16908@lunatix.uucp>, gparsons@lunatix.uucp (Greg Parsons) writes:
> Hi guys,
> I have a Question for you.....
> How would you go about partioning a 1.6 gig SCCI drive on a
> 1040STf with Tos 1.0? I know go get a new STE, but I need to
> get this one to work first....
>

At least get TOS 1.4 first!!!!!!!! (Or if you can afford it, TOS 2.06) A hard drives performance is very limited with 1.0/1.2, and I don't think they can handle a 1.6 gigi drive.

Later.....

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
----------=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

555. Sample -> Sound chip

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 14:50:32 UTC
From: herborth@riipsdev.Waterloo.NCR.Com
Message-ID: <8983@ncrwat.Waterloo.NCR.COM>
Source record: 45699

Would someone care to tell me (or point me to a text file somewhere) how to take a normal 8-bit sample, and dump it into the sound chip so that it plays?

I want to make a routine to use as a USER_DEF object in a GEM dialog box or whatever, that plays a sample instead of drawing something onscreen.

(I recall Dave Baggett posting a good article about a year ago on how to do this, but I forgot to save it...)

--
----------========================= _ /\ ==============================----------
Chris Herborth \`o.0' herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op =(___)=
NCR E&M Waterloo U Your cash: "Bob"'s favourite snack.

556. MGR/tcsh (Followup)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 14:54:35 UTC
From: herborth@riipsdev.Waterloo.NCR.Com
Message-ID: <8984@ncrwat.Waterloo.NCR.COM>
Source record: 45698

Last night I tried Eric's suggestion on how to fix the tcsh/MGR problem (ie, not being able to run tcsh while in mgr) by creating a symbolic link between u:\pipe and u:\dev for the ttys that tcsh was trying to create.

The tcsh ttys are in the form ttyp.pX where X is a number...

Unfortunately, after creating the symbolic links, I was completely unable to open a window in MGR, which told me "Unable to create pty".

Now, I'm the first to admit that I don't really understand how symbolic links work in MiNT (or Unix for that matter), but I did try it, and I hacked around a bit trying other things (like creating the sym link backwards) that didn't work... Any other suggestions (other than not to use tcsh... I figured that one out!)?

--
---------========================= _ /\ ==========================---------
Chris Herborth \`o.0' herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op =(___)=
NCR E&M Waterloo U Your cash: "Bob"'s favourite snack.

557. Re: STE and Mark Williams C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 16:29:48 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.697307388@vega>
Source record: 45700

andyc@hplsla.hp.com (Andy Cassino) writes:

>I use MWC on a Mega ST2 with Rainbow TOS (1.4) and a hard drive installed.
>Only one problem: DB.PRG doesn't run; it complains that it doesn't recognize
>the TOS version. There is a patch program in the public domain that fixes
>this.

If you are MWC user and in a need of a low-level debugger then your best
bet is to forget entirely about DB.PRG; OS version regardless.
It appears to play nasty games with your machine and no amount of
patching will help. Try instead szadb, version 2.1, which was posted
recently in comp.sys.atari.[sources, binaries]. This in NOT the one
which comes with an official version of Sozobon C. If you do not have
TT with a big monitor you may try version 1.4 instead available on
atari.archive.

Version 2.1 supports the following symbol table formats:
DRI (Alcyon, Sozobon, gcc), MWC, GST (gcc -G), SozobonX
and so far it was doing that transparently to the user.

Michal Jaegermann
ntomczak@vm.ucs.ualberta.ca

558. Re: running from GEM or application

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 16:47:53 UTC
From: godot@uni-paderborn.de
Message-ID: <1992Feb5.164753.4413@uni-paderborn.de>
Source record: 45703

In article <3442@mercury.brunel.ac.uk>, cs90ijr@brunel.ac.uk (Ian J Ray) writes:
|> In article <47415@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David P. Forrai) writes:
|> >On a related note, is there a way a program can tell whether it was
|> >executed from the DESKTOP as a GEM program (eg. PROGRAM.PRG) or as a
|> >TOS program (eg. PROGRAM.TOS or PROGRAM.TTP)?
|> >
|> >--
|> >David P. Forrai
|> >uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
|> >Internet: gt1448b@prism.gatech.edu
|>
|> Lattice C, version 5.06.02, provides an 'auto-detecting' start-up module,
|> this allows the program to determine what kind of program it is:

The Lattice code just looks for the mouseflag in the negative line a
variables. So it's absolutely nonreliable (redirection, MiNT , ...).

Frank

559. Re: Midi-Communication-Software

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 17:21:48 UTC
From: teppic@icemark.uucp
Message-ID: <RKRPmSRMftI@icemark.uucp>
Source record: 45892

In <A1219@M2.maus.de>, Thomas Engelmeier writes:
>Hello Benedict Eric,
>there are some sources available for such an Network:
>- 68000'er, now ST Magazin, published some network-software a few years ago.
> Pascal Sources are available on a 'Sonderdisk'.
Has anyone got the sources and can mail them to me? (Or at first, does this network support a ring of more than two computers? What are its restrictions/limitations?)

>- ST Computer also published a MIDI - Connection - Accessory (without
> network-driver, you haven't any network drives!)
Without network driver this is quite unineteresting to (at least) me.

>Furthermore, there is a MIDI-network (p) by 'Quazar', it is 198,--.
Where do I get closer information on this one? Where could I buy it?
Has anyone expirience with this one?

For specifying my wishes, I want to use this network to poll the everyday news (about 400KB packed with 2400Bd discovery modem) on one computer, storing and depacking it on the harddisk of the other! Has anyone ever tried to do this?
--

==========
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

"When in doubt, print 'em out."
-- Karl's Programming Proverb 0x7

560. Re: SM144 focus-problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 17:25:50 UTC
From: teppic@icemark.uucp
Message-ID: <4woJhrhrtu.@icemark.uucp>
Source record: 45739

In <1992Feb4.151956.25726@tdb.uu.se>, Daniel Eriksson writes:
>I'm having trouble focusing my SM144 monitor. When I turn the pot
>inside the monitor (yes, I've opened it) I can focus, but only
>some parts of the screen. When I get a clear picture in one corner
>it's terrible in another corner. A couple of friends has exactly
>the same problem, so Atari must be aware of it, or? Anyone got an
>easy solution (replacing the picture-tube is NOT easy)?
What about exchanging the monitor at your Atari dealer, since you're
not satisfied with the monitor (due to its focussing problems), until
you get one, which doesn't have these! (Here in Germany you can do
such things, if this is not so in other countries; don't flame me for
this posting, since I cannot know all laws of all countries... ;-)

yours,
Benedikt
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

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-- Karl's Programming Proverb 0x7

561. Re: STE and Mark Williams C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 17:30:16 UTC
From: teppic@icemark.uucp
Message-ID: <rOc9yodo8F6@icemark.uucp>
Source record: 45891

In <1992Feb3.215204.27415@unlinfo.unl.edu>, Rick Wittstruck writes:
> I'm considering the purchase of an Atari STE so that I can easily
>upgrade to 4 megs of Ram, but I've heard that Mark Williams C will not run
>on TOS 1.04 or higher. Does anyone know if this is true? Has anyone used
>MWC with an STE off a hard drive? My decisison to buy is based heavily on
>MWC being compatible, so if you have any information on this, let me know!

Actually I would say, get yourself a copy of Lattice C, since MWC isn't
supported anymore (as far as I heard)!?!
I have both, they are both quite good, even I must state that Lattice C
is better with regard to many items (code size/speed, capabilities of
the compiler, and so on...)!

...but can someone tell me, where I can get the MWC csd?

yours
Benedikt

--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

"When in doubt, print 'em out."
-- Karl's Programming Proverb 0x7

562. Re: Mega STE Hard drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 18:28:52 UTC
From: chris@bdt.com
Message-ID: <1992Feb5.182852.885@bdt.com>
Source record: 45712

In article <1992Jan28.105201.8924@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>
>Some one told me it was only the TT that had a SCSI Port, and the Mega
>STE Did not have one, but I stand to be coreected on that...??
>--

The Mega STe doesn't have a SCSI port but does have a place for an internal DMA to SCSI adapter. If you bought a Mega STe with internal hard drive you got an Atari adapter with it. Without looking at the schematic, I can't say for sure that it won't support multiple hard drives. However, there is a DIP switch on it (the one I saw) that allows you to map SCSI device 0 to any DMA device - every adapter I've seen with a switch supports only one drive.

Chris Rhodin
Berkeley Microsystems
chris@bdt.COM

563. Re: Memory hogging in MiNT 0.92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 19:31:44 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <5869@lee.SEAS.UCLA.EDU>
Source record: 45706

In article <1992Feb4.013823.3246@atari.uucp> apratt@atari.uucp
(Allan Pratt) writes:
>Of course, the original problem referring to "cat | cat | cat | cat ..."
>brings up another point: the timing of program launching is critical in
>this case, because if a copy of "cat" tries to start up before the previous
>copy has done its Mshrink call, there won't be any memory available.

I think that the MiNT kernel tries to avoid this problem by sleeping and
retrying a memory allocation when it fails. I.E., If allocation of a process
region fails, it assumes that the failure might be temporary, sleeps a bit,
then tries again. (However, it looks like only one retry is attempted.)

-- Scott Willingham // willing@icsl.ucla.edu
.
.
.
.
.

564. Re: nationality byte in tos 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 19:35:12 UTC
From: mats@netcom.COM
Message-ID: <1992Feb05.193512.21105mats@netcom.COM>
Source record: 45707

HAC041@DJUKFA11.BITNET (Konrad Hinsen) writes:

>>I wonder if we should use "real" European abbreviations for the
>>names of the country codes. Does anyone know standard abbreviations
>>for all the countries listed below?

>Why not use the country prefixes used in the European equivalents
>of ZIP codes? This would look like:

There's an ISO standard of two-letter abbreviations for country codes, and another for languages. Might be a good idea to follow it (and if anyone can find it, please post the info: I've been looking for it for a while via other newsgroups, but nobody has replied to me yet).

--
Mats Wichmann
Systems Software Consultant
alruna!mats@ossi.com (or mats@netcom.com)

565. Need to trap drive select function

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 19:58:04 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <4872@oucsace.cs.OHIOU.EDU>
Source record: 45720

In the continuing interest of expanding my 1040ST's capabilities, I've decided to try and get it to work with four drives. The way I've got it into my brain to do this is to steal control of the function that sets the drive select lines (DS0 and DS1), and setting them both high in order to select the second bank of two drives. Since this is probably about as clear as mud, ...

DS0 DS1
L L Select lower bank
H L Select drive 0 (lower bank) or drive 2 (upper bank)
L H Select drive 1 (upper bank) or drive 3 (lower bank)
H H Select upper bank.

The advantage of this is, as far as I know, nothing ever sets both DS0 and DS1, so backwards compatibility should be no problem.

So I need to know from any of you kind souls, how exactly does GEMDOS go about deciding what to do when something asks it for a drive? Do I need to write a device driver? and if so, just where do I get the information on how to do this? Or is there an easier way?

Email response is preferred. If/when I get this contraption and software working, I'll post instructions should anyone want to do the same.

Thank you for your time.

--
Bill White +1-614-594-3434	bwhite@oucsace.cs.ohiou.edu (normal)
Standard login hours:	bwhite@view.cs.ohiou.edu (alternate)
1-3,5-7PM EST M-F (oucsace)	more info via `finger bwhite@view...'

566. STE and Mark Williams C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 19:58:38 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <697376055.0@therip.FidoNet.Org>
Source record: 45614

I use Tos 1.04 on my 2.5 meg ST that uses MWC..
I have heard that the program its self will not work on anything higher then 1.04 but programs written in MWCwill work fine..

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

567. Re: Redirection problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 20:06:02 UTC
From: edgar@pingu.saar.sub.org
Message-ID: <H.ARYDHQT1WNI@pingu.saar.sub.org>
Source record: 45738

In <heijink.696717323@dnlunx>, Rudolf Jan Heijink writes:
>The problem is that Cconrs does not recognize end of file.
>

Try ^Z followed by ^M.

>I see two possible solutions:
>
>The first one is to find some way to determine whether handle 0 is
>connected to the keyboard or to a file. Is there anybody on the net
>who knows if this can be done and how this can be done?
>

Just try to do an Fseek on the handle, if it's a tty you will get an error, if it is a file, the call will work (or get end-of-file). Look at the source for isatty in a PD-C library (for example dLibs) for the details.

>I want to use this type of stuff in writing a function that does
>all things you may want for calling an external program, e.g. path
>search, redirection, wildcard substitution, environment
>substitution, pipe simulation etc.

The Shareware shell MASTER V6.0 has those features:

- You can call external programs (GEM or TOS).
- You can set up a PATH for searching files.
- You can redirect the input:
* from a file: cmd < file
* from the standard-input: cmd << text
* from a shell-variable: cmd <- var
- You can redirect the output:
* into a new file: cmd > file
* append to an existing file: cmd >> file
* feed it into a variable:
+ stopping when the variable is full: cmd --> var
+ ignore the rest when the var is full: cmd ==> var
+ omitting multiple spaces: cmd -> var or cmd => var
- You can redirect the stderr output (just use 2>, 2>>).
- You can redirect both stdout and stderr (cmd > file 2>&1 or cmd 2> file >&2).
- You get wildcard substitution: ls *[^o] (files not ending with o).
- You get environment substitution (just say $var).
- You get pipe-simulation (using unvisible shell-vars or files - as you like).

>Thanks in advance for your responses.
>

Hope it helps!

>Rudolf J. Heijink

- Edgar
--
Edgar Greuter
Francoisstrasse 21
6600 Saarbruecken

Email: roeder@cs.uni-sb.de
edgar@pingu.saar.sub.org (will change to: .saar.de)

568. Cheap PMMU deficiency solution for STs?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 20:13:31 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Feb5.151332.8916@miavx1.acs.muohio.edu>
Source record: 45911

Well, sitting in my operating systems class today, I started thinking about multitasking on the ST, and the advantages a PMMU would have for it. The 68000 doesn't have any support for a PMMU but a 68010 does? I remember people trying to use a 68010 in their ST, and it didn't work, but this was before TOS 1.62. What would it take to get a 68010 and PMMU running in a ST.

"Why don't I just wait for a 68030 upgrade board to come out?" you ask. Well, I CAN'T AFFORD ONE! The SST is supposed to be $700 without a 68030, and the Fast Turbo/030 (or whatever its called) is around $1200!!! (I could be a 386sx system for this much.

I want to stay with my ST, and I want to take advantage of software that requires a PMMU. (I wonder if ASV would run on a 68010/PMMU ST?)

Thoughts?

Later.......

```
-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((( My 1040STF Rocks!! ))))))))}}}}}}}}=======--------
```

569. Re: Sample -> Sound chip

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-05 21:51:09 UTC
From: witts@hoss.unl.edu
Message-ID: <1992Feb5.215109.23994@unlinfo.unl.edu>
Source record: 45708

In <8983@ncrwat.Waterloo.NCR.COM> herborth@riipsdev.Waterloo.NCR.Com (Chris Herborth) writes:

>Would someone care to tell me (or point me to a text file somewhere) how to
>take a normal 8-bit sample, and dump it into the sound chip so that it plays?

>(I recall Dave Baggett posting a good article about a year ago on how to do
>this, but I forgot to save it...)

>---------======================== _ /\ ============================----------
>Chris Herborth \`o.0' herborth@pinot.Waterloo.NCR.COM

Please email me also if you have Dave Baggett's post on playing samples. I've been trying to figure this out for awhile too!

rick wittstruck
witts@hoss.unl.edu

570. ICD

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-06 00:06:52 UTC
From: simon@elvis.csd.uwm.edu
Message-ID: <1992Feb6.000652.14201@uwm.edu>
Source record: 45711

I have been having a problem with my ICD hard disk software. When I boot up and change from low resolution to medium, or vice-versa, my ST will not run any programs from then on. It allows me to double click the program name and then it clears the screen, but gets no further and just hangs up.

I have tried removing all my DAs and auto programs but nothing seems to stop this.

Also, I get the same problem whenever I softboot my ST. I have to always do a cold boot, just to be able to run anything... surely this is wrong.

Does the ICDBOOT.SYS stuff try to pull some system vectors that get screwed up when I change resolution or do a soft boot?

I am running on a MegaST2 with 'rainbow' TOS and a Quantum 100Mb SCSI drive.

Has anyone else had this problem or know how to fix it?

I heard that Claus Braud (Sorry if I spelt this wrong) wrote his own hard disk drivers; where can I get a copy of them? Are they PD?

Thanks in advance.

Simon Mullenger - JANET ac3s02@uk.ac.sheffield.primee (better email address)

(This is my first c.s.a.s.t posting so please excuse stupid mistakes)

571. St Monitor Switch died-need help

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-06 00:47:30 UTC
From: corey@sdf.lonestar.org
Message-ID: <1992Feb6.004730.23758@sdf.lonestar.org>
Source record: 45718

Hello, ST netters

My Atari's SC1224 Color monitor switch went out on me recently. Its contacts don't make good connections. I opened up the monitor, and found that it connects via two red wires to a pc board on the bottom through a little insulated plug.

Does anybody know where to get one of these things? I really need one bad. I had to bypass the switch (I just shorted the two together) to use the monitor! Please help me!!!!

Email me

--
My mother asked me what Ted and I were talking about. I told her 'Unix'.
She said, "Why would you want to be a eunuch?"

corey@sdf.lonestar.org ..!uunet!convex!egsner!sdf!corey

572. Atari RGB Converter

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-06 01:28:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A35281@MS.maus.de>
Source record: 45715

I can tell you what's on pins 6 and 7: HSync, VSync.

So long,
Patrick

573. Auto-Detection...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-06 01:39:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A35282@MS.maus.de>
Source record: 45716

cs90ijr@brunel.ac.uk.brunel.ac.uk wrote>

>How does MACCEL know the difference between being run from the AUTO
>folder/desktop???

Here's an example how to do it:

```
int aes_hndl, aes_on;

_GemParBlk.global[0] = 0;
aes_hndl = appl_init();
aes_on = _GemParBlk.global[0]; /* 0 if started in Auto-Folder */

if ( aes_on && (aes_hndl < 0) )
return -1; /* appl_init() failed while AES already initialized */
```

[...]

Greetings,
Patrick

574. For Sale: Atari ST, hard drive case, and VideoKey adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-06 07:56:06 UTC
From: vjrao@owlnet.rice.edu
Message-ID: <1992Feb6.075606.3108@rice.edu>
Source record: 45717
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
For Sale:

ATari 1040 ST w/Tos 1.2 and 1 meg

Supra 3.5" shoebox style hard drive case with host adaptor(has clock),
power supply, DMA out and SCSI out ports.

- ready for any 3.5" bare SCSI drive.

Pratical Solution's VideoKey adaptor

-allows for RF output, composite video, and audio out.

All items in excellent condition with documentation and original boxes.

Everything for $400+shipping.
If interested, send me emaiil to the address below.
--
************************************************
Vinay Julapalli Rao vjrao@owlnet.rice.edu
************************************************
```

575. Re: GFA discontinued updates

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-06 10:44:29 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb6.104429.25153@actrix.gen.nz>
Source record: 45731

In article <ogPNFB3w164w@sys6626.bison.mb.ca> genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
> GFA discontinued updates? Cold hard facts or just rumors? Why would
> they stop GFA for the ST? Didn't that language START on the ST??? It
> sells good for the ST, too...
>
> --- (Trevor Cordes) a user of sys6626, running waffle 1.64
> E-mail: genius@sys6626.bison.mb.ca
> system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

But they now have PC/Mac and Amiga version, but from what I can see
the Atari market is dead, so why try to sell to a dead market..??

Here in NZ, we have about lost any support for Atari, the importer has
almosts gone bust, dealers get no more credit.

One big dealer is having a Atari clear out sale here.

Also you can bye a TT here, but no monitor for it, but the TT sells here
for more than a 486 with monitor..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

576. Re: TT disk drive woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-06 10:49:27 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb6.104927.25328@actrix.gen.nz>
Source record: 45730

In article <euqNFB5w164w@sys6626.bison.mb.ca> genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
> I don't know if this is a hardware problem, and it only pops up in this
> instance, but it's bugging me... how come when I run speed.prg (or
> whatever), the program that runs the floppy drive and spits out a rpm
> number, it pops an alert and says 'no drive pulse' or something rather.
> Why does it say that? Is my drive dead? It seems to work great
> otherwise.
>
>
> Also, my PTC1426 monitor is acting flakey. This used to happen alot, but
> not so much now...The screen will shrink and grow rapidly (compress &
> come back to normal size about as fast as a vertical hold screw up will
> jiggle the screen up and down). Sometimes a bit, sometimes alot. A
> slight tap on the monitor (used to be BANGS) will cure the problem for a
> few minutes. Before I had a guy 'fix' the monitor, it used to be REAL
> bad, now it only occurs when the monitor's been on for a LONG time and
> starts to heat up (alot). The guy said it was a 'cold solder' or
> something like that, and he just wobbled the main circuit board inside
> the monitor a bit, and the problem went away. It pops up every once in a
> while, but never as it did. Is this guy right? Should I send in my
> monitor for a week to get repaired (no TT for a week???)?
>
> One last thing, there is a little tiny chip in the glass on the front of
> my PTC1426 monitor...right in the center of the screen. That was there
> since I bought the comptuer. Is there anything, short of a new monitor,
> that I can do to cover it up/fix it?
>
> --- (Trevor Cordes) a user of sys6626, running waffle 1.64
> E-mail: genius@sys6626.bison.mb.ca
> system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

Why live with faulty equipment, take it all back, we have a sale of goods act here, this kind of gives us a 5 year warranty, do you have those kind of consumer laws there, if so use them...!!!

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

577. Re: AMIGA TO ATARI FILE X-FER HEL

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-06 10:50:04 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Feb6.105004.6303@cs.nott.ac.uk>
Source record: 45721

In article <697220828.3@fquest.FidoNet> Mark.Spacek@fquest.FidoNet.Org (Mark Spacek) writes:
>Well, both DOS2DOS and CrossDos are commercial programs, not PD. There are
>some PD programs that will do the job. MSH 1.30 or MultiDos would work. Well,
>I'm not sure they could handle some of the extended format disks that many ST
>users (like me) use. Then again, they might. I know Dos2Dos had no trouble
>reading/writing 82 track/10 sector disks from my ST. I just can't say about
>the others.

MSH can deal with 10 sector disks, I don't know about more tracks though.
--
`Grave' Dave Gymer | "Hush little baby, don't say a word,
42 St Mary's Park, | And never mind that noise you heard,
Louth, Lincs, | It's just the beasts under your bed,
LN11 0EF, ENGLAND | In your closet, in your head." - Metallica

578. acsi without dma

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-06 11:05:31 UTC
From: meulenbr@ce.philips.nl
Message-ID: <1992Feb6.110531.14391@philce.ce.philips.nl>
Source record: 45719

Does anyone know if it is possible to transfer data to/from the acsi port
of the ST/TT without doing dma. I would for instance like to issue a
request sense command without having to reissue the command 4 times due
to the buffering in the dma chip. Therefore I'd like to circumvent the
dma completely for such short commands.
Does anyone have any idea if this is possible?
I haven't seen any statements that it isn't in the literature, but also
I haven't seen code which does things like request sense without dma.

--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

579. Re: Memory hogging in MiNT 0.92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-06 11:56:49 UTC
From: neuhaus@vier.informatik.uni-kl.de
Message-ID: <neuhaus.697377409@vier>
Source record: 45726

willing@pantheon.icsl.ucla.edu (Scott Willingham) writes:

>In article <290192.154403ZWQ017@DMSWWU1C.BITNET> zwq017@dmswwu1c.BITNET (Bjarne Pohlers) writes:
>>In article <1992Jan29.001950.768@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>>>In article <neuhaus.696504568@altair>, neuhaus@altair.informatik.uni-kl.de (Stephan Neuhaus (HiWi Mattern)) writes:
>>>> However, there is memory loss in MiNT 0.92. When in tcsh,
>>>> I did the following a couple of times:
>>>>
>>>> # cat hello.c | cat | cat | cat | cat | cat | cat | cat
>>>>
>>>> [More about my own problems deleted]

>Out of curiousity: How are you guys measuring the amount of free memory
>on your system? Are you sure that you are not just measuring the size
>of the biggest free block in the system? That may fluctuate depending on
>the current memory fragmentation...

First of all, I'm sorry. I should have mentioned how I measured free memory. However, I don't think it's fragmentation. I used the `memap' program which also tells me about the fragmentation. Before starting the big pipe, it showed 3.5 MB free in one big chunk and one small block of about 12 KB. After the pipe, the number of fragments was the same, only the big chunk was smaller. The small chunk stayed the same.

I have not been following my own thread for a week (dumb shit that I am) so I cannot say who responded to my problem, or who said what. I'll try to catch up on the news. Next time I'll post a precise output of what I actually gave tcsh to execute, plus an exact recording of memap's results.

The more I use MiNT, the more I like it. Unfortunately, I cannot look into the sources right now, because I'm busy working on my Master's thesis. After that is done, however, I'll try to contribute.

--
+------- No .sig? OH, COME ON! --------+-"The derivative snuggles close to-+
email: neuhaus@informatik.uni-kl.de	the function---whatever to snuggle
snail mail: Stephan Neuhaus/Hilgard-	means; I'm too old for that"
ring 32/6750 Kaiserslautern/Germany	-- Math Prof
--
+------- No .sig? OH, COME ON! --------+-"The derivative snuggles close to-+
| email: neuhaus@informatik.uni-kl.de | the function---whatever to snuggle |
| snail mail: Stephan Neuhaus/Hilgard- | means; I'm too old for that" |

| ring 32/6750 Kaiserslautern/Germany | -- Math Prof |

580. Re: MGR/tcsh (Followup)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-06 12:05:43 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Feb6.120543.13546@cs.nott.ac.uk>
Source record: 45723

In article <8984@ncrwat.Waterloo.NCR.COM> herborth@pinot.waterloo.ncr.com writes:
>Unfortunately, after creating the symbolic links, I was completely unable to
>open a window in MGR, which told me "Unable to create pty".

One thing I have noticed is that MGR gives this message for other things, like
an invalid (or unset) SHELL environment variable. Try setting SHELL to a shell
(or any program you like) you know exists and works and then run MGR.
--
`Grave' Dave Gymer | "When your problems seem like mountains,
42 St Mary's Park, | You feel the need to find some answers,
Louth, Lincs, | You can leave them for another day,
LN11 0EF, ENGLAND | Don't try so hard." - Queen

581. Re: Memory hogging in MiNT 0.92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-06 12:08:20 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Feb6.120820.13889@cs.nott.ac.uk>
Source record: 45724

In article <050292.134211ZWQ017@DMSWWU1C.BITNET> ZWQ017@DMSWWU1C.BITNET (Bjarne Pohlers) writes:
>[...] I think the
>$SUFFIX-Variable might be a good solution. (Many ACC can be startet as
>`normal' programs and so one had just to call system("foo") to start
>"foo.acc" if $SUFFIX contains `ACC'.) And I would like it if Bash
>had $SUFFIX, too.

I may try to add this to bash 1.12, when I get the chance to port it. (Anyone know if the SST is out yet?) Stay tuned to this channel...
--
`Grave' Dave Gymer | "When your problems seem like mountains,
42 St Mary's Park, | You feel the need to find some answers,
Louth, Lincs, | You can leave them for another day,
LN11 0EF, ENGLAND | Don't try so hard." - Queen

582. Re: HELP with linea calls in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-06 12:10:18 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Feb6.121018.14152@cs.nott.ac.uk>
Source record: 45725

In article <050292.135025ZWQ017@DMSWWU1C.BITNET> ZWQ017@DMSWWU1C.BITNET (Bjarne Pohlers) writes:
> Please check out if there is any possibility to do this job with
>VDI-calls. The linea-calls will disappear in future TOS-Versions and
>therefor they should not be used any longer. Else, your program will
>crash on newer versions of TOS.

I think the line A calls will stay in place for the ST's resolutions, even in future TOS versions. I'm not advocating their use, but if a program is tied to, say, lo rez anyway, there's no real advantage in using VDI (especially since the VDI does _not_ support the line A sprite calls).
--
`Grave' Dave Gymer | The problem with these four line .signature files is that
42 St Mary's Park, | it's so damned hard to get good quotes these days. I mean,
Louth, Lincs, | all the really good ones have been used, and you are left
LN11 0EF, ENGLAND | with silly monologues like this one. Oh well, that's life.

583. Re: Auto-Detection...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-06 13:12:30 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92037.131230ONM07@DMSWWU1A.BITNET>
Source record: 45734

```
In article <A35282@MS.maus.de>, Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow)
says:
>Here's an example how to do it:
>
>int aes_hndl, aes_on;
>
>_GemParBlk.global[0] = 0;
>aes_hndl = appl_init();
>aes_on = _GemParBlk.global[0]; /* 0 if started in Auto-Folder */
>
>if ( aes_on && (aes_hndl < 0) )
> return -1; /* appl_init() failed while AES already initialized */
>

Don't return -1 -- GEMDOS returns this for programs that crashed.
Positive return values are more common for such problems.

>[...]
>
>Greetings,
> Patrick
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________
```

584. Re: acsi without dma

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-06 15:20:46 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <697389645.10800@minster.york.ac.uk>
Source record: 45729

In article <1992Feb6.110531.14391@philce.ce.philips.nl> meulenbr@ce.philips.nl (Frans Meulenbroeks) writes:
>Does anyone know if it is possible to transfer data to/from the acsi port
>of the ST/TT without doing dma. I would for instance like to issue a
>request sense command without having to reissue the command 4 times due
>to the buffering in the dma chip. Therefore I'd like to circumvent the
>dma completely for such short commands.
>Does anyone have any idea if this is possible?

I don't think it is (I'm sure I'll be corrected if I'm wrong!).

As far as I understand it, there is a 16-byte FIFO buffer on the DMA chip, and data goes from there out to the register that is latched onto the port lines. I don't think you can directly access that register.

>Frans Meulenbroeks (meulenbr@prl.philips.nl)
> Philips Research Laboratories

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

585. Re: Sample -> Sound chip

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-06 16:22:58 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Feb6.162258.12514@wam.umd.edu>
Source record: 45727

In article <8983@ncrwat.Waterloo.NCR.COM> herborth@pinot.waterloo.ncr.com writes:
>Would someone care to tell me (or point me to a text file somewhere) how to
>take a normal 8-bit sample, and dump it into the sound chip so that it plays?
>
>I want to make a routine to use as a USER_DEF object in a GEM dialog box or
>whatever, that plays a sample instead of drawing something onscreen.
>
>(I recall Dave Baggett posting a good article about a year ago on how to do
>this, but I forgot to save it...)

I couldn't get email through to you but I thought you'd see the recent
post I made on the subject. In any case, check out
atari/sound/players/resound.arc on atari.archive for assembly language
source to play samples through the sound chip. Note that it assumes
unsigned 8-bit samples, which is what the sounds on atari.archive are.

Dave Baggett
dmb@wam.umd.edu

586. Re: Sample -> Sound chip [Repost of an earlier message]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-06 16:30:17 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Feb6.163017.12711@wam.umd.edu>
Source record: 45728

In article <1992Feb5.215109.23994@unlinfo.unl.edu> witts@hoss.unl.edu (Rick Wittstruck) writes:
>
> Please email me also if you have Dave Baggett's post on playing
>samples. I've been trying to figure this out for awhile too!

Well gee, since there's such demand, I'll post what I've got saved. This is from email; I may have posted it a while back -- I don't really recall.

Dave

To: aimd%castle.edinburgh.ac.uk@relay.cs.net
Subject: sample playing

>I've got this source code for playing a sample but I don't understand
>the interrupt routine that plays the sample. This is for RESOUND btw, it
>might even be yours, I'm sorry, I don't know who it's by.

Resound is by David Snow. I've been giving that source out because I can't give my own source out (it's for a commercial product).

>Could you possibly tell me why dc.w is used rather than the instructions
>explicitly and what exactly those movep instructions will be loading
>into the sound chip (I thought only FF8800/02 were valid? But doesn't
>movep.l address further than that - or am I confusing movep's operation?)

Your are correct. I'm not sure why the movep.l works in this case but it does. I think that Atari may have printed something on the matter years back. [Actually, it's in the developer's docs, so I'd say this counts as a "documented practice." -Dave, 6-Feb-92]

In any case, movep writes successive even address bytes, starting with the destination address you specify. E.g.,

movep.l D0, FF8800

writes the following:

MSByte -> FF8800
Next-to-MSByte -> FF8802
Next-to-LSByte -> FF8804
LSByte -> FF8806

The writes to FF8804 and FF8806 get routed to FF8800 and FF8802 for some reason which is completely beyond me. If you don't trust this to work you can always use two movep.w instructions, but you won't be able to play back at 22kHz if you do since it'll be slower. All the

digitized sound players I've seen use movep.l.

Snow uses dc.w I think because his assembler doesn't understand
movep for some reason.

>Also, I don't understand what all the values in the internal sound
>lookup table do! Presumably they control the sound chip but I don't know
>what they represent.

If I recall correctly, the sound chip registers work this way:

Memory location Size Function

0xFF8800 1 byte Selects sound chip register to access
0xFF8802 1 byte Data to read/write from/to selected reg.

For example, to write to register 3 on the sound chip, you would first
put 3 (byte-sized) in the location 0xFF8800, then put the value to
write to register 3 in location 0xFF8802.

The reason the interrupt routine uses movep is because the table
contains 6-byte entires (well, 8-byte entries if you coun't the 0's in
there for "padding"). This is because there are three channels on the
sound chip, and for each channel there's a byte for 0xFF8800 and a byte
for 0xFF8802. Playing noise at different volumes on various
combinations of the channels provides the 256 discrete amplitude
values need to play 8-bit digital audio. Note that you want all
tone (frequency) generators OFF when you play a sample. You _only_
want the noise generators on.

Here's the basic sequence of events in the interrupt routine:

1) Get the next 8-bit sample. (Move pointer ahead in sample data).

2) Convert 8-bit sample value to table offset. The table contains 8-byte
entries, so multiply the sample value by 8 to locate the first
byte of the 6-byte "packet" to write to the sound chip. The two
bytes after each 6-byte packet are for padding. Otherwise, you'd
have to multiply by 6 instead of 8. (Much slower; a multiply by
8 can be implemented with a simple bit shift whereas a multiply by
6 requires a MULU instruction).

Set channel A volume:
3) Write the first byte of the 6-byte packet to location FF8800
Write the second byte of the 6-byte packet to location FF8802

Set channel B volume:
4) Write the third byte of the 6-byte packet to location FF8800
Write the fourth byte of the 6-byte packet to location FF8802

Set channel C volume:
5) Write the fifth byte of the 6-byte packet to location FF8800
Write the sixth byte of the 6-byte packet to location FF8802

6) Return from interrupt (RTE)

>Finally, the frequency stuff, I think there are two bytes, one data, one
>control for the MFP timer A to get the sample rates correct. How do
>these work out accurately? eg. the first tuple is $0506? (5 1/2 KHZ I guess)

The basic frequency of the MFP chip is 2.4MHz (or something like that).
One of the MFP registers is the "prescale"; this is what the clock
frequency gets divided by. I think a value of 1 means prescale of 4,
yielding a frequency of 2.4MHz/4 = 600kHz. So if you set prescale to
1 you should get an interrupt that occurs 600 times a second. (Too fast
for the ST to handle, I imagine.) There are other prescale values;
I think 2 means divide by 10, 3 means divide by 16, etc. You'll have
to check the actual values since I don't remember them offhand.

In addition to the prescale register, there is a "count" register, which
is just a further divisor. If you set prescale to 1 (divide by 4) and
count to 255, you get (2.4MHz / 4) / 255 = 2352 Hz, or an interrupt
that occurs 2,352 times a second. Whereas the prescale register contains
a value that _corresponds_ to a particular divisor (e.g., 1->4, 2->10, etc.),
the value you put in the count register is _itself_ used as a divisor.
(e.g., if you put 12 in the count register, the clock will be divided by
12; if you put 5 in, the clock will be divided by 5, etc. A value of
0 means divide by 256 if I remember correctly.)

It's pretty simple to tweak these two registers to get any frequency
you want (or a frequency close enough for sample-playing purposes).

Note that you want to use Timer A. Don't use any of the other timers
unless you want to nuke your OS [or your RS-232 timing, in the case
of Timer D. -Dave, 6-Feb-92].

Hope this helps,

Dave

587. Re: HELP with linea calls in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-06 18:28:14 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992Feb6.232722.5169@ryn.mro4.dec.com>
Source record: 45735

>I am using Mark Williams C, and I am having trouble with sprites on
>the linead() call. MWC doesn't come with much of any linea documentation.
>I do have Atari ST internals, but it describes everything in assembly,
>which makes it difficult to see exactly how to implement the call
>in C.

I've been able to get most of the linea calls to work from MWC, but I
had trouble with the raster copy and bit blt routines. I ended up
developing my own routines for preserving and redisplaying arbitrary
rectangles in medium resoultion only.

I'll post some C source for handling sprites, tomorrow (I'll be here
at work until midnight tonight)

John

588. Re: Crack art compression in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-06 20:34:56 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92037.153456EENG6801@RyeVm.Ryerson.Ca>
Source record: 45914

> Calling Crack Art files from C.

There are examples with the program how to call the assembler routines
from GFA Basic. Isn't C the same structure ? Take a look at the .LST
& .INL files.

```
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

589. AJAX-chip info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-06 23:43:50 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb6.234350.8527@tdb.uu.se>
Source record: 45732

I just bought an AJAX-chip for my Mega STE and I now need
some information on it.

What does AJAX stand for?

How fast can it run (8 MHz for DD, 16 MHz for HD, 32 MHz for
2.88 meg drives?)?

Is the Mega STE prepared for 2.88 meg drives (can it support
the high clock-freq to the AJAX-chip that is required?)?

Has it more functions than the WD1772?
If so, where can I get hold of the information?
Is the info only for developers?

Can it read Amiga-formatted disks if programmed properly?
(the WD1772 couldn't because of hardware bugs, or?)

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

590. Re: GFA discontinued updates

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 00:42:02 UTC
From: sigrorn@icemark.uucp
Message-ID: <OSIrEXami9U@icemark.uucp>
Source record: 45910

In <ogPNFB3w164w@sys6626.bison.mb.ca>, Trevor Cordes writes:
>GFA discontinued updates? Cold hard facts or just rumors? Why would
>they stop GFA for the ST? Didn't that language START on the ST??? It
>sells good for the ST, too...
A few months ago there were some interviews with different ST software
developers. A clerk of GFA stated that his company does no longer see
a market for Atari ST products. In the last few weeks GFA Duesseldorf has
been closed. Only two of them (including Frank Ostrowski) are at GFA any
more (now at GFA in Luebeck - yet another German city). They will only
continue developing GFABasic for Unix, MS-Windows and MS-DOS, as far as
I heard.

yours,
Benedikt

--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

"It might help if we ran the MBA's out of Washington."
-- Admiral Grace Hopper

591. Re: Hard Drive Q.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 00:46:42 UTC
From: sigrorn@icemark.uucp
Message-ID: <GKd/9v3EEMk@icemark.uucp>
Source record: 45913

In <1992Feb04.182524.16908@lunatix.uucp>, Greg Parsons writes:
>Hi guys,
> I have a Question for you.....
>How would you go about partioning a 1.6 gig SCCI drive on a
>1040STf with Tos 1.0? I know go get a new STE, but I need to
>get this one to work first....

Connect it to an ICD-Advantage (best ST-SCSI host adapter). Then
go out and get at least TOS 1.04 or TOS 2.06 for your normal ST,
since then you'll be able to have BGM-Partitions of up to 256MB
per partition - - - OR you might as well split it into partitions
of TOS 1.00 max-size (Sorry, I don't know the max-size of a TOS1.00
partition) and switch of several of these (switching them on only if
you really need them (you have to change your setup and reboot your
ST for this purpose...). :-(

I see no other way for this...

Benedikt

--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

"It might help if we ran the MBA's out of Washington."
-- Admiral Grace Hopper

592. English CS-TeX docs [was: Re: How to get .img files into TeX?]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 01:13:09 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1990@olymp.informatik.uni-bonn.de>
Source record: 45736

In article <uPyLFB1w164w@sys6626.bison.mb.ca> rdo@sys6626.bison.mb.ca (Russell Ochocki) writes:
>I found a file draw.sty in the CS-TeX package. It seems to be saying
>you can include .img files in Tex/LaTeX documents. I tried the examples
>they had but couldn't get anything to work.

I'm sorry that I can't reply with any more constructive info, but there will be a new version of CS-TeX soon and there will be more English info included.

IF SOMEONE HAS ALREADY TRANSLATED ALL OR PART OF THE CS-TEX MANUAL INTO ENGLISH, *PLEASE* email me so that I can look it over and put it into the next distribution. Neither Christoph nor I have time for a translation right now.

Thanks!
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

593. Turbo C or C++ for ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 01:19:19 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1992Feb7.011919.9553@oz.plymouth.edu>
Source record: 45733

Hello,

I program in Turbo C++ on and IBM but own an ST for a home computer. Is there an ST version of either Turbo C or Turbo C++ from the Borland folks? Or does Turbo C exist at all for the ST. I've tried using Sozobon, but I find the difference between K&R and ANSI bothersome to alternate between so much of the time.

Please E-mail,

Stephan

--
\/\/\/

594. Re: nationality byte in tos 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 01:19:54 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1991@olymp.informatik.uni-bonn.de>
Source record: 45737

In article <1992Feb4.023755.3996@atari.uucp> kbad@atari.uucp (Ken Badertscher) writes:
>I wonder if we should use "real" European abbreviations for the
>names of the country codes. Does anyone know standard abbreviations
>for all the countries listed below?

No problem :-)

>#define FRG 1 /* Federal Republic of Germany */

Will do, but GER would be nicer. I'm not a nationalist so I don't really
care. :-)

>#define SWF 7 /* Switzerland (French) */
>#define SWG 8 /* Switzerland (German) */

A "more standard" way would be CHF and CHG (or CHD).
CH stands for Confederatia Helvetica or some such and is the official
car identification here in Europe.

>#define HOL 14 /* Holland */

This should be NED for The Netherlands.

Now, the *really* interesting question is:
What does the Saudi Arabian system font look like? :-)

--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

595. Technical books

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 03:17:34 UTC
From: reynolds@fsg.com
Message-ID: <1992Feb7.031734.12447@fsg.com>
Source record: 45903

I'm looking for technical books other than the Atari
developers' documents. I already have the first two volumes of
Compute's! Atari ST series. I don't consider these books to be as
good as the technical books available for the 8bits. Does anyone know
of a set of books for the ST/TT similar to "Mapping the Atari" and "De
Re Atari" for the 800/XL/XE?

Thanks,
--
Brian Reynolds "... a drone from sector 7G."
Fusion Systems Group
reynolds@fsg.com -or- ...!uupsi!fsg!reynolds

596. 'system out of memory'

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 06:11:37 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <3XLRFB3w164w@sys6626.bison.mb.ca>
Source record: 45898

I used to get that (when I still used Newdesk on my TT (neodesk solves the problem)) when I installed too many applications or defined to many custom icons...I found past a certain limit of newdesk.inf entries, the system would send out an out of memory error and the menus and icons would screw up. Try shortening your newdesk.inf file by deleting a couple of the non-necessary lines.

--- (Trevor Cordes) a user of sys6626, running waffle 1.64
E-mail: genius@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

597. Re: HELP with linea calls in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 09:35:28 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Feb07.093528.23835@link-1.ts.bcc.ac.uk>
Source record: 45893

In article <1992Feb6.121018.14152@cs.nott.ac.uk> dpg@cs.nott.ac.uk (`Grave' Dave Gymer) writes:
>In article <050292.135025ZWQ017@DMSWWU1C.BITNET> ZWQ017@DMSWWU1C.BITNET (Bjarne Pohlers) writes:
>> Please check out if there is any possibility to do this job with
>>VDI-calls. The linea-calls will disappear in future TOS-Versions and
>>therefor they should not be used any longer. Else, your program will
>>crash on newer versions of TOS.
>
>I think the line A calls will stay in place for the ST's resolutions, even in
>future TOS versions. I'm not advocating their use, but if a program is tied to,
>say, lo rez anyway, there's no real advantage in using VDI (especially since
>the VDI does _not_ support the line A sprite calls).

Line-a is also partially supported on the TT-low and TT-med resolutions. It works as long as you recognise these restrictions:-

1) Not the whole width of the screen is supported, only the leftmost 256 pixels in TT-low and 512 pixels in TT Med.

2) You can only use a maximum of 16 colours on the screen at any one time (You can't use the whole 256 in TT-low).

The advantages are:-

1) Line-a runs about 10 times faster than VDI on the TT! (I've timed it!)

Well.. that's about it really.. VDI is a real dog.

A plea to Atari.. If VDI is the only thing you will support in the future OPTIMISE IT! As it is currently an IBM clone (386sx, VGA) has a better graphics performance than a TT using line-a.

And another thing.. why not make the GEM window borders 3d, not like Windows, but like Motif, and make the icons multi-coloured.

These are two things which stop the ST/TT from getting the "Wow!" effect. The "Wow!" effect sells computers. It doesn't matter if it can't compute 2+2, as long as it looks great in the stores.

>--
>`Grave' Dave Gymer | The problem with these four line .signature files is that
>42 St Mary's Park, | it's so damned hard to get good quotes these days. I mean,
>Louth, Lincs, | all the really good ones have been used, and you are left
>LN11 0EF, ENGLAND | with silly monologues like this one. Oh well, that's life.

I think that's enough of my ramblings for one day.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

598. CS-TeX

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 09:59:15 UTC
From: oli@math.rwth-aachen.de
Message-ID: <oli.697456755@ernie>
Source record: 45895

Is CS-TeX the famous Strunk-TeX? If so, where can I ftp it? Does it coexist
with Lindner-TeX, at least regarding font directories for the dvi drivers?
I would like to give it a try since someone mentioned it to be Mint-aware.

Oliver
--
Heute hack ich, morgen crack ich, uebermorgen hol ich mir dem SysOp sein Login.
Ach wie gut dass niemand weiss, dass ich oli@math.rwth-aachen.de heiss.

599. STDCAT 5.0b fails on disk volume renaming: ROOT DIR Destroyed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 10:47:47 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Feb7114747@orion.laas.fr>
Source record: 45896
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I ran STDCAT50 under GULAM on a Mega 4 ST with TOS 1.2 and
with PINHEAD21 installed. I was surprised at the following behavior
since STDCAT 4.3 worked *so* well. It might be my configuration. It
might be STDCAT.

The night before last I decided to catalog some new unlabelled
disks. In order to control the order of the new disks I turned off
the disk sort field. That way, when I added a box of disks they would
be stacked at the front of the disk list, last disk added being first!
(This is a slight inconvenience.) I was using the MULTI option of
ADD.

I then went through the DISK NAME menu, also with the MULTI
option. I would go through the same box except this time in backwards
order. I specified Update Volume on Disk! Everything went fine in
the database. But last night, when I looked at some of the disks
there were two problems:

1) When I specified a disk name of SOZOBON.001 I would find on
the disk (with VOL.TTP) only SOZOBON.

2) Furthermore, the root directory of *ALL* the disks except the
first one were COMPLETELY DESTROYED! ALL THE DISKS HAD THE SAME
ROOT DIRECTORY AS THE FIRST DISK! I am at a loss as how to recover
the files, as only the directory has been wiped. The problem would
also happen when I renamed existing disks!

Also, any suggestions for recovering the files? Any tools for
rebuilding the root directory?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

600. Application launch.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 10:53:35 UTC
From: elendir@inf.enst.fr
Message-ID: <895@clbull.frcl.bull.fr>
Source record: 45907

Hi !

A friend of mine is writing a small desk accessory. He wants to be able to execute GEM or TOS programs directly form it (i.e. It displays a file selector, and then launches the program you selected). But so far, he seems to encounter some difficulties (One of them being the fact that Pexec calls Malloc to reserve memory, and Malloc is prohibited when used within a desk accessory).

Have someone any hints or tips to solve this ?

I know a program, called ICONS 3.7 which does it fine; so it must be possible after all.

Thanks,

Vincent.

PS : Please, answer by Email (Elendir@inf.enst.fr). I got news a week late. E.g: we are February 7th, and the last news I got was dated January,29. Oh well...

601. Pure-C cdecl woe

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 12:24:46 UTC
From: ib09@rz70.rz.uni-karlsruhe.de
Message-ID: <1992Feb7.122446.21293@rz.uni-karlsruhe.de>
Source record: 45593

Just found out a bug in Pure-C (or else they removed a feature from
Turbo-C, but I don't really believe that):

Pure-C no longer seems to support pointer to cdecl - functions
(those that pass all their parameters via the stack). The following
gives a syntax error:

```
int system(char *cmd)
{
int cdecl (*doit)(char *);
/* rest deleted, I think you can guess what it was */
}
```

I recoded my system() routine in assembler, so no real harm was done,
but it's annoying just the same. Grrrr....
--
Thomas Koenig
ib09@rz.uni-karlsruhe.de, ui0t@dkauni2.bitnet, | rw-rw-rw- : the file
ui0t@ibm3090.rz.uni-karlsruhe.de | protection of the beast

602. Re: MASTER.ZOO

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 12:25:32 UTC
From: godot@uni-paderborn.de
Message-ID: <1992Feb7.122532.24680@uni-paderborn.de>
Source record: 45897

In article <1992Feb5.010547.29409@actrix.gen.nz>, Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
|> Can the Author or the person that posted MASTER.ZOO, on cs.uni-sb.de
|>
|> Could you Please post that software on another site, other than cs.uni-sb.de,
|> there seams to be problems with access from out side Germany,

You can find it on athene.uni-paderborn.de in atari/tools/shell.

Bye,

Frank

603. linea example code segments (MWC source)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 13:25:55 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992Feb7.132357.18114@ryn.mro4.dec.com>
Source record: 45901

```
char sprite_buffer[266],sprite2_buffer[266];
char *p_sprite_buffer,*p_sprite2_buffer;

void create_sprites()
{
sprite1.ls_xhot = 0;
sprite1.ls_yhot = 0;
sprite1.ls_form = 1;
sprite1.ls_bgcol = 0;
sprite1.ls_fgcol = 2;

sprite1.ls_image[0] = 0x0F00;
sprite1.ls_image[2] = 0x0FC0;
sprite1.ls_image[4] = 0x0FF0;
sprite1.ls_image[6] = 0xFFFC;
sprite1.ls_image[8] = 0xFFFF;
sprite1.ls_image[10] = 0xFFFF;
sprite1.ls_image[12] = 0xFFFF;
sprite1.ls_image[14] = 0xFFFC;
sprite1.ls_image[16] = 0x0FF0;
sprite1.ls_image[18] = 0x0FC0;
sprite1.ls_image[20] = 0x0F00;
sprite1.ls_image[22] = 0x0000;
sprite1.ls_image[24] = 0x0000;
sprite1.ls_image[26] = 0x0000;
sprite1.ls_image[28] = 0x0000;
sprite1.ls_image[30] = 0x0000;

sprite1.ls_image[1] = 0x0000;
sprite1.ls_image[3] = 0x0600;
sprite1.ls_image[5] = 0x0780;
sprite1.ls_image[7] = 0x07E0;
sprite1.ls_image[9] = 0x7FF8;
sprite1.ls_image[11] = 0x7FFE;
sprite1.ls_image[13] = 0x7FF8;
sprite1.ls_image[15] = 0x07E0;
sprite1.ls_image[17] = 0x0780;
sprite1.ls_image[19] = 0x0600;
sprite1.ls_image[21] = 0x0000;
sprite1.ls_image[23] = 0x0000;
sprite1.ls_image[25] = 0x0000;
sprite1.ls_image[27] = 0x0000;
sprite1.ls_image[29] = 0x0000;
sprite1.ls_image[31] = 0x0000;
```

```
sprite2.ls_xhot = 0;
sprite2.ls_yhot = 0;
sprite2.ls_form = 1;
sprite2.ls_bgcol = 0;
sprite2.ls_fgcol = 2;

sprite2.ls_image[0] = 0x0800;
sprite2.ls_image[2] = 0x1C00;
sprite2.ls_image[4] = 0x3E00;
sprite2.ls_image[6] = 0x7F00;
sprite2.ls_image[8] = 0xFF80;
sprite2.ls_image[10] = 0x0000;
sprite2.ls_image[12] = 0x0000;
sprite2.ls_image[14] = 0x0000;
sprite2.ls_image[16] = 0x0000;
sprite2.ls_image[18] = 0x0000;
sprite2.ls_image[20] = 0x0000;
sprite2.ls_image[22] = 0x0000;
sprite2.ls_image[24] = 0x0000;
sprite2.ls_image[26] = 0x0000;
sprite2.ls_image[28] = 0x0000;
sprite2.ls_image[30] = 0x0000;

sprite2.ls_image[1] = 0x0800;
sprite2.ls_image[3] = 0x1C00;
sprite2.ls_image[5] = 0x3E00;
sprite2.ls_image[7] = 0x7F00;
sprite2.ls_image[9] = 0xFF80;
sprite2.ls_image[11] = 0x0000;
sprite2.ls_image[13] = 0x0000;
sprite2.ls_image[15] = 0x0000;
sprite2.ls_image[17] = 0x0000;
sprite2.ls_image[19] = 0x0000;
sprite2.ls_image[21] = 0x0000;
sprite2.ls_image[23] = 0x0000;
sprite2.ls_image[25] = 0x0000;
sprite2.ls_image[27] = 0x0000;
sprite2.ls_image[29] = 0x0000;
sprite2.ls_image[31] = 0x0000;
}

void erase_sprite(p_sbuf)
char *p_sbuf;
{
lineac(p_sbuf);
}

void draw_mouse(x1,y1)
long x1,y1;
{
erase_sprite(p_sprite_buffer);
draw_sprite(x1,
```

```
y1,
(struct la_sprite *) &sprite1,
p_sprite_buffer);
}

create_sprites();
p_sprite_buffer = &sprite_buffer[0];
p_sprite2_buffer = &sprite2_buffer[0];
```

604. datalink

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 13:29:23 UTC
From: csw93@seq1.keele.ac.uk
Message-ID: <2102@keele.keele.ac.uk>
Source record: 45900
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
Is it possible to use a datalink between ST's and Amigas? Does
the cable need to be modified in any way, or is it as I suspect, the
same?

Adam.
(yes, I *really* do want to link to an Amiga)

605. Re: Need to trap drive select function

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 14:13:33 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb7.141333.21654@actrix.gen.nz>
Source record: 45915

In article <4872@oucsace.cs.OHIOU.EDU> bwhite@oucsace.cs.OHIOU.EDU (William E. White) writes:
> In the continuing interest of expanding my 1040ST's capabilities, I've
> decided to try and get it to work with four drives. The way I've got it
> into my brain to do this is to steal control of the function that sets
> the drive select lines (DS0 and DS1), and setting them both high in order
> to select the second bank of two drives. Since this is probably about as
> clear as mud, ...
>
>
> --
> | Bill White +1-614-594-3434 | bwhite@oucsace.cs.ohiou.edu (normal) |
> | Standard login hours: | bwhite@view.cs.ohiou.edu (alternate) |
> | 1-3,5-7PM EST M-F (oucsace) | more info via `finger bwhite@view...' |

Well you could just bye a Happy, that has a option for 2 more drives, giving you 4 disk drives total..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

606. Lattice C vs. MWC (was Re: STE and Mark Williams C)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 15:30:39 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Feb7.153039.7337@wam.umd.edu>
Source record: 45899

In article <rOc9yodo8F6@icemark.uucp> icemark!sigrorn@tornado.gun.de writes:
>In <1992Feb3.215204.27415@unlinfo.unl.edu>, Rick Wittstruck writes:
>> I'm considering the purchase of an Atari STE so that I can easily
>>upgrade to 4 megs of Ram, but I've heard that Mark Williams C will not run
>>on TOS 1.04 or higher. Does anyone know if this is true? Has anyone used
>>MWC with an STE off a hard drive? My decisison to buy is based heavily on
>>MWC being compatible, so if you have any information on this, let me know!
>
>Actually I would say, get yourself a copy of Lattice C, since MWC isn't
>supported anymore (as far as I heard)!?!
>I have both, they are both quite good, even I must state that Lattice C
>is better with regard to many items (code size/speed, capabilities of
>the compiler, and so on...)!

The other side of the coin: I've used both MWC and Lattice C
extensively recently, and I'd say overall that I prefer MWC. Lattice C
has a few more options but the command syntax is utterly brain-damaged
and there are quite a few annoying quirks like incorrect handling of
include directives. Their librarian is also excruciatingly slow
(though not as slow as Laser C's). Lattice C also won't link DRI
format object files, so if you've got any MadMac source code you won't
be able to use it with Lattice.

If you're used to Unix and will be using a command shell like Gulam,
MWC is a better choice, at least in terms of software quality. At
least you won't have to type, e.g.,

lc -L+libgfoo.lib+libbar.lib simple.c

to link with other libraries under MWC!

Obviously you're not going to get a whole lot of support out of Mark
Williams for the ST product these day, though.

(All of the above IMHO.)

Dave Baggett
dmb@wam.umd.edu

607. Can this be done? (Hard Drive creation)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 16:44:37 UTC
From: dddean@bluemoon.rn.com
Message-ID: <3o0RFB1w164w@bluemoon.rn.com>
Source record: 45908

I happened to have a dead external SS Drive, (bummer) and I thought that I would take it apart to see if I could fix it. I noticed that basically the drive is an IBM compat with that little converter attached to the pin connections. I began to think about Hard Drives, and was wondering if there was any way that I might be able to just take an IDE Hard Drive, (Maxtor 120mb for example) and exchange it for the drive, and then just having my 'B' drive now be a hard drive. Would this work? Would I be able o actually format the Hard Drive to a full 120mb and use it?
OR..Would the drive act up, because my Atari will want to format it either Double Sided or Single Sided?

If anyone can help me out, I'd appreciate it.

Thanks.

David D. Dean, Vice Chairman David D. Dean, Activities Chairman
Exploring Officer's Association Explorer Post 891
Central Ohio Council AT&T Systems & Bell Laboratories

These thoughts belong to: dddean@bluemoon.rn.com !!!! No one else!
But if you pay me $1,000,000 they can be yours!

608. nationality/language codings

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 17:31:47 UTC
From: mats@netcom.COM
Message-ID: <1992Feb07.173147.1074mats@netcom.COM>
Source record: 45902

ONM07@DMSWWU1A.BITNET writes:

>This was easy. Just use archie to look for '3166':

>From: Codes for the representation of names of countries.
> Third edition; ISO 3166: 1988 Aug 15; 53 p.

>Afghanistan AF AFG 004
>Albania AL ALB 008
>Algeria DZ DZA 012

etc. Thanks for this list; it's only missing a few of the more recent
countries (say. Latvia/Lithuania/Estonia), which I know codes exist for.
I think I've got those saved off somewhere; next question is how
to find them!!!

Getting further off the original thread....the X/Open Portability Guide
(XPG3) mandates locale name strings using the following format:

<locale name> ::= <language>_<territory>.<encoding>
<language> ::= based on ISO 639
<territory> ::= based on ISO 3166 (country code)
<encoding> ::= "EUC", "SJIS", ...

Now....we've just taken care of ISO 3166, what about ISO 639?
I used archie to look for 639, but it didn't turn up anything horribly
obvious (there are too many matches to go look at all of them,
and most seem like they're probably usenet article numbers, anyway).

--
Mats Wichmann
Systems Software Consultant
alruna!mats@ossi.com (or mats@netcom.com)

609. Re: CS-TeX

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 18:23:26 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1998@olymp.informatik.uni-bonn.de>
Source record: 45906

In article <oli.697456755@ernie> oli@math.rwth-aachen.de (Oliver Bonten) writes:
>Is CS-TeX the famous Strunk-TeX? If so, where can I ftp it?

Yes. You can get it from ftp.thp.uni-koeln.de (within Germany) and also
atari.archive.umich.edu (rest of the world). It's also in Stuttgart somewhere
but I forgot if it is the same version as that in Cologne. There will be a
new version soon but it's not decided yet when. I hope that CS will wait
for DEK to release 3.141.

> Does it coexist
>with Lindner-TeX, at least regarding font directories for the dvi drivers?

Yes, you have to set a variable somewhere. It's all in the docs, but you can
also look at the help screen of the various dvi processors.

I personally don't like the Lindner-TeX font dir layout, but I agree that it's
much nicer to just set a variable than having to shuffle font dirs around.

>I would like to give it a try since someone mentioned it to be Mint-aware.

Please let us know what you find out and what you like/dislike about CS-TeX.
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

610. datalink - the continuing story

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 18:35:57 UTC
From: csw93@seq1.keele.ac.uk
Message-ID: <2104@keele.keele.ac.uk>
Source record: 45904
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just to follow up my own post....
I plucked up the courage to try my ST - amiga link. Partly because the amiga owner said he'd pay for any damages if things went seriously wrong...
Well, it works fine. The lead I have only has 5 wires connected, not all of them, and things look pretty OK. Just thought you might like to know..

Adam

611. Out of Memory error (STE)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 19:26:03 UTC
From: marshall@cs.uq.oz.au
Message-ID: <6551@uqcspe.cs.uq.oz.au>
Source record: 45905

I discovered why my MegaSte kept giving "out of memory" messages when I booted up or ran a program. I wanted to set up NEWDESK.INF so that I could run *.arc, *.zoo, and *.lzh files as applications to the same arc'ing shell. So I set up an application for *.zoo, copied the "G" line twice, altered one line from *.zoo to *.arc, and the other to *.lzh.
The effect was the message, as above, and also: a phoney printer icon was installed on the desktop, with a non-alphanumeric identifier!
When I removed the offending lines, restoring NEWDESK.INF to its original state, everything was OK.
Thanks to everyone who replied with suggestions.
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

612. Hard Drive Q.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 19:37:54 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <697588378.0@therip.FidoNet.Org>
Source record: 45615

GP> From: gparsons@lunatix.uucp (Greg Parsons)
GP> Organization: Lexington Public Access Unix

GP> Hi guys,
GP> I have a Question for you.....
GP> How would you go about partioning a 1.6 gig SCCI drive on a
GP> 1040STf with Tos 1.0? I know go get a new STE, but I need to
GP> get this one to work first....

GP> Greg
Get the Atari drive utilities 5.0.
At this time that would be the only way to do it...
Tos 1.2 and older have a limitation of 16 meg per partition and a limit of 16 partitions.
That would only be 256meg...
Even using tos 1.4 or newer would only allow you to use a little more..
16 partitions of 32meg or roughly 512meg..

WHat host adapter are you using? The Atari Hard Drive utilities SHOULD work with it..
If it don't, then you need to get a different host adapter.
If you want a major portion of it setup as a non standard drive you can get by without
using the atari hard drive utilites.

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

613. For Sale: ATari 1040 STF

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 21:15:31 UTC
From: vjrao@owlnet.rice.edu
Message-ID: <1992Feb7.211531.5477@rice.edu>
Source record: 45909
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
For Sale:

ATari 1040 ST w/Tos 1.2 and 1 meg

The computer is in excellent condition with documentation and original box.

Asking $260 (includes shipping)

--
**************************************************
Vinay Julapalli Rao vjrao@owlnet.rice.edu
**************************************************
```

614. Re: Fdup-Bug in TOS 1.04 (only?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-07 22:47:58 UTC
From: edgar@pingu.saar.sub.org
Message-ID: <H.cC1JCYkdFDM@pingu.saar.sub.org>
Source record: 45917

In <1992Jan31.185604.794@uwovax.uwo.ca>, Eric Smith writes:
>What's happening here (I think) is that the "standard" handles in TOS are
>literally just aliases for real handles, i.e. in
> Fforce(1, foo);
> bar = Fdup(foo);
> Fclose(foo);
> Fclose(bar);
>you're closing the same file handle twice.

And in the example i gave, TOS is doing this closing.
As far as i have seen (in a published source for TOS 1.02), the bug is that they use a two-level system to access files. The first level is an array (to which the handle is an index) with entries having a pointer to the second level structure - the so called file control block (FCB) - and a count for the number of users of this FCB.
When Fforce(stdhandle, nonstdhandle) is called, the user count for nonstdhandle is raised by one. If a file is closed, the count is decremented and when it becomes zero, the FCB is released to the OS memory pool.
When Fdup(stdhandle) is called, where stdhandle is an alias to some handle x, you get a new handle with user count 1 and a pointer to the old FCB. This is wrong since the FCB would be free'd whenever the new handle is closed. And from this moment on, all other handles refering to this FCB (for example, but not only the old nonstdhandle) have a pointer to unallocated memory. If this memory is reused sometime, you will get very strange effects.

- Edgar
--
Edgar Greuter
Francoisstrasse 21
6600 Saarbruecken

Email: roeder@cs.uni-sb.de
edgar@pingu.saar.sub.org (will change to: .saar.de)

615. GDB -- why is it such a memory hog?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-08 04:41:43 UTC
From: adrian@splunge.uucp
Message-ID: <1992Feb8.044143.16685@splunge.uucp>
Source record: 45610

```
The TOS binary for a particular program of ours is ~170kB when
compiled with -O under gcc-1.40. When compiled with -g instead,
the binary is about 540kB and the symbol file produced by sym-ld
is about 700kB. Given that the total size is ~1.25MB, why does GDB
report "virtual memory exhausted" on my 2.5MB ST when it tries to
load the symbol file? I've stripped the machine to its bare
minimum; I've even tried ditching the shell and running it from the
Desktop. No go. Is there any way around this, short of buying
more RAM?
--
Vote Surrealist! "I have only | Adrian Ashley in Edmonton, Alberta, Canada
one thing to say: pumpkinfish." | adrian@splunge.uucp (splunge!adrian@atlantis)
```

616. Re: Sample -> Sound chip [Repost of an earlier message]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-08 14:20:27 UTC
From: mark@lowton.rn.com
Message-ID: <92020859@lowton.rn.com>
Source record: 45919

From article <1992Feb6.163017.12711@wam.umd.edu>, by dmb@wam.umd.edu (David M. Baggett):
> In article <1992Feb5.215109.23994@unlinfo.unl.edu> witts@hoss.unl.edu (Rick Wittstruck) writes:
> [lots and lots of informative musings on playing samples]
> have to multiply by 6 instead of 8. (Much slower; a multiply by
> 8 can be implemented with a simple bit shift whereas a multiply by
> 6 requires a MULU instruction).

Actually the best way to do a multiple by 6 in assembly language is
as below. e.g. d0=d0*6

```
move d0,d1 d1 = d0 * 1
add d0,d0 d0 = d0 * 2
add d1,d0 d0 = d0 * 2 + d0 * 1 == d0 * 3
add d0,d0 d0 = d0 * 6
```

This much quicker than a MULU. Fixed multiplies should always be performed
this way if the code is speed critical.

[Not being pedantic, just giving advice :-)]

> Dave

Mark Powell

mark@lowton.rn.com Home: +44 942 714317 Work: +44 695 50115
...!uunet!nstar!jshark!lowton!mark Nr. Manchester, UK.

617. How to get an Internet node on an ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-08 16:48:35 UTC
From: r0mill01@ulkyvx.louisville.edu
Message-ID: <1992Feb8.164835.21783@vlsi.louisville.edu>
Source record: 45916

I hope this tech forum is the proper place for this question.

I want/need to establish my own network node. I have picked up MECURY for usenet (uucp) access. The docs mention Internet but I know that that network is not the same as usenet (as the docs seem to imply). My question is how does one create a news-accepting, mail-forwarding Internet node as a private individual or non-profit organization AND can the ST or TT support that kind of thing. I assume I'd need a high-speed connection (probably a leased-line) to an existing site. But what other hardware/software would I need, and who else should I contact to establish such a license?

BTW I moderate a digest for English teachers via a guest account that's costing over $100.00 per month. I want to increase the number of NEWS sources I glean for information/inclusion but can't afford to increase the time I'm on each month.

Any help/advice would be greatly appreciated.

Robert Royar
Cratylus Educational Software

618. Re: acsi without dma

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-08 18:06:28 UTC
From: knop@duteca4.et.tudelft.nl
Message-ID: <1992Feb08.180628.18546@donau.et.tudelft.nl>
Source record: 45918

meulenbr@ce.philips.nl (Frans Meulenbroeks) writes:

>Does anyone know if it is possible to transfer data to/from the acsi port
>of the ST/TT without doing dma. I would for instance like to issue a
>request sense command without having to reissue the command 4 times due
>to the buffering in the dma chip. Therefore I'd like to circumvent the
>dma completely for such short commands.
>Does anyone have any idea if this is possible?
>I haven't seen any statements that it isn't in the literature, but also
>I haven't seen code which does things like request sense without dma.

>--
>Frans Meulenbroeks (meulenbr@prl.philips.nl)
> Philips Research Laboratories

According to "Het complete Atari ST boek" (the Dutch translation of
"Das Atari ST Profibuch") this is not possible. The FIFO that is part of
the DMA controller is the culprit. This FIFO will not output anything
until 16 bytes are received. Period.

I don't think that the performance of the ST computer is significantly
affected by this design decision. It is however complicating the software
needed to operate the machine. After reading abount the art of programming
floppy disk controllers in the PC (in the MINIX book), I am not seriously
discouraged by the Atari DMA problem...

Peter Knoppers - knop@duteca.et.tudelft.nl

619. Sticking in a 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-09 00:38:57 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <mcwdbbdw@csv.warwick.ac.uk>
Source record: 45921

I am thinking of replacing my 68000 in my TOS V1.02 ST with an 68010 for a bit of fun. I have written a bit of code which I think will get around the "MOVE from SR" incompatability by trapping the "Supervisor instruction in user mode" (I forget its name) exception, re-executing the instruction and continuing. I can't see any other incompatabilities - have I missed anything?
I think I can get the code into the memory before TOS uses that instruction, but I it may have to be autobooted in (Which will be a pain with my hard disk since it already has code to load the driver in the boot sector).
By writing custom RAMDisks and Caches (to take advantage of the loop mode) I think I will be able to get a 20% speed increase when doing something disk intensive like compiling.
Has anybody replacing their 68000 with a 68010 or above (whether successfully or otherwise)?

620. Re: HELP with linea calls in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-09 05:52:45 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A35448@MS.maus.de>
Source record: 45922

dpg@cs.nott.ac.uk wrote:

d>I think the line A calls will stay in place for the ST's resolutions, even in
d>future TOS versions. I'm not advocating their use, but if a program is tied
d>to,
d>say, lo rez anyway, there's no real advantage in using VDI (especially since
d>the VDI does _not_ support the line A sprite calls).

But you will throw away the advantage of screen-speeders like NVDI and VDI-drivers coming with advanced graphic-cards, if you don't use VDI!

So long,
Patrick

621. Trapido

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-09 05:53:04 UTC
From: Robert_Irrgang@ka.maus.de
Message-ID: <A343@KA.maus.de>
Source record: 45923

>Does any one know if the Author intends to do a English version of this
>Great Terminal program that is on A.A.

I post your Msg to the Author !

ri

622. Re: Sample -> Sound chip [Repost of an earlier message]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-09 06:41:16 UTC
From: atario@cats.ucsc.edu
Message-ID: <28222@darkstar.ucsc.edu>
Source record: 45924

```
In article <92020859@lowton.rn.com> mark@lowton.rn.com (Mark Powell) writes:
>Actually the best way to do a multiple by 6 in assembly language is
>as below. e.g. d0=d0*6
>
> move d0,d1 d1 = d0 * 1
> add d0,d0 d0 = d0 * 2
> add d1,d0 d0 = d0 * 2 + d0 * 1 == d0 * 3
> add d0,d0 d0 = d0 * 6

What about

move d0,d1 d1 = d0
lsl #1,d0 d0 = d0 * 2
lsl #2,d1 d1 = d1 * 4
add d1,d0 d0 = d0 + d1 (= d0 * 2 + d0 * 4 = do * 6)

since shifts are faster than adds? (Just to be incredibly pedantic) :)
__
(_
__)teve
```

623. For Sale: ATari 1040 STF

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-09 08:36:48 UTC
From: vjrao@owlnet.rice.edu
Message-ID: <1992Feb9.083648.26958@rice.edu>
Source record: 45925
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,misc.forsale.computers

For Sale:

Atari 1040 ST (Tos 1.2, 1 meg, mouse, megatouch springs)

Everything is in excellent condition (like new) and with all documentation and original packaging.

$260(including shipping) or best offer.

If interested, leave me email or call (713) 893-2173.

--
****
Vinay Julapalli Rao vjrao@owlnet.rice.edu
****

624. Re: Technical books

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-09 08:45:51 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb9.084551.28261@actrix.gen.nz>
Source record: 45928

```
In article <1992Feb7.031734.12447@fsg.com> reynolds@fsg.com (Brian Reynolds) writes:
>
> I'm looking for technical books other than the Atari
> developers' documents. I already have the first two volumes of
> Compute's! Atari ST series. I don't consider these books to be as
> good as the technical books available for the 8bits. Does anyone know
> of a set of books for the ST/TT similar to "Mapping the Atari" and "De
> Re Atari" for the 800/XL/XE?
> --
> Brian Reynolds "... a drone from sector 7G."
> Fusion Systems Group
> reynolds@fsg.com -or- ...!uupsi!fsg!reynolds

Yes there is, start writing them now !!.:-)..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***
```

625. Re: Lattice C vs. MWC (was Re: STE and Mark Williams C)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-09 09:26:54 UTC
From: covert@cactus.org
Message-ID: <10393@cactus.org>
Source record: 45926

In article <1992Feb7.153039.7337@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>In article <rOc9yodo8F6@icemark.uucp> icemark!sigrorn@tornado.gun.de writes:
>>
>>Actually I would say, get yourself a copy of Lattice C, since MWC isn't
>>supported anymore (as far as I heard)!?!
>>I have both, they are both quite good, even I must state that Lattice C
>>is better with regard to many items (code size/speed, capabilities of
>>the compiler, and so on...)!
>
>The other side of the coin: I've used both MWC and Lattice C
>extensively recently, and I'd say overall that I prefer MWC. Lattice C
>has a few more options but the command syntax is utterly brain-damaged
>and there are quite a few annoying quirks like incorrect handling of
>include directives. Their librarian is also excruciatingly slow
>(though not as slow as Laser C's). Lattice C also won't link DRI
>format object files, so if you've got any MadMac source code you won't
>be able to use it with Lattice.
>
>
>Dave Baggett
>dmb@wam.umd.edu

Also, Lattice C Ver 5.06.02 (LC5) hasn't been updated since Dec 1990,
which is over 13 months ago. And LC5 has many other
bugs including not locating data files (such as .RSC files) when the
executable program is run within the LC5 editor.

Also LC5 does not have a source code debugger. And the compiler options
are very confusing.

All in all, I find LC5 a real pain to use. I have stopped development of
several C programs due to the frustration of using LC5.

And the sad thing is LC5 is the BEST of the still supported C compilers
for the ST. Laser C hasn''t been updated in years. MWC is dead.
Turbo C is German Only. I bought Turbo C and it was horrible to user
given the non-English manuals and all. And Turbo C isn't MAKE/UNIX
based either.

So, actually that just leaves the GNU C/C++ compilers.

The ST/TT compiler market really sucks!!!

--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

626. Re: datalink

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-09 10:33:03 UTC
From: jonc@status.gen.nz
Message-ID: <s6ewFB3w164w@status.gen.nz>
Source record: 45920
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

csw93@seq1.keele.ac.uk (Adam Turnbull) writes:

> Hi,
> Is it possible to use a datalink between ST's and Amigas? Does
> the cable need to be modified in any way, or is it as I suspect, the
> same?
>
> Adam.
> (yes, I *really* do want to link to an Amiga)

Adam,
Simply get a NULL modem cable. Connect the two ends (one on the Atari one
on the Amiga.. careful an IBM may result) and run the apropriate comms
package on each end and you are all go. If you are going to do a bulk file
transfer may I suggest you use Z*MODEM for this purpose on the ST try using
XYZ2.ttp .

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

627. SM125

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-09 14:02:49 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb9.140249.17547@actrix.gen.nz>
Source record: 45929

*** SM125 Faults ***

Can some one help, I believe that the SM125 mono monitors has some problems,
can some one let me know what these problem were..

I do know that they did have problems as 1/2 of the ones that were
sold here ended back being fixed under warranty, but that was some years ago..

As I have just brought a SM125 cheap, but would like to fix any know fault,
before I sell it..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

628. Re: Sticking in a 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-09 14:54:20 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Feb9145420@solb1.essex.ac.uk>
Source record: 45927

In article <mcwdbbdw@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:

> I am thinking of replacing my 68000 in my TOS V1.02 ST with an 68010 for a
> bit of fun.
[...]
> I think I can get the code into the memory before TOS uses that instruction,
> but I it may have to be autobooted in (Which will be a pain with my hard disk
> since it already has code to load the driver in the boot sector).

Ok, here's what I have heard on the subject. (no responsibility accepted for wrong info)

You cannot replace the 68000 with a 68010 without patching the ROMs as TOS V1.2
or less use MOVE SR, <ea> in the boot-up code. I have heard of patched ROMS, but
this is not worth the hassle as TOS 1.4 and greater are supposed to work with
any of the 680XX processors.

Simon Oke.

--
email: okes@essex.ac.uk
#
##
##
#
And now, opening for Iron Maiden, WYLD STALLYNS!

629. Re: Sticking in a 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-09 20:16:00 UTC
From: remyh@cco.caltech.edu
Message-ID: <1992Feb9.201600.25644@cco.caltech.edu>
Source record: 45930

okes@solb1.essex.ac.uk (Oke S) writes:

>In article <mcwdbbdw@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:

>> I am thinking of replacing my 68000 in my TOS V1.02 ST with an 68010 for a
>>bit of fun.
> [...]
>> I think I can get the code into the memory before TOS uses that instruction,
>>but I it may have to be autobooted in (Which will be a pain with my hard disk
>>since it already has code to load the driver in the boot sector).

>Ok, here's what I have heard on the subject. (no responsibility accepted for wrong info)
>You cannot replace the 68000 with a 68010 without patching the ROMs as TOS V1.2
>or less use MOVE SR, <ea> in the boot-up code. I have heard of patched ROMS, but
>this is not worth the hassle as TOS 1.4 and greater are supposed to work with
>any of the 680XX processors.

> Simon Oke.

I have TOS 1.4. Does this mean that I can simply plug in a 68030 and
have it work reasonably well for me?!?!?

Remy Hathaway
remyh@cco.caltech.edu

630. Re: acsi without dma

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-09 20:21:26 UTC
From: fortinp@bwdls56.bnr.ca
Message-ID: <1992Feb9.202126.10582@bwdls61.bnr.ca>
Source record: 45931

In article <1992Feb6.110531.14391@philce.ce.philips.nl>, meulenbr@ce.philips.nl (Frans Meulenbroeks) writes:
> Does anyone know if it is possible to transfer data to/from the acsi port
> of the ST/TT without doing dma. I would for instance like to issue a
> request sense command without having to reissue the command 4 times due
> to the buffering in the dma chip. Therefore I'd like to circumvent the
> dma completely for such short commands.

Frans,

I don't see how this is possible. All lines to the ACSI port (except HDINT)
go through the DMA chip... So like it or not, you still have to go through
it.

> Frans Meulenbroeks (meulenbr@prl.philips.nl)
> Philips Research Laboratories

Cheers,
Pierre

Cheers,
Pierre Fortin fortinp@bnr.ca (613)763-2598 fax: (613)763-3283

631. Re: HELP with linea calls in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-09 20:31:02 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992Feb10.013904.29565@ryn.mro4.dec.com>
Source record: 45935

>And another thing.. why not make the GEM window borders 3d, not like
>Windows, but like Motif, and make the icons multi-coloured.
>
>These are two things which stop the ST/TT from getting the "Wow!" effect.
>The "Wow!" effect sells computers. It doesn't matter if it can't compute
>2+2, as long as it looks great in the stores.
>

Hi Steve,

I've been working on an (extended!) Motif-like "windowing system"
for the ST. I had rewrote the MIDI, mouse, and keyboard processing
that WAS in the OS (for developing real-time MIDI software), and
thus I couldn't use VDI. I dove into using LINEA, as I needed to
draw a mouse pointer, and allow full interaction.

I'm hoping that a little demo I'll be posting shortly will run on
the TT, and I'd look forward to your trying it, if you
don't mind. I have a 1040STf with TOS 1.0, and it works OK on
my system. I've never even seen a TT in real life, nor any TOS
versions other than 1.0!

I implemented 3D shadowing, and simulated 3D moving of selectable
items, images, etc. Currently I only support medium resolution.

John

632. Memory protection again...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-09 20:52:12 UTC
From: sourada@iastate.edu
Message-ID: <sourada.697668732@vincent1.iastate.edu>
Source record: 45932

Well, I didn't get any responses to my query for details about ST/TT
memory protection, so I'll ask yes/no questions :-) :
Is there any memory protection in the TT other than that which is in the
ST (only supervisor mode code can access system variable and hardware
registers)?
Will there be any in the future (educated guesses also)?

Thanks,
Steven Ourada

--

Ask me how my university is censoring my Usenet access!
sourada@iastate.edu
----

633. Re: Lattice C vs. MWC (was Re: STE and Mark Williams C)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 02:00:45 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6564@uqcspe.cs.uq.oz.au>
Source record: 45603

In <10393@cactus.org> covert@cactus.org (Richard Covert) writes:

>So, actually that just leaves the GNU C/C++ compilers.

My personal choice. Because I can use them on other platforms.

Warwick

--
_-_|\ warwick@cs.uq.oz.au / And now for something ruder...
/ * <-- Computer Science Department,/
_.-._/ University of Queensland, / Derma tamper noh whoa surra thetch.
v Brisbane, Australia. /

634. Re: Sample -> Sound chip [Repost of an earlier message]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 02:21:22 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Feb10.022122.4930@wam.umd.edu>
Source record: 45933

```
In article <28222@darkstar.ucsc.edu> atario@cats.ucsc.edu (Stephen Wayne Miller) writes:
>
>In article <92020859@lowton.rn.com> mark@lowton.rn.com (Mark Powell) writes:
>>Actually the best way to do a multiple by 6 in assembly language is
>>as below. e.g. d0=d0*6
>>
>> move d0,d1 d1 = d0 * 1 [4]
>> add d0,d0 d0 = d0 * 2 [4]
>> add d1,d0 d0 = d0 * 2 + d0 * 1 == d0 * 3 [4]
>> add d0,d0 d0 = d0 * 6 [4]
---
[16]
>What about
>
> move d0,d1 d1 = d0 [4]
> lsl #1,d0 d0 = d0 * 2 [8]
> lsl #2,d1 d1 = d1 * 4 [10]
> add d1,d0 d0 = d0 + d1 (= d0 * 2 + d0 * 4 = do*6) [4]
----
[26]
>
>since shifts are faster than adds? (Just to be incredibly pedantic) :)

Ultra-predantic: You can see from the timings I've added above that
your method is actually slower in this case. add's are faster than
lsl's until you get to a shift of more than two bits:

(1) lsl.w #1, d0 [6 + 2n = 8]
(2) lsl.w #2, d0 [6 + 2n = 10]
(3) lsl.w #3, d0 [6 + 2n = 12]

vs.

(1) add.w d0, d0 [4]

(2) add.w d0, d0
add.w d0, d0 [2 * 4 = 8]

(3) add.w d0, d0
add.w d0, d0
add.w d0, d0 [3 * 4 = 12]

Here you can that the break-even point is a bit-shift of three places.
Beyond that lsl is faster, but before that add wins.

(See what you people get for criticizing my post?) :-) x 10
```

Dave Baggett
dmb@wam.umd.edu

635. Re: Sticking in a 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 02:35:00 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb10.023500.24204@tdb.uu.se>
Source record: 45934

cstdxas@warwick.ac.uk (Leo Hendry) writes:
:
: I am thinking of replacing my 68000 in my TOS V1.02 ST with an 68010 for a
: bit of fun. I have written a bit of code which I think will get around the
: "MOVE from SR" incompatability by trapping the "Supervisor instruction in
: user mode" (I forget its name) exception, re-executing the instruction and
: continuing. I can't see any other incompatabilities - have I missed anything?
: I think I can get the code into the memory before TOS uses that instruction,
: but I it may have to be autobooted in (Which will be a pain with my hard disk
: since it already has code to load the driver in the boot sector).

You have two problems (as far as I know):

1. The stack-format is different between the 68000 and 68010. This
means TOS-versions prior to 1.6 (or is it 1.4?) won't work
correctly.

2. As someone else mentions in another followup to your article the
SR-move instruction is used BEFORE the computer loads (and
executes) the boot-sector of your boot-drive. I'm not sure if he's
right about this, but since loading requires some interrupts beeing
enabled/disabled it's VERY possible he is right.

Conclusion: GET TOS 2.06 (or 2.07 when they release it)!

BTW, if you decide to change processor (and put in a new TOS) then
you could increase the clockspeed to 16 MHz at the same time. The
only things needed are some 74LS00 and some other INEXPENSIVE chips.
This will not give you the same performerance as a Mega STE since
the MSTE has a cache (and building your own cache isn't very easy).
There must be thousands of 'blue-prints' for cache-less turbo-boards
floating around. They all work the same: Putting the processor in
8 MHz as soon as it deals with the bus and run it at 16 MHz when
'internal' calculations are performed (MUL and DIV for example will
be twice as fast (almost)).

There are only two problems: Finding a 16 MHz 68010 and removing and
putting a socet in WITHOUT destroying the motherboard.

Good luck! Share and enjoy!

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

636. Re: Sticking in a 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 04:06:22 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992Feb10.040622.19295@usenet.ins.cwru.edu>
Source record: 45936

In a previous article, m91der@tdb.uu.se (Daniel Eriksson) says:

>cstdxas@warwick.ac.uk (Leo Hendry) writes:
>:
>: I am thinking of replacing my 68000 in my TOS V1.02 ST with an 68010 for a
>: bit of fun. I have written a bit of code which I think will get around the
>: "MOVE from SR" incompatability by trapping the "Supervisor instruction in
>: user mode" (I forget its name) exception, re-executing the instruction and
>: continuing. I can't see any other incompatabilities - have I missed anything?
>: I think I can get the code into the memory before TOS uses that instruction,
>: but I it may have to be autobooted in (Which will be a pain with my hard disk
>: since it already has code to load the driver in the boot sector).
>
>You have two problems (as far as I know):
>
>1. The stack-format is different between the 68000 and 68010. This
> means TOS-versions prior to 1.6 (or is it 1.4?) won't work
> correctly.
>
>2. As someone else mentions in another followup to your article the
> SR-move instruction is used BEFORE the computer loads (and
> executes) the boot-sector of your boot-drive. I'm not sure if he's
> right about this, but since loading requires some interrupts beeing
> enabled/disabled it's VERY possible he is right.
>
>Conclusion: GET TOS 2.06 (or 2.07 when they release it)!
>
>BTW, if you decide to change processor (and put in a new TOS) then
>you could increase the clockspeed to 16 MHz at the same time. The
>only things needed are some 74LS00 and some other INEXPENSIVE chips.
>This will not give you the same performerance as a Mega STE since
>the MSTE has a cache (and building your own cache isn't very easy).
>There must be thousands of 'blue-prints' for cache-less turbo-boards
>floating around. They all work the same: Putting the processor in
>8 MHz as soon as it deals with the bus and run it at 16 MHz when
>'internal' calculations are performed (MUL and DIV for example will
>be twice as fast (almost)).
>
>There are only two problems: Finding a 16 MHz 68010 and removing and
>putting a socet in WITHOUT destroying the motherboard.
>
I have a 4 meg 1040ste with a socketed 68000. Is there a simple
way for me to put in a faster processor and get a significant
speed increase? How much would that cost me? Has anybody done it

yet? I am running tos 1.6, but you knew that already...right?

-Steve Selick <selick@csa.bu.edu>

637. Re: nationality byte in tos 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 08:55:53 UTC
From: rh0083b@medtronic.com
Message-ID: <1992Feb10.085553.15585@medtron.medtronic.com>
Source record: 45939

There *is* of course the ISO standard, which assigns a 2-character code
to each country, and a 3-character code for the national currency.

DE DEM Germany
NL NLG The Netherlands (please don't use Holland: it is on a *small*
part of my country :-))
US USD United States of America

etc, etc, etc..

Hope this says it all.

Regards,
-Roger
(no fancy signature yet, usual disclaimers apply)

638. Re: HELP with linea calls in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 09:01:05 UTC
From: rh0083b@medtronic.com
Message-ID: <1992Feb10.090105.15714@medtron.medtronic.com>
Source record: 45940

In article <1992Feb07.093528.23835@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>
>A plea to Atari.. If VDI is the only thing you will support in the future
>OPTIMISE IT! As it is currently an IBM clone (386sx, VGA) has a better graphics
>performance than a TT using line-a.

I bought NVDI 2.0 from Bela, it is a full replacement for the Atari VDI.
It is 3-10 times as fast, and also fixes several VDI bugs. I have used it
for 2 months now, and I am very satisfied with it.

Regards,
-Roger

639. Re: Sample -> Sound chip [Repost of an earlier message]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 09:18:00 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Feb10.091800.28131@email.tuwien.ac.at>
Source record: 45937

```
In article <1992Feb10.022122.4930@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:
>In article <28222@darkstar.ucsc.edu> atario@cats.ucsc.edu (Stephen Wayne Miller) writes:
>>
>>In article <92020859@lowton.rn.com> mark@lowton.rn.com (Mark Powell) writes:
>>>Actually the best way to do a multiple by 6 in assembly language is
>>>as below. e.g. d0=d0*6
>>>
>>> move d0,d1 d1 = d0 * 1 [4]
>>> add d0,d0 d0 = d0 * 2 [4]
>>> add d1,d0 d0 = d0 * 2 + d0 * 1 == d0 * 3 [4]
>>> add d0,d0 d0 = d0 * 6 [4]
> ---
> [16]
>>What about
>>
>> move d0,d1 d1 = d0 [4]
>> lsl #1,d0 d0 = d0 * 2 [8]
>> lsl #2,d1 d1 = d1 * 4 [10]
>> add d1,d0 d0 = d0 + d1 (= d0 * 2 + d0 * 4 = do*6) [4]
> ----
> [26]
>>
>>since shifts are faster than adds? (Just to be incredibly pedantic) :)
>
>Ultra-predantic: You can see from the timings I've added above that
>your method is actually slower in this case. add's are faster than
>lsl's until you get to a shift of more than two bits:
>
>(1) lsl.w #1, d0 [6 + 2n = 8]
>(2) lsl.w #2, d0 [6 + 2n = 10]
>(3) lsl.w #3, d0 [6 + 2n = 12]
>
>vs.
>
>(1) add.w d0, d0 [4]
>
>(2) add.w d0, d0
> add.w d0, d0 [2 * 4 = 8]
>
>(3) add.w d0, d0
> add.w d0, d0
> add.w d0, d0 [3 * 4 = 12]
>
>Here you can that the break-even point is a bit-shift of three places.
```

>Beyond that lsl is faster, but before that add wins.

Only on the 68000!!!!

M. Yannikos
kdv_521@eiaida.tuwien.ac.at

640. Re: ICD Host Adapter Cables

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 09:38:11 UTC
From: clausb@hpbbrd.HP.COM
Message-ID: <9130002@hpbbrd.HP.COM>
Source record: 45633

>Does the ICDBOOT.SYS stuff try to pull some system vectors that get screwed up
>when I change resolution or do a soft boot?

I don't know the current ICD stuff, but well, what you've run might
indicate that.

>I heard that Claus Braud (Sorry if I spelt this wrong) wrote his own hard
>disk drivers; where can I get a copy of them? Are they PD?

(corrected spelling beneath 8-) Yes, I did write a hard disk driver of
my own called CBHD. It's part of hard disk book we published some time
ago, so, unfortunately, it is not PD in any way. While I'm sure that
my driver would solve most of your (hard-disk related 8-) problems,
you should first check out if ICD has something to say on their
software and why it seems to crash on your computer. Maybe it is
just a configuration problem of some kind.

If you're still having trouble after having talked to ICD, I would
be glad to help you out.

Oh, by the way: What you're describing also happens if you have a
corrupted DESKTOP.INF file. Try deleting your DESKTOP.INF and creating
a new one from scratch.

--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

641. Re: AJAX-chip info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 09:45:13 UTC
From: clausb@hpbbrd.HP.COM
Message-ID: <9130003@hpbbrd.HP.COM>
Source record: 45632

```
> How fast can it run [...]

Rumoured to run at 32 MHz with extra circuitry.

> Is the Mega STE prepared for 2.88 meg drivers (can it support
> the high clock-freq to the AJAX-chip that is required?)?

32 MHz is available at the shifter.

> Can it read Amiga-formatted disks if programmed properly?

Unless it has completely new functionality: No.

> (the WD1772 couldn't because of hardware bugs, or?)

The WD1772 can't because it just works totally different than
the Amiga's disk "controller". The hardware "bug" you're referring
to is not the only reason why it can't be done. Another reason is
that the WD1772, as any other decent floppy controller, is index-
oriented, i.e. starts to read and write at the index position.
Tracks on Amiga disks may start _anywhere_, not just at the index
position, and may even cross the index boundary. This is completely
out of spec of most but the weirdest floppy controllers.

--clausb@hpbeo79.bbn.hp.com-----------------------------------------------
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---------------------------------------------
```

642. Re: Sample -> Sound chip

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 10:24:58 UTC
From: hank@longus.north.de
Message-ID: <H.nILYDITRxIc@longus.north.de>
Source record: 45474

Hi Cris,

In <8983@ncrwat.Waterloo.NCR.COM>, Chris Herborth writes:
Would someone care to tell me (or point me to a text file somewhere) how to
take a normal 8-bit sample, and dump it into the sound chip so that it plays?
[...]
I have some documented PD-assembler-routines to play samples in interrupt
and in high-speed. The routines can also play an pattern-list.

Bye HANK

--
*** hank@longus.north.de ***
*** Derk Haendel * Ostpreussenstr. 17 * W-2887 Elsfleth * Voice 04404-3294 ***

643. Re: Sample -> Sound chip [Repost of an earlier message]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 10:25:59 UTC
From: atario@cats.ucsc.edu
Message-ID: <28267@darkstar.ucsc.edu>
Source record: 45938

```
:) Guess I shouldn't go spouting off until I've consulted the spec sheets. I
was thinking, in general, shifts are faster than any other math operation. Oh
well!! :)

__
(_
__)teve
```

644. Re: How to get .img files into TeX?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 11:20:39 UTC
From: pazsan@Informatik.TU-Muenchen.DE
Message-ID: <1992Feb10.112039.7099@Informatik.TU-Muenchen.DE>
Source record: 45591

In article <uPyLFB1w164w@sys6626.bison.mb.ca>, rdo@sys6626.bison.mb.ca (Russell Ochocki) writes:
|> I found a file draw.sty in the CS-TeX package. It seems to be saying
|> you can include .img files in Tex/LaTeX documents. I tried the examples
|> they had but couldn't get anything to work.
|>
|> Has anyone managed to do this?

Easy: CS-TeX has a tool called GEMUTIL.PRG (call it with G in the TeX-Shell) that manipulates GEM.img files and creates a include-file for GEM images. The dvi output of CS-TeX can include GEM images with \special instructions. See what GEMUTIL.PRG creates as include file for more. You have only to \input the file in your .tex file at the position where you need your picture.

CS-TeX can also include GEM metafiles (*.GEM) and a special CS graphic format.

Happyly if you convert DVI to PS you have a portable file that can be printed on every laserprinter (with PS) (CS DVI with .img and .gem is _not_ device independant anymore).

645. Re: Lattice C vs. MWC (was Re: STE and Mark Williams C)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 11:39:33 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Feb10.113933.5102@aber.ac.uk>
Source record: 45595

I never use LC5 from its work-bench. Instead I combine LC5 with Gulam and GNU make, works find. Having come from MWC I too couldn't bear leaving the UNIX like environment.

Lack of debugger, (although the machine debugger is great), proper make, and profiler is a bit annoying.

Herb

646. Re: nationality byte in tos 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 11:45:19 UTC
From: raichle@azu.informatik.uni-stuttgart.de
Message-ID: <RAICHLE.92Feb10124519@azu.informatik.uni-stuttgart.de>
Source record: 45592

In article <92038.124545ONM07@DMSWWU1A.BITNET>, ONM07@DMSWWU1A.BITNET wrote:

> This was easy. Just use archie to look for '3166':
>
> From: Codes for the representation of names of countries.
> Third edition; ISO 3166: 1988 Aug 15; 53 p.
^^^^^^^^^^
>
> [... list deleted ...]

Perhaps a little bit out-of-date? ;-)

-bernd

647. Re: SM125

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 12:13:10 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <agydb3xt@csv.warwick.ac.uk>
Source record: 45596

In article <1992Feb9.140249.17547@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>*** SM125 Faults ***
>Can some one help, I believe that the SM125 mono monitors has some problems,
>can some one let me know what these problem were..
>I do know that they did have problems as 1/2 of the ones that were
>sold here ended back being fixed under warranty, but that was some years ago..
>As I have just brought a SM125 cheap, but would like to fix any know fault,
>before I sell it..
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***

I have used my SM125 of a period of around 4 years and the only problems
I have had are with the on/off switch - If you switch it off moving the switch
slowly then it makes a very unhealthy noise. In general I prefer the SM125 to
the SM124 because it has a tilt and swivel stand and the vertical size is
adjustable without opening up the case, allowing you to kill the border
that normaly takes up 1/3 of the screen. Also I have never had any screen
fading problems that seem to affect some SM124s.
I think I heard somewhere that the manufacturer had quality control
problems, but in my opinion if your monitor is still working at this stage it
is probably OK.
My advice if you are really worried would be to check the switch and replace
it if it seems dodgey, and when trying to sell it point out its stand and
twiddley knobs.

648. Re: Application launch.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 12:40:35 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <1992Feb10.124035.25933@newcastle.ac.uk>
Source record: 45602

> A friend of mine is writing a small desk accessory. He wants to be able
>to execute GEM or TOS programs directly form it (i.e. It displays a file
>selector, and then launches the program you selected). But so far, he
>seems to encounter some difficulties (One of them being the fact that
>Pexec calls Malloc to reserve memory, and Malloc is prohibited when used
>within a desk accessory).

One way is to have a TSR code section to run programs and use the stack an a modifeid trap vector (5 is available among others) to message this from the desk accessory with the required prg. to run.
(place the program name + path on the stack, and issue a trap exception, the TSR doesn't have the malloc restriction on it and so can use Pexec()).

>>>>>>>>>>>>CRAIG GRAHAM>>>>>>>>>>
<-->
/\ /\
...Not built to last but built to burn, / \ / \
Contribute, contribute, send all you earn. / \ _ / \
No deposit, no return. / \ / \ / \
No deposit, no return. /_______ / \ ________\
Health and happiness guaranteed, |P O P|
Free seven day trail, it's all you need. \ /
Every hour on the hour, this is the voice of fate. /_/\
It's the voice of power. / \
E104,E122,E137,E142. / \
Here's to the king of the nineteen nineties..... /_________\
....give me everything.....give me everything........

-POP WILL EAT ITSELF. This is the day, this is the hour, this is this....

649. Re: Sticking in a 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 12:49:31 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb10.124931.2693@tdb.uu.se>
Source record: 45598

be824@cleveland.Freenet.Edu (Steve Selick) writes:

:[stuff deleted]
: I have a 4 meg 1040ste with a socketed 68000. Is there a simple
: way for me to put in a faster processor and get a significant
: speed increase? How much would that cost me?
:[stuff deleted]

To get a 'significant speed increase' you need to buy one of the
accelerator boards WITH cache-memory. The best would be a 68030-
based board since they give you the best 'speed increase'.
Unfortunately they are QUITE expensive.

If you put in a cache-less speed-board (as I proposed) you won't
get a 80 percent higher performerance as with Turbo 16 or AdSpeed.
I haven't tried it, but I _guess_ you will only get 10-30 percent
speed increase with a cache-less board. However, it _could_ be
worth it since you already have a socketed processor. The things
you need is a 16 MHz (PLCC?) 68000 or 68010, some 74LS00 and
some other rather inexpensive logic-chip(s). All in all this
kind of upgrade costs about 35 USD in Sweden if you install it
yourself. I suspect the needed chips can be had for about half
of that in the US (Sweden is _very_ expensive).

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

650. Re: acsi without dma

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 13:29:47 UTC
From: meulenbr@ce.philips.nl
Message-ID: <1992Feb10.132947.19947@philce.ce.philips.nl>
Source record: 45594

knop@duteca4.et.tudelft.nl (Peter Knoppers) writes:

]meulenbr@ce.philips.nl (Frans Meulenbroeks) writes:

]>Does anyone know if it is possible to transfer data to/from the acsi port
]>of the ST/TT without doing dma. I would for instance like to issue a
]>request sense command without having to reissue the command 4 times due
]>to the buffering in the dma chip. Therefore I'd like to circumvent the
]>dma completely for such short commands.
]>Does anyone have any idea if this is possible?
]>I haven't seen any statements that it isn't in the literature, but also
]>I haven't seen code which does things like request sense without dma.

]>--
]>Frans Meulenbroeks (meulenbr@prl.philips.nl)
]> Philips Research Laboratories

]According to "Het complete Atari ST boek" (the Dutch translation of
]"Das Atari ST Profibuch") this is not possible. The FIFO that is part of
]the DMA controller is the culprit. This FIFO will not output anything
]until 16 bytes are received. Period.

The fifo is part of the dma architecture. That's why I want to avoid
the dma! I would imagine that it is possible to do the bus handshaking
in software and read the data from the acsi bus without doing dma and
circumventing the FIFO.

Anyone any experiences/references/code samples?

--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

651. Re: Sticking in a 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 13:56:31 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Feb10.135631.1033@cs.nott.ac.uk>
Source record: 45625

In article <1992Feb9.201600.25644@cco.caltech.edu> remyh@cco.caltech.edu (Remy Adam Hathaway) writes:
>[Stuff about replacing 68000 with 68010 deleted.]
>
> I have TOS 1.4. Does this mean that I can simply plug in a 68030 and
>have it work reasonably well for me?!?!?

As I understand it, only TOS 1.6 and up know about processors >68000. In any case, I think the '020+ chips have more pins than the vanilla 68k, so they wont even fit in!
--
`Grave' Dave Gymer | `Yeah - yes, there was this magic light, I said to
42 St Mary's Park, | myself, "I'd better go to bed, and have an early
Louth, Lincs, | night". Then I, then I, then I went into a dream.'
LN11 0EF, ENGLAND | - Queen

652. Re: Sample -> Sound chip [Repost of an earlier message]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 15:00:22 UTC
From: zxmgn01@mailserv.zdv.uni-tuebingen.de
Message-ID: <zxmgn01.697734022@mailserv>
Source record: 45600

```
1) version:

move d0,d1 4 n
add d0,d0 4 n
add d1,d0 4 n
add d0,d0 4 n
16 n

2) version:

move d0,d1 4 n
lsl #1,d0 6n+2n = 8n
lsl #2,d1 6n+4n= 10n = 12n (cause of gfxchip)
add d1,d0 4n
28n

> since shifts are faster than adds? (Just to be incredibly pedantic) :)

I nearly never use shitfs cause of the lack of speed. Every table-lookup
would be nearly as fast:

add.w d0,d0 4 n
add.w d0,d0 4 n
lea.l multab(pc),a0 8 n
move.l 0(a0,d0),d0 16 n
36 n

And with this method, you could use any fixed factor (i use it often in
gfx-demos and in my asm-mandel).

shifts only use less memory and less time, if used for 2^3 and more
that is lsl.w #3,d0. there the speed is the same as 3 adds, but
u use less memory (4 bytes instead of 6...).

So, for simple multiplications use add, for bigger sized with many 2^x
(x>=3 ) use shifts.

Read ya, Phil...
```

653. 1040 ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 15:54:25 UTC
From: vspicer@ccu.umanitoba.ca
Message-ID: <1992Feb10.155425.20064@ccu.umanitoba.ca>
Source record: 45597

we are looking for a RAM upgrade for our 1040ST, to 4 megabytes. something
that uses SIMS would be best. our main board model # is
C070523-001 Revision D

thanks in advance
vic spicer

654. SM 124: Horizontal Centering?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 16:20:23 UTC
From: Jeroen.Scheerder@phil.ruu.nl
Message-ID: <2099@accucx.cc.ruu.nl>
Source record: 45599

Hi!

After successfully installing PixelWonder on my 520Stm (or should I say
Mega ST/3?) bumped into a tiny monitor problem.

I can achieve a resolution of 768x528 pixels, but when I do so the bottommost
<>30 pixels fall off the edge. So I'd like to raise the screen; about an inch
on the top side is still unused.

Opening up the monitor, I find potentiometers to do VSIZE, VLIN, SUB BRIGHT,
FOCUS, VCENTER, and an HSIZE coil of which the graphite core can be adjusted.
But no HCENTER!!

To me, it sounds incredible that a thing so elementary is not adjustable. So
I'm probably overlooking something. Can anyone out there shed a light on this?

Answers pleasy by email, I'll post an excerpt if ever there comes a reply.

A little note about PixelWonder, for the curious: PW is a graphics card, that
replaces the ST's graphic chip with a custom one, that is freely programmable.
It allows you to use MultiSyncs etc; and on standard SM1* monitors it allows
for selecting an equal amount of pixels at a ridiculuosly high refresh rate,
more pixels at the same refresh rate, or even more pixels at a lower refresh
rate. (price: DM 140, HFL 170 == US$ 80)
Examples:
* Everything runs in 768x528, 60 Hz;
* ... except Spectre, which is hardcoded for 640x400, but does work with PW
in 640x400 at 78 Hz;
* ... and except Tempus, which insists on writing to the graphics chip itself
and hence must run using the original hardware in 640x400 mode.

I'm no salesperson of Maxon, by the way. Far be it from me.

655. Re: acsi without dma

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 16:30:47 UTC
From: "U.Kuehn" <ZW0007@DMSWWU1C.BITNET>
Message-ID: <92041.163047ZW0007@DMSWWU1C.BITNET>
Source record: 45601

In article <1992Feb6.110531.14391@philce.ce.philips.nl>, meulenbr@ce.philips.nl (Frans Meulenbroeks) says:
>
>Does anyone know if it is possible to transfer data to/from the acsi port
>of the ST/TT without doing dma. I would for instance like to issue a
>request sense command without having to reissue the command 4 times due
>to the buffering in the dma chip. Therefore I'd like to circumvent the
>dma completely for such short commands.
>Does anyone have any idea if this is possible?
I think it is possible: do not start the dma transfer after the last cmd byte and then get the bytes one by one. Wait between each two bytes for int as you normally do while sending command bytes. The dma logic should do the rest of the handshaking. This looks much like getting the status byte from the bus after dma transfer.
The host adaptor of my harddrive is the one of the german magazine ct, and this does work with it, but i am quit sure that this will also work with all other host adaptors.

Ulrich

+--------------+--------------------------+-----------------------+
| Ulrich Kuehn | Internet: | Do they know that they &#65533;
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? &#65533;
+--------------+--------------------------+-----------------------+

656. Why does it do this?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 17:19:56 UTC
From: carl@syscon.rn.com
Message-ID: <1992Feb10.171956.18671@syscon.rn.com>
Source record: 45604

My 1Mb 520 / TOS 1.4 / BMS200 / ST251N system was connected to a tap strip. Flip on one switch and up she comes. 'Course you had to pop reset to reboot with the hard disk once you got the desktop since it didn't wait for the hard disk the first time. No big deal though. But I shuffled things a bit and it now has a Megafile 30 on it. When I turn the tap strip on, the Megafile gets so hosed that there is no way to make it talk. Reset doesn't help. The *only* way is to keep power off the 520 until the Megafile is ready to go.

Why is this?? What is going on??

--
Carl Kreider CIS 71076,76
22305 CR 28, Goshen, IN 46526 Usenet ....!syscon.rn.com!carl
(219) 875-7019 Internet carl@syscon.rn.com

657. 24-bit color - how?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 18:18:32 UTC
From: cse0507@desire.wright.edu
Message-ID: <1992Feb10.131832.29@desire.wright.edu>
Source record: 45605

I asked this a while back, no answer, so I'll ask again. What is the proper way (upward-compatible) to code your software to handle 24-bit color? Is their a way? And, if their is a way, what about alpha channels? Should we assume a palette? Or will their be another VDI call added to the system (yes, please)? I don't suppose somebody from Atari (Kbad, A.P.) would care to step forward and answer these allegations :-)? Guilty guilty GUILTY! The cow did it!

--

?!?

? ||| Bob "SubGenius" Schulze (%!#) @%(-)&$$!

?)|(>> cse0507@desire.wright.edu << !

? / | \ the above address does not work - please use it!

658. Adding RAM to a 520ST (how to??)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 19:41:20 UTC
From: ghart@ems.cdc.com
Message-ID: <3626@nntp_server.ems.cdc.com>
Source record: 45619

Can somebody tell me, or point me to directions on adding RAM internally
to a 520. I did this a few years ago with 256k chips, but I've since
lost the instructions. Now I have another 520, and can get 256k chips
very cheap. I've seen instructions for using sipps, but would like
to try the dipp route first (I'm cheap, ok :-). And 1 MB would be enough
for now. Also, other hardware modifications may become interesting in
the future, so is there a collection of this information someplace??

--
geoff hart ghart@ems news@ems library@ems x4273 s/ems/ems.cdc.com/

659. Re: Lattice C vs. MWC (was Re: STE and Mark Williams C)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-10 23:45:50 UTC
From: sigrorn@icemark.uucp
Message-ID: <DTA5EktsOQg@icemark.uucp>
Source record: 45606

```
>Also LC5 does not have a source code debugger. And the compiler options
>are very confusing.
HiSoft told me, that they are currently working on one!
>
>And the sad thing is LC5 is the BEST of the still supported C compilers
>for the ST. Laser C hasn''t been updated in years. MWC is dead.
>Turbo C is German Only. I bought Turbo C and it was horrible to user
>given the non-English manuals and all. And Turbo C isn't MAKE/UNIX
>based either.

Laser C and Turbo C *HAVE* been "Updated" to PureC! ***BUT*** Application
Systems Heidelberg is, as far as I know, not allowed to sell the compiler
outside Germany. :-(

yours,
Benedikt
--

==============================================================================
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

First Corollary of Taber's Second Law:
Machines that piss people off get murdered.
-- Pat Taber
```

660. Re: Sample -> Sound chip [Repost of an earlier message]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-11 02:38:23 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb11.023823.19221@actrix.gen.nz>
Source record: 45612

Reference to mutiply by 6..

Is it not true that the ST stretches some instructions, so that the
cycle times that are in the Motorola hand book are incorrect..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

661. Sticking in a 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-11 05:53:17 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A35581@MS.maus.de>
Source record: 45609

cstdxas@warwick.ac.uk:

> I am thinking of replacing my 68000 in my TOS V1.02 ST with an 68010 for a
>bit of fun. I have written a bit of code which I think will get around the
>"MOVE from SR" incompatability by trapping the "Supervisor instruction in

Hello,

you must run TOS 2.06 in your ST if you like to stick the 68010 into it. TOS
2.06 has the "move from sr" patch build in.

By the way: I'm searching for a 16Mhz-version of the 68010 (64 pin prefered)!
Please e-mail if you have any suggestions where I could get one!!

Greetings,
Patrick

662. Re: Sticking in a 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-11 05:53:36 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A35582@MS.maus.de>
Source record: 45607

okes@solb1.essex.ac.uk:

o>this is not worth the hassle as TOS 1.4 and greater are supposed to work with
o>any of the 680XX processors.

TOS 1.04 isn't capable to cope with others than the 68K. You'll need TOS >=
1.06.

Greetings,
Patrick

663. Re: Sticking in a 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-11 05:53:51 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A35583@MS.maus.de>
Source record: 45608

m91der@tdb.uu.se>

m>There are only two problems: Finding a 16 MHz 68010 and removing and
m>putting a socet in WITHOUT destroying the motherboard.

For your information: I tried running 2 different 68010-12Mhz with 16 Mhz - It
didn't work :-(

So long, Patrick

664. Re: SM 124: Horizontal Centering?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-11 06:14:57 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <54324@cup.portal.com>
Source record: 45611

Jeroen Scheerder asked about horizontal centering of the picture on an SM124 monitor...

This IS adjustable in the same way the picture is centered on a regular TV screen.

Centering is controlled by magnets around the narrow neck of the picture tube, and are adjusted by a pair of disks with small handles protruding from them. By manipulating them (rotating the disks), the picture can be moved around the face of the CRT screen.

EXTREME CAUTION must be used, as the adjustment must be done with the power on, and the monitor operating, which causes VERY high voltages to be present. Anyone who's never worked with TV sets should probably NOT attempt this adjustment.

Another caution... in my SM124, the centering disks were glued to the glass neck of the picture tube at the factory. Breaking the seal to allow them to be adjusted could be very tricky, to avoid damaging them or the picture tube. The magnets are also quite brittle and can be easily broken.

The Focus adjustment should be touched up after moving the display...

Again... if you don't know your way around a high voltage system, find someone who does to do this adjustment...

BobR

665. Re: CS-TeX

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-11 09:17:13 UTC
From: oli@math.rwth-aachen.de
Message-ID: <oli.697799833@ernie>
Source record: 45613
Body handling: HTML body converted to readable text

volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:

>Please let us know what you find out and what you like/dislike about CS-TeX.

So my first impressions: INSTALL.PRG bombs when I start it (Mega STE4, TOS 2.05), no matter what accessories/AUTO-programs are loaded. Doesn't matter much, since the lharc I have is able to unpack the archives. Then I wanted to know how to get the dvi-drivers to use the Lindner folder structure. Since there is no readme on this, and the Shell doesn't even provide a possibility to set font paths, I had to read DVI_DOC.DVI. There wasn't a TeX-Source for this, and to read the DVI-File I needed the font setup working... Finally I read this using Lindner-TeX' previewer. Fortunately, the parameter line in the printer driver menu was exactly long enough to hold "-p=a4 -f= -f=lindner". So I was able to view DVI-Files. The TEXINPUT line in the ENVIRONMENT menu, though, is far to short to contain all the paths where I hide my standard input files. So this TeX is for command line use, but that's what I will do anyway. Then I tried to make a format file. I'm using my own version of latexg, which I call olatexg, and since the inputs for initex seem to be very different from those with Lindner TeX I had to hack up a olatexg.ini-file, which was easy. btw.. (Does "INITEX olatexg" look for olatexg.ini or for olatexg.tex, in other words, do I have to add ".ini" on the command line?) Then, INITEX bombed (two bombs). It did so, no matter what file I clicked, and it did so from a command line, even with no parameters. TEX did not bomb, but complain about format files not found. So I tried INITEX_H, but this told me I was out of memory (on a 4Meg STE with 3.3 Meg free according to Xcontrol). At least it didn't bomb, so this was a promising sign. I tried INITEX_L next, and it worked, and then I ran TEX_L on one of my files, and it worked, too, not slower, but certainly not much faster than Lindner-BigTeX. I still have to try it under Mint. I also have to try BibTeX, since the one delivered with Lindner TeX always runs out of memory if I have more than 2 bibliography entries.

Oliver
--
Heute hack ich, morgen crack ich, uebermorgen hol ich mir dem SysOp sein Login.
Ach wie gut dass niemand weiss, dass ich oli@math.rwth-aachen.de heiss.

666. Re: Pure-C cdecl woe

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-11 10:34:30 UTC
From: q92269@pbhrzx.uni-paderborn.de
Message-ID: <q92269.697804470@pbhrzx.uni-paderborn.de>
Source record: 45616

ib09@rz70.rz.uni-karlsruhe.de (Thomas Koenig) writes:

```
>int system(char *cmd)
>{
> int cdecl (*doit)(char *);
> /* rest deleted, I think you can guess what it was */
>}
```

Hmmm ... shouldn't it be

```
int (cdecl *doit)(char *);
```

, since you want to modify the entity of the procedure?

Daniel
--
Daniel Roedding "Wenn Architekten ihre Haeuser so bauen wuerden, wie Program-
Detmolder Str. 19 mierer ihre Programme schreiben, koennte ein einziger Specht
D-4790 Paderborn unsere ganze Zivilisation vernichten"
/ q92269@pbhrzx.uni-paderborn.de / danny@fiction.ms.sub.org / +49 5251 541965 /

667. Length of DMA/HD cables

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-11 11:08:33 UTC
From: oli@math.rwth-aachen.de
Message-ID: <oli.697806513@ernie>
Source record: 45620

Hello everybody.

I'm wondering whether there is a maximum length for cables connecting
Hard disks to the ACSI port of my Mega STE or to other drives, and if
there is a maximum total length between first and last device in the
chain. I wonder also if the ribbon connector connecting the hard drive
to the host adaptor may be long. It is maybe 5cm in my old SH205, but
I would like to fit a longer one. My SCSI drive is, if I remember cor-
rectly, on a 30cm ribbon connector, but then, it has considerably fewer
wires that the old MFM drive.

Oliver
--
Heute hack ich, morgen crack ich, uebermorgen hol ich mir dem SysOp sein Login.
Ach wie gut dass niemand weiss, dass ich oli@math.rwth-aachen.de heiss.

668. Re: SM125

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-11 11:13:41 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb11.111341.1617@actrix.gen.nz>
Source record: 45617

In article <agydb3xt@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
> In article <1992Feb9.140249.17547@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> >*** SM125 Faults ***
> >Can some one help, I believe that the SM125 mono monitors has some problems,
> >can some one let me know what these problem were..
> >As I have just brought a SM125 cheap, but would like to fix any know fault,
> >before I sell it..
> >*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>
> I have used my SM125 of a period of around 4 years and the only problems
> I have had are with the on/off switch - If you switch it off moving the switch
> slowly then it makes a very unhealthy noise. In general I prefer the SM125 to
> the SM124 because it has a tilt and swivel stand and the vertical size is
> adjustable without opening up the case, allowing you to kill the border
> that normaly takes up 1/3 of the screen. Also I have never had any screen
> fading problems that seem to affect some SM124s.
> I think I heard somewhere that the manufacturer had quality control
> problems, but in my opinion if your monitor is still working at this stage it
> is probably OK.
> My advice if you are really worried would be to check the switch and replace
> it if it seems dodgey, and when trying to sell it point out its stand and
> twiddley knobs.

Also this info on SM125 faults was posted in one of the UK, magazines,
but that I have not seen..

I only payed $20nz or say $36us for this monitor, it works well and has not
had much use, I don't realy nead it, but at that price I could not resist..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

669. Re: 1040 ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-11 11:16:58 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb11.111658.1763@actrix.gen.nz>
Source record: 45618

In article <1992Feb10.155425.20064@ccu.umanitoba.ca> vspicer@ccu.umanitoba.ca writes:
> we are looking for a RAM upgrade for our 1040ST, to 4 megabytes. something
> that uses SIMS would be best. our main board model # is
> C070523-001 Revision D
>
> thanks in advance
> vic spicer
>

I have seen a Add in a UK magazine for a SIMM one , and I think the
same is available in the USA, they could even be the same manufacture..

Note: soldered in Ram upgrades are the best, they don't work lose and
fall out..!!

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

670. Re: Sample -> Sound chip [Repost of an earlier message]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-11 14:38:13 UTC
From: carl@syscon.rn.com
Message-ID: <1992Feb11.143813.23988@syscon.rn.com>
Source record: 45621

dmb@wam.umd.edu (David M. Baggett) writes:

>In article <28222@darkstar.ucsc.edu> atario@cats.ucsc.edu (Stephen Wayne Miller) writes:
>>
>>In article <92020859@lowton.rn.com> mark@lowton.rn.com (Mark Powell) writes:
>>>Actually the best way to do a multiple by 6 in assembly language is
>>>as below. e.g. d0=d0*6
>>>
>> [details of speed deleted]
>
>Here you can that the break-even point is a bit-shift of three places.
>Beyond that lsl is faster, but before that add wins.

>(See what you people get for criticizing my post?) :-) x 10

>Dave Baggett
>dmb@wam.umd.edu

Only true on the 68000. I'm an old cycle counter from the 6800 (yes,
that is TWO zeros) days and vividly remember my shock when my assembler
version of strcpy ran *slower* than the library routine on an 020. Worse
yet, other changes in the test driver affected the speed! Seems that
though the code was tighter, execution time depended on how it landed
in the cache and whether the cache got flushed and ......
Oh yes. Under the right circumstances, my version was faster.
code was tighter
--
Carl Kreider CIS 71076,76
22305 CR 28, Goshen, IN 46526 Usenet ....!syscon.rn.com!carl
(219) 875-7019 Internet carl@syscon.rn.com

671. SCSI info Hardware/Software

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-11 15:08:59 UTC
From: thijs@titan.hts.hsa.nl
Message-ID: <1519@titan.hts.hsa.nl>
Source record: 45624

Does anybody have some information on programming the 5380 SCSI controller
manufactured by NCR or Logic Devices (or other manufacturers) ??

This IC is used in the atari TT030.

My goal is to write a device driver for this chip.
At the outside SCSI connector of the TT we will connect a device.
Our project group will design and build this device.

So, we appreciate info on the following subjects:

- Programming device drivers for TT (perhaps a sample source)
- Programming the SCSI chip in the TT
- Connecting hardware to the TT SCSI bus
- Protocol used by SCSI

We heard that the SCSI controller used in the TT costs about $15 here
in holland. Maybe it's possible to connect the same chip at the
outside of the TT to the SCSI bus ? Or does anybody know about a
slave SCSI chip which doesn't need a processor to do its job to the
external peripheral ??
The kind of device we want to connect to the SCSI port needs adress-
lines and data-lines. There are two adress lines, and 8 data lines.
The chip provides also two interrupt lines. (They can be shutt off)
The device is designed to be used on the processor bus of a computer.
We want to connect it using SCSI to keep it portable (to use it with
other computer systems).

Thanx in advance,
Thijs, Rob, Milo

--
==
Thijs Kaper , Alkmaar , Holland , Europe Email: thijs@titan.hts.hsa.nl
==

672. WARNING!!! 3rd Coast Technologies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-11 16:09:53 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1992Feb11.120953.1@vaxr.sscl.uwo.ca>
Source record: 45622

I felt it might be useful to post this warning about the service you can expect if you deal with the allegedly reputable Third Coast Technologies (UK). I purchased a 1/2 meg ram upgrade for my lowly 520st (whilst visiting England) but found to my dismay that the unit did not work when I returned to Canada. I called 3rd Coast and they said they would gladly replace it...great right? I sent off my unit and wiated...and waited...etc! I began calling them (long distance by the way!) and writing them...I even FAXed 'em! TEN months later (over 20 calls, 5 or 6 letters and 2 FAXes) I still ha not gotten my exchange.

Of course after the first dozen or so calls and empty promises of "it's in the mail" etc. I demanded a refund! they agreed to this...and I waited etc.! Does this sound ridiculous...try being stuck in Canada dealing with a Mr. Robey (spelling could be wrong...pronounced ROW-BEE) and being told on SEVERAL occasions by him PERSONALLY that you are being dealt with...LIES!!!

The tone of this letter is rather angry, but the best is yet to come.
i had friends visiting the vicinity of 3rd Coast so I got them to drop in and confront said gentleman. He was..surprise surprise...out to lunch. Another gentleman offered them a 'post-dated' cheque of some sort to which they refused. to get something out of the deal they simply took a replacement upgrade. The scenario now is that I have a ram upgrade I no longer need (I since got a SIMM upgrade from Evesham Micros...EXCELLENT) and am sincerely pissed off at 3rd Coast. If anyone can be prevented from making this mistake again I have done some good. If someone at 3rd Coast reads this check your files...
John Richardson.

673. Re: Why does it do this?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-11 18:55:13 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <qeuZFB2w164w@ersys.edmonton.ab.ca>
Source record: 45629

carl@syscon.rn.com (Carl Kreider) writes:

> My 1Mb 520 / TOS 1.4 / BMS200 / ST251N system was connected to a tap
> strip. Flip on one switch and up she comes. 'Course you had to pop
> reset to reboot with the hard disk once you got the desktop since it
> didn't wait for the hard disk the first time. No big deal though.
> But I shuffled things a bit and it now has a Megafile 30 on it. When
> I turn the tap strip on, the Megafile gets so hosed that there is no
> way to make it talk. Reset doesn't help. The *only* way is to keep
> power off the 520 until the Megafile is ready to go.
>
> Why is this?? What is going on??
> --
> Carl Kreider CIS 71076,76
> 22305 CR 28, Goshen, IN 46526 Usenet ....!syscon.rn.com!carl
> (219) 875-7019 Internet carl@syscon.rn.com

Don't do that. It isn't really good for your system, and it certainly
doesn't agree with the MegaFile. It has to be ready and waiting before
the computer is turned on or you won't be able to use it. The only way
around this is to run AHDI again after starting the system. This is a
pain, and not really worth the effort.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "I'm the broken spoke in the Wheel Of >>
<< Time! Do you have a problem with that?" >>
<< -- >>

674. Bug in Pure C?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-11 19:11:03 UTC
From: petcher@wuphys.wustl.edu
Message-ID: <1992Feb11.191103.11524@wuphys.wustl.edu>
Source record: 45623

If you compile the little program:

```
#define COM ,
#define A(args) args

main()
{
int i[] = {A(1 COM 2)};
}
```

with Pure C, you get a fatal error message something like "wrong number of arguments in A". Is this not a bug? I would expect an ansi compiler to accept macro expansion to more than one level.

==========
Don Petcher petcher@wuphys.wustl.edu
Department of Physics
Washington University IN SAINT LOUIS
==========

675. MWC, *argv[], TOS 1.04

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-11 20:18:34 UTC
From: harryk@csa.bu.edu
Message-ID: <98601@bu.edu>
Source record: 45626

In article <9327@cernvax.cern.ch> hohr@cernvax.cern.ch (roger hoh) writes:
>In article <1992Feb3.213409.26908@unlinfo.unl.edu>
> witts@hoss.unl.edu (Rick Wittstruck) writes:
>-[stuff deleted]
>-...I've heard that MWC will not work on TOS
>-versions 1.04 and above. Is this true? Has anyone tried to use MWC from
>-hard disk with an STE?
[stuff deleted[
>-
>- thanks,
>-
>- rick wittstruck
>- witts@hoss.unl.edu
>-
>
> Hi Rick,
>
> I've MWC release 3.0 running on a Mega STE/4. The only problem I had was
>with RDY (the ramdisk). I think there's a special version of it at a.a.
>(as far as I can remember). But I work directly with the Hard-disk: it's
>fast enough for me.
>
> Hope this helps
>
> Roger hohr@cernvax.cern.ch

Hello netters,

I have a related question too. You see I've written this ATZENTA program which is running fine under TOS 1.00 and TOS 1.02. Now one of the users whose ST has TOS 1.04 in ROM, reported that using gulam and passing arguments to ATZENTA does not work at all (i.e. the command line gets corrupted). My beta tester who also has TOS 1.04 tried to pass agruments via NeoDesk III (dragging the arguments over ATZENTA's icon) without sucess (i.e., corrupted command line).

On the other hand, on my system (TOS 1.02) I have tested it with Gulam, Mupfel, ksh, and Gemini (dragging the icons....) and everything works fine. This makes me suspect that MWC 's way of parsing the command line (i.e., argv mechanism) is incompatible with TOS 1.04 (or vice versa).

Is this correct? If yes, is there any patch for it? Actually, I 've ordered TOS 2.07 and it'll be here in a week so I can test myself... but even though I don't know how to fix the problem if it's still there...

thanks in advance...

==
Author of ATZENTA2 Harry Karayiannis ________E-Mail________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@csa.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
===| cscrzcc@buacca.bu.edu
---

676. Memory upgrading

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-11 21:31:52 UTC
From: vjrao@owlnet.rice.edu
Message-ID: <1992Feb11.213152.549@rice.edu>
Source record: 45628

I am about to get a 1 meg MegaSTE and would like to know what I would need to do to upgrade it to 2 or 4 megs. I understand that the MegaSTE uses SIMMS but am not sure what kind they are. For instance, does the 1 meg version have four 256K SIMMS in it, in which case I would have to buy two 1-meg SIMMS in order to go to 2 megs(and throw away the 256K ones)? Or does it have a single 1-meg SIMM in it (in which case I would only have to buy one 1-meg SIMM to go to 2 megs)? Also, what kind of speed of SIMMS would I need to get(80ns,100ns, 120ns,etc.)? Would they all have to be the same speed? Thanks in advance to anyone who answers my questions.

--

****

Vinay Julapalli Rao vjrao@owlnet.rice.edu

****

677. Extra keyboard or case ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-11 21:43:34 UTC
From: hagelin@elixir.lne.kth.se
Message-ID: <1992Feb11.214334.23122@kth.se>
Source record: 45627

I have an Atari 520STe with a Megafile 30. The problem is that I think that the computer is very clumsy, and it would be better to have only the keyboard loose and the computer stored somewhere else. With a lot of cables running out from the back it's very diffucult to move the keyboard around (for instance, have it in your lap).

When I openened up the computer I found that the keyboard was connected to the main board with only 6 wires. This means that it would be possible to have the keyboard free from the rest. However you need a case for the keyboard and that's my question.

Does it exist (and do someone sell it) an external case for the Atari keyboard, that just can contain the keyboard and nothing else ?

If it doesn't exist, is it possible to extend the harddisk-cable to say about 1 meter, or can you silence the fan in the Megafile. The sound is driving me crazy !!

/Martin

Martin Hagelin
hagelin@elixir.lne.kth.se

678. Re: GFA discontinued updates

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-11 21:53:12 UTC
From: andyc@hplsla.hp.com
Message-ID: <13510012@hplsla.hp.com>
Source record: 45475

genius@sys6626.bison.mb.ca (Trevor Cordes) writes:

>GFA discontinued updates? Cold hard facts or just rumors? Why would
>they stop GFA for the ST? Didn't that language START on the ST??? It
>sells good for the ST, too...

Rumours! A friend recently puchased GFA Basic 3.5E and GFA Draft. He
asked GFA what their status is. They told him (this is paraphrased),
"We have a large installed base on the Atari that is profitable to
support, so we plan to continue updates and support".

BTW, my friend is VERY pleased with the software he received.

Now, let's move this out of the "tech" group, shall we?

%%%

679. Re: Technical books

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-11 22:04:43 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992Feb11.220443.2469@demon.co.uk>
Source record: 45631

What sort of information are you actually after? The ST is a lot more complex than the 8bit and their is a great deal more to learn on it as a result. Different books/docs excel in different areas.

+----------------------------+
| Iain R Laskey |
| ilaskey@cix.compulink.co.uk |
+----------------------------+

680. Re: Sticking in a 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-11 22:37:06 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb11.223706.5299@tdb.uu.se>
Source record: 45630

On the subject of replacing the 68000 with a 68010:

There is a 16 MHz version of the PLCC 68010.
The name is FN12F-68010 (yes, 12 it says, but 16 MHz it is!).
I called my local chip-'outlet' up and checked with them (we're talking lazy swedish companies here) and they told me that they would have a look. Half an hour later they called back and told me that the 16 MHz version of the 68010 was impossible to get in Sweden. They had also called the factory in France, and they had no chips in stock. To start production they needed an order of 19 or more chips. That's way out of my league so I backed out.

If someone knows where I might get hold of a 16 MHz PLCC 68010 then PLEASE contact me (Email). I would really like to pop one into my Mega STE.

This thread started with someone that wanted to use a 68010 'for fun' and play with the loop-mode instructions. There are more differences than that:

DIVx is ~ 25 percent faster.
MULx is ~ 40 percent faster
Exception processing is slower (especially on Address and Bus-errors)
Most instructions that you should add EA-calculation times to CAN be faster depending on if a fetch from memory is needed or not.

If I ever manage to get hold of a 16 MHz PLCC 68010 I'll post a summary of how much faster it runs and how many programs 'die' under the 68010.

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

681. Re: CHKDISK3

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-12 00:39:50 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92042.193950EENG6801@RyeVm.Ryerson.Ca>
Source record: 45449

Do you happen to have the number for ATARI CANADA BBS ? Since Atari Canada is located a few kilometres from where I live, I would like to call it.

```
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

682. Re: Length of DMA/HD cables

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-12 09:48:44 UTC
From: q92269@pbhrzx.uni-paderborn.de
Message-ID: <q92269.697888124@pbhrzx.uni-paderborn.de>
Source record: 45635

oli@math.rwth-aachen.de (Oliver Bonten) writes:

>I wonder also if the ribbon connector connecting the hard drive
>to the host adaptor may be long. It is maybe 5cm in my old SH205, but
>I would like to fit a longer one. My SCSI drive is, if I remember cor-
>rectly, on a 30cm ribbon connector, but then, it has considerably fewer
>wires that the old MFM drive.

The connector to my ST238 here is about 1 m long, I don't have any problems
with it (except the ones because it's just an old ugly Seagate...).

Some docs for IBM machines say the ST506 connectors may be up to 3 meters
long, but I don't really believe this.

Daniel

--- cut here, Aachen-specific text follows :-) ---

>Heute hack ich, morgen crack ich, uebermorgen hol ich mir dem SysOp sein Login.
(Ist ja auch bei Euch in Aachen nun wirklich kein Problem :-)

>Ach wie gut dass niemand weiss, dass ich oli@math.rwth-aachen.de heiss.

--
Daniel Roedding "Wenn Architekten ihre Haeuser so bauen wuerden, wie Program-
Detmolder Str. 19 mierer ihre Programme schreiben, koennte ein einziger Specht
D-4790 Paderborn unsere ganze Zivilisation vernichten"
/ q92269@pbhrzx.uni-paderborn.de / danny@fiction.ms.sub.org / +49 5251 541965 /

683. Re: Sample -> Sound chip [Repost of an earlier message]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-12 10:03:28 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Feb12.100328.12193@email.tuwien.ac.at>
Source record: 45634

```
In article <zxmgn01.697734022@mailserv>, zxmgn01@mailserv.zdv.uni-tuebingen.de (Philipp
Knirsch) writes:
>
>1) version:
>
> move d0,d1 4 n
> add d0,d0 4 n
> add d1,d0 4 n
> add d0,d0 4 n
> 16 n
>
>2) version:
>
> move d0,d1 4 n
> lsl #1,d0 6n+2n = 8n
> lsl #2,d1 6n+4n= 10n = 12n (cause of gfxchip)
> add d1,d0 4n
> 28n
>
>> since shifts are faster than adds? (Just to be incredibly pedantic) :)
>
>I nearly never use shitfs cause of the lack of speed. Every table-lookup
>would be nearly as fast:
>
> add.w d0,d0 4 n
> add.w d0,d0 4 n
> lea.l multab(pc),a0 8 n
> move.l 0(a0,d0),d0 16 n
> 36 n
4+4+8+16 = 36 ??? :)
```

684. Re: WARNING!!! 3rd Coast Technologies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-12 10:36:12 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Feb12.103612.108558@link-1.ts.bcc.ac.uk>
Source record: 45639

In article <1992Feb11.120953.1@vaxr.sscl.uwo.ca> richardson@vaxr.sscl.uwo.ca writes:
>I felt it might be useful to post this warning about the service you can expect
>if you deal with the allegedly reputable Third Coast Technologies (UK). I
>purchased a 1/2 meg ram upgrade for my lowly 520st (whilst visiting England)
>but found to my dismay that the unit did not work when I returned to Canada. I
>called 3rd Coast and they said they would gladly replace it...great right? I
>sent off my unit and wiated...and waited...etc! I began calling them (long
>distance by the way!) and writing them...I even FAXed 'em! TEN months later
>(over 20 calls, 5 or 6 letters and 2 FAXes) I still ha not gotten my exchange.
>
> Of course after the first dozen or so calls and empty promises of "it's
>in the mail" etc. I demanded a refund! they agreed to this...and I waited
>etc.! Does this sound ridiculous...try being stuck in Canada dealing with a
>Mr. Robey (spelling could be wrong...pronounced ROW-BEE) and being told on
>SEVERAL occasions by him PERSONALLY that you are being dealt with...LIES!!!
>
> The tone of this letter is rather angry, but the best is yet to come.
>i had friends visiting the vicinity of 3rd Coast so I got them to drop in and
>confront said gentleman. He was..surprise surprise...out to lunch. Another
>gentleman offered them a 'post-dated' cheque of some sort to which they
>refused. to get something out of the deal they simply took a replacement
>upgrade. The scenario now is that I have a ram upgrade I no longer need (I
>since got a SIMM upgrade from Evesham Micros...EXCELLENT) and am sincerely
>pissed off at 3rd Coast. If anyone can be prevented from making this mistake
>again I have done some good. If someone at 3rd Coast reads this check your
>files...
> John Richardson.
>

I had that same sort of troubles with Third Coast about 18 months ago with a
2.5 MEg upgrade & hard disk drive.. the HD took about 2 months to arrive and
the RAM upgrade 3 (to get a working version anyway).

My advice.. avoid Third Coast as long as you want a good service. Third
Coast aren't all bad, the receptionist (at the time of my order) was very
helpful and was getting pretty cheesed off with the rest of the organisation
by the time I got my goods.

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

685. Re: WARNING!!! 3rd Coast Technologies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-12 10:36:34 UTC
From: J.M.C.Geada@newcastle.ac.uk
Message-ID: <1992Feb12.103634.23332@newcastle.ac.uk>
Source record: 45637

I too have had a similar bad experience with 3rd coast technologies
and would warn any Atari users to stay well clear of them.
They're the very worst company I`ve ever dealt with.

Joao

SENDER : Joao Geada, PHONE : +44 91 222 8067
POST : Computing Laboratory, The University, Newcastle Upon Tyne, UK, NE1 7RU
JANET : J.M.C.Geada@uk.ac.newcastle
ARPA : J.M.C.Geada@newcastle.ac.uk

686. Re: Bug in Pure C?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-12 11:27:18 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Feb12.112718.25849@unix.brighton.ac.uk>
Source record: 45636

```
petcher@wuphys.wustl.edu (Donald N. Petcher) writes:
>
>
> If you compile the little program:
>
> #define COM ,
> #define A(args) args
>
> main()
> {
> int i[] = {A(1 COM 2)};
> }
>
> with Pure C, you get a fatal error message something like "wrong number
> of arguments in A". Is this not a bug? I would expect an ansi compiler
> to accept macro expansion to more than one level.
>
>
> ==========================================================================
> Don Petcher petcher@wuphys.wustl.edu
> Department of Physics
> Washington University IN SAINT LOUIS
> ==========================================================================

I tried the above on our SunOS Unix compiler (ok, non-ansi but still pretty
good) and it dropped this in my lap ..

"x.c", line 6: auto variable i has size 0
"x.c", line 6: no automatic aggregate initialization
"x.c", line 6: illegal lhs of assignment operator
"x.c", line 6: warning: illegal combination of pointer and integer, op =
"x.c", line 6: illegal lhs of assignment operator
"x.c", line 6: warning: illegal combination of pointer and integer, op =

So maybe the faults do not lie in the compiler ?

Dom De Vitto
```

687. Audio input to atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-12 13:41:28 UTC
From: csp65@seq1.keele.ac.uk
Message-ID: <2120@keele.keele.ac.uk>
Source record: 45638

Could someone please answer this query :

I see that the monitor socket has pins for audio out and in. The use of audio out is obvious but putting a signal on the audio in just outputs it through my tv speaker. I presume there is some way of reading the information on this input. Any info on this would be apreciated.

David.

```
+-------------------------------------------------------------------------+
| csp65@uk.ac.keele.seq1 |
+-------------------------------------------------------------------------+
```

688. Re: Why does it do this?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-12 14:27:51 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <2490.2998cc77@sleepy.bmd.trw.com>
Source record: 45640

carl@syscon.rn.com (Carl Kreider) writes:

> My 1Mb 520 / TOS 1.4 / BMS200 / ST251N system was connected to a tap
> strip. Flip on one switch and up she comes. 'Course you had to pop
> reset to reboot with the hard disk once you got the desktop since it
> didn't wait for the hard disk the first time. No big deal though.
> But I shuffled things a bit and it now has a Megafile 30 on it. When
> I turn the tap strip on, the Megafile gets so hosed that there is no
> way to make it talk. Reset doesn't help. The *only* way is to keep
> power off the 520 until the Megafile is ready to go.
>
> Why is this?? What is going on??
> --
> Carl Kreider CIS 71076,76
> 22305 CR 28, Goshen, IN 46526 Usenet ....!syscon.rn.com!carl
> (219) 875-7019 Internet carl@syscon.rn.com

What you need to do is get a program called sleep.arc from the utilities directory of atari.archive.umich.edu. The instructions tell you what to do, but basically you name the unarc'd program sleepXX.prg and put it in the auto folder of ypur boot FLOPPY disk. The system will boot from the floppy run the sleepxx program delaying XX seconds allowing your HD to come up to speed and then it reboots from the HD. You pick the value of XX to suit your HD needs. Thanks to Steve Yelvington for this great program.

Jim Harres jharres@doc.bmd.trw.com

689. Re: Sample -> Sound chip [Repo

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-12 15:28:15 UTC
From: Robert_Irrgang@ka.maus.de
Message-ID: <A408@KA.maus.de>
Source record: 45441

```
> move d0,d1 d1 = d0 * 1
> add d0,d0 d0 = d0 * 2
> add d1,d0 d0 = d0 * 2 + d0 * 1 == d0 * 3
> add d0,d0 d0 = d0 * 6
```

This needs 16 Takt,

>What about

```
> move d0,d1 d1 = d0
> lsl #1,d0 d0 = d0 * 2
> lsl #2,d1 d1 = d1 * 4
> add d1,d0 d0 = d0 + d1 (= d0 * 2 + d0 * 4 = do * 6)
```

>since shifts are faster than adds? (Just to be incredibly pedantic) :)

and this need 26 Takt.

I get it of a 68000-referenz-book with Takt-Times.

ri

690. LineF FPU emulator?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-12 15:28:48 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A35648@MS.maus.de>
Source record: 45442

Does anyone know where one can find a program for the 68K, that links itself into the illegal instruction exception vector and emulates the LineF-calls for the FPU 68881 in form of the Atari SFP004 board?

Thanks,
Patrick

691. Re: Bug in Pure C?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-12 18:17:55 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Feb12.181755.25246@infoserver.th-darmstadt.de>
Source record: 45443

In article <1992Feb11.191103.11524@wuphys.wustl.edu> petcher@wuphys.wustl.edu (Donald N. Petcher) writes:
>
>
>If you compile the little program:
>
>#define COM ,
>#define A(args) args
>
>main()
>{
>int i[] = {A(1 COM 2)};
>}
>
>with Pure C, you get a fatal error message something like "wrong number
>of arguments in A". Is this not a bug? I would expect an ansi compiler
>to accept macro expansion to more than one level.

I suspect that your trying to do variable arguments with #defines.

What you want is

1 COM 2 'passed' to A as args

but PureC 'passes'

1 , 2 to A

To me the way PureC handles the affair looks more 'what you expect to happen'.
I think there are two philosophies at play here, one: substitute as early
as possible, the other: substitute as late as possible.
I think (*) this implementation choice isn't specified anywhere, so its up to
the compiler writers. It has nothing to do with macro expansion 'depth'.

BTW, use a static for i. It's more portable
Neat trick though...

Nat!

(*) based on Harbison/Steele as I understand it

--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"

692. How do you create an extended format using the system calls?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-12 18:20:32 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <XgN2FB1w164w@ersys.edmonton.ab.ca>
Source record: 45446
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am writing a program for the ST that has a "Format Disk(s)" option, which seems fairly simple. Or rather, it is a fairly simple task as long as you stick to the path given and do no try anything different. What I would like to do is format disks using an extended format (82 tracks/10 sectors). The documentation I have doesn't say how to do this, but I'll show what it does say about normal disks and then make some guesses. If I am wrong about something, PLEASE tell me. I would really appreciate any help anyone could offer. Now, to format a normal disk:

1. Use XBIOS #10 (FLOPFMT) to format track 00, 01, 02, 03, ..., 80 for both side 0 and side 1.

2. Zero the first two tracks of the disk. It doesn't say how, though.

(Good docs, huh?) :)

3. Use XBIOS #18 to generate a boot sector.

4. Write the boot sector to track 0, sector 1, side 0 using XBIOS #9 (FLOPWR).

Apparently, that should make a double sided (or single if you only do side 0) sided disk. As for zeroing the first two tracks, I guess they thought it was too obvious to bother explaining. (Grrr.....)

Now, here is where the problems arise. Step 1 seems easy enough to alter for an extended format, and step two shouldn't pose a problem once I figure out what they mean by their instructions. Step three is a major problem, though. This call expects four parameters. The first is the buffer that will hold the boot sector, and the second is a serial number (which is supposed to be randomly generated if you pas $01000000 as the parameter). The third parameter can only be one of five choices. They are:

-1 = Leave Alone
0 = 40 Tracks/Single Sided
1 = 40 Tracks/Double Sided
2 = 80 Tracks/Single Sided
3 = 80 Tracks/Double Sided

Since an extended format doesn't match 0-3, shoudl I choose -1? And how come they told me to format all 80 tracks in step one for a singled sided disk if it only has forty here. I always thought a single sided disk had 80 tracks, but only one side whereas a double sided disk was the same thing but the drive mechanism could format the other "side" as well. Anyway, this is the major stumbling block that I can see.

Any help would be greatly (REALLY GREATLY) appreciated....

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "I'm the broken spoke in the Wheel Of >>
<< Time! Do you have a problem with that?" >>
<< -- >>

693. Re: Bug in Pure C?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-12 19:12:36 UTC
From: towns@atari.uucp
Message-ID: <1992Feb12.191236.11662@atari.uucp>
Source record: 45447

petcher@wuphys.wustl.edu (Donald N. Petcher) writes:
|If you compile the little program:

```
|#define COM ,
|#define A(args) args

|main()
|{
|int i[] = {A(1 COM 2)};
|}
```

|with Pure C, you get a fatal error message something like "wrong number
|of arguments in A". Is this not a bug? I would expect an ansi compiler
|to accept macro expansion to more than one level.

Looks like a bug to me. I just tried your program on Lattice C v5 and
it compiled and ran just fine.

--
==========
John Townsend, TOS Systems Group ames!atari!towns | towns@atari.uucp
Atari Corporation "I want something.. I just don't
#include <disclaimer.h> know what it is!"

694. Re: Bug in Pure C?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-12 20:39:12 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <1992Feb12.203912.24870@cs.yale.edu>
Source record: 45444

In article <1992Feb11.191103.11524@wuphys.wustl.edu> petcher@wuphys.wustl.edu (Donald N. Petcher) writes:

```
>
>
>If you compile the little program:
>
>#define COM ,
>#define A(args) args
>
>main()
>{
>int i[] = {A(1 COM 2)};
>}
>
>with Pure C, you get a fatal error message something like "wrong number
>of arguments in A". Is this not a bug? I would expect an ansi compiler
>to accept macro expansion to more than one level.
```

It works fine as is using gcc version 1.40 on a Sun sparcstation under Sunos 4.1.1.

```
--
================================================
| Michael Fischer <fischer-michael@cs.yale.edu> |
================================================
```

695. Re: Application launch.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-12 21:18:26 UTC
From: kbad@atari.uucp
Message-ID: <1992Feb12.211826.12386@atari.uucp>
Source record: 45448

Craig.Graham@newcastle.ac.uk (Craig Graham), answering a question about running programs from a DA, suggests:

|(place the program name + path on the stack, and issue a trap
|exception, the TSR doesn't have the malloc restriction on it and so can
|use Pexec()).

Writing a DA that reliably runs other programs is a tricky business. Some people have done it reasonably well, but I've never tried, so I wouldn't know how to tackle the problems that come up.

However, I do know that any memory allocated by a trap handler, or any TSR, for that matter, is still owned by the process that calls the TSR. A trap handler that does Pexec on behalf of programs is just a very complicated GEMDOS binding. It's probably not a good way to launch programs from a DA.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

696. VDI question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-12 22:12:36 UTC
From: bk568@cleveland.Freenet.Edu
Message-ID: <1992Feb12.221236.9291@usenet.ins.cwru.edu>
Source record: 45445

HI!

Does anybody of you have any experiences with the VDI "exchange
vector" services vex_timv, vex_butv, vex_motv and vex_curv?
What I don't know is which parameters expect the interrupt
routines that are installed with these services and what they
have to return.

At the moment, I am writing an AES extension that lets GEM
applications multitask under MiNT. I need this information
cause I consider eventually rewriting the whole AES event
handler (that busy-waits for events and takes up a considerable
amount of processor time).

Thanks,
Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

697. Re: Memory upgrading

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 02:14:09 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb13.021409.8566@actrix.gen.nz>
Source record: 45451

In article <1992Feb11.213152.549@rice.edu> vjrao@owlnet.rice.edu (Vinay Julapalli Rao) writes:
> I am about to get a 1 meg MegaSTE and would like to know what I would need to
> do to upgrade it to 2 or 4 megs. I understand that the MegaSTE uses SIMMS but
> am not sure what kind they are. For instance, does the 1 meg version have
> four 256K SIMMS in it, in which case I would have to buy two 1-meg SIMMS in
> order to go to 2 megs(and throw away the 256K ones)? Or does it have a single
> 1-meg SIMM in it (in which case I would only have to buy one 1-meg SIMM to go
> to 2 megs)? Also, what kind of speed of SIMMS would I need to get(80ns,100ns,
> 120ns,etc.)? Would they all have to be the same speed? Thanks in advance to
> anyone who answers my questions.
> --
> **
> Vinay Julapalli Rao vjrao@owlnet.rice.edu
> **

SIMMS go in pairs, so you will nead 2, 1 meg by 8/9 bits, I don't know
if the Rams run faster in the 16 mhz mode of a MegaSTE, but the old
STE's used the slow 120 ns ones..

Check the printing or your SIMMS for the speed info, after the part No.
you should see a -80 or a -120 this is the speed info...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

698. Re: Why does it do this?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 02:20:29 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb13.022029.8721@actrix.gen.nz>
Source record: 45450

In article <qeuZFB2w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> carl@syscon.rn.com (Carl Kreider) writes:
>
> > My 1Mb 520 / TOS 1.4 / BMS200 / ST251N system was connected to a tap
> > strip. Flip on one switch and up she comes. 'Course you had to pop
> > reset to reboot with the hard disk once you got the desktop since it
> > didn't wait for the hard disk the first time. No big deal though.
> > But I shuffled things a bit and it now has a Megafile 30 on it. When
> > I turn the tap strip on, the Megafile gets so hosed that there is no
> > way to make it talk. Reset doesn't help. The *only* way is to keep
> > power off the 520 until the Megafile is ready to go.
> >
> > Why is this?? What is going on??
> > --
> > Carl Kreider CIS 71076,76
> > 22305 CR 28, Goshen, IN 46526 Usenet ....!syscon.rn.com!carl
> > (219) 875-7019 Internet carl@syscon.rn.com
>
>
> Don't do that. It isn't really good for your system, and it certainly
> doesn't agree with the MegaFile. It has to be ready and waiting before
> the computer is turned on or you won't be able to use it. The only way
> around this is to run AHDI again after starting the system. This is a
> pain, and not really worth the effort.
>
>
> << -- >>
> << mforget@ersys.edmonton.ab.ca >>
> << ersys!mforget@nro.cs.athabascau.ca >>
> << Michel Forget >>
> << "I'm the broken spoke in the Wheel Of >>
> << Time! Do you have a problem with that?" >>
> << -- >>

There are lots of PD program that can fix this small problem, these are run from the floppy as the Atari always boots the floppy first, or times out if no floppy..

Most of these programs just put a delay into the booting of the hard drive, this is done by holding the boot of the floppy for some preset time, this alows the hard drive to get up to speed..

Have a look on A.A. or GEnie...
--

*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

699. Specs for TT monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 06:01:35 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb13.060135.14581@actrix.gen.nz>
Source record: 45455

Could some one from Atari Please E-Mail me scan rate information for
the TT monitor.

This is because the Atari TT monitor is not imported here,
there is a monitor supplied but it does not give the correct aspect ratio.

It is rubish, its just a standard PC VGA one and does not help sell
the TT at all.

So some help on this would be appreciated.

So Please help us to help you..!, Atari support here in NewZealand is NILL..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

700. Dialup SL/IP package available for ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 06:59:06 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <28648@sdcc12.ucsd.edu>
Source record: 45452

Just a simple question: is there a SLIP package available for the ST? I might have the opportunity to fool around with one in about month or so...

-- adam

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

701. Re: Sticking in a 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 07:48:13 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Feb13.074813.9721@elroy.jpl.nasa.gov>
Source record: 45453

In article <1992Feb10.040622.19295@usenet.ins.cwru.edu> be824@cleveland.Freenet.Edu (Steve Selick) writes:
>I have a 4 meg 1040ste with a socketed 68000. Is there a simple
>way for me to put in a faster processor and get a significant
>speed increase? How much would that cost me? Has anybody done it
>yet? I am running tos 1.6, but you knew that already...right?
>
I'd suggest buying an AdSpeedSTe from ICD for $260, that's what I did. (Not positive on the price, it's in the ballpark tho.) Gives you a 16 MHz 68000 with cache, and a socket for an FPU.

The chip says MC68HC000FN16, surface-mount style. It would be nice to have a 68010 or socketed version of this board, but the one I have is mounted directly. Unfortunate. But, as has been mentioned before, Motorola doesn't make a 68010 rated for 16MHz, only for 12MHz. I guess there are other companies licensed to make 68000 family parts, I wonder if any of them make a faster version of the '010...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

702. Re: Audio input to atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 07:53:04 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Feb13.075304.9848@elroy.jpl.nasa.gov>
Source record: 45454

In article <2120@keele.keele.ac.uk> csp65@seq1.keele.ac.uk (D. Braziel) writes:
>Could someone please answer this query :
>
>I see that the monitor socket has pins for audio out and in. The use of audio
>out is obvious but putting a signal on the audio in just outputs it through
>my tv speaker. I presume there is some way of reading the information on this
>input. Any info on this would be apreciated.

Nope, you presume wrong. The audio input is simply mixed with sound chip output
and appears on the audio out pin, never appears in any software-accessible form.
You'll need extra hardware to feed audio in. Simplest is probably by putting an
A-D converter onto the cartridge port...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

703. Re: Bug in Pure C?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 08:38:26 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.697970306@mi.el.utwente.nl>
Source record: 45456

In <1992Feb12.112718.25849@unix.brighton.ac.uk> ddv@unix.brighton.ac.uk (Domenico De Vitto) writes:

>petcher@wuphys.wustl.edu (Donald N. Petcher) writes:
>>
>>
>> If you compile the little program:
>>
>> #define COM ,
>> #define A(args) args
>>
>> main()
>> {
>> int i[] = {A(1 COM 2)};
>> }
>>
>> with Pure C, you get a fatal error message something like "wrong number
>> of arguments in A". Is this not a bug? I would expect an ansi compiler
>> to accept macro expansion to more than one level.
>>
>>
>> ==
>> Don Petcher petcher@wuphys.wustl.edu
>> Department of Physics
>> Washington University IN SAINT LOUIS
>> ==

>I tried the above on our SunOS Unix compiler (ok, non-ansi but still pretty
>good) and it dropped this in my lap ..

>"x.c", line 6: auto variable i has size 0
>"x.c", line 6: no automatic aggregate initialization
>"x.c", line 6: illegal lhs of assignment operator
>"x.c", line 6: warning: illegal combination of pointer and integer, op =
>"x.c", line 6: illegal lhs of assignment operator
>"x.c", line 6: warning: illegal combination of pointer and integer, op =

> So maybe the faults do not lie in the compiler ?

The faults produced by the standard sun cc comes from the fact that
initialisation of auto arrays is not supported. Add static and it works!

The sun ANSI C compiler (acc, unbundled == $$) has no comments.

Klamer

--
Klamer Schutte Tel: +31-53-892786 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

704. Re: Audio input to atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 10:04:59 UTC
From: robin@castle.ed.ac.uk
Message-ID: <17863@castle.ed.ac.uk>
Source record: 45464

From what I remember from reading Atari ST internals the audio in signal is just mixed with the audio out signal so that you can add your own external sounds..

Robin Smith
robin@castle.ed.ac.uk

705. HDX sucks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 10:08:02 UTC
From: elendir@inf.enst.fr
Message-ID: <904@clbull.frcl.bull.fr>
Source record: 45466

Hi !

My Hard Disk recently made a bad fall... from my table to the floor below. In brief, there happened to be some kind of crash.

So I decided to run HDX to mark the bad sectors. However, each time I run it, it founds new bad sectors, and leaves some other defectuous ones unmarked : "Moralite :" I have from time to time a message "The data on drive C: might have been corrupted..." and the file is destroyed.

Thus, this is my question : Does anyone out there know about a REAL GOOD HD manager which would detect ALL bad sectors in one pass ? I'm becoming a bit fed up to copy files from a disk on faulty sectors that HDX has not detected...

Thanks a lot,

Vincent.

PS : Please use EMAIL rather than postings. I should now get a faster news access, but that's going to take 2 or 3 days... Thanks again.

PPS : I run HDX V 5.00 if that helps.

706. Re: WARNING!!! 3rd Coast Technologies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 10:20:33 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Feb13.042033.11062@hemlock.cray.com>
Source record: 45458

I must add my 1000-roubles worth to this discussion. I bought my HD from Third Coast about a year agao, and some of you may remember, I had problems with the infamous ICD video munger hardware glitch. For some reason (I forget exactly why) I needed a small refund too. Only by continual bugging did I get my problem resolved and my money refunded. I spoke to a Tech Support guy called Craig, and he was very helpful and seemed aware of the dickheads in accounts. So they're not all bad. Though I still wouldn't recommend them to anyone...

[M][a][r][c] ===== Cray Research (UK) Ltd. =====
INTERNET: marc@hemlock.cray.com
"If all the girls in Essex were laid JANET: M.Bouron@uk.co.cray
end-to-end, no-one would be in the UUCP: ...!uknet!crayuk!M.Bouron
slightest bit surprised..." VOICE: +44 344 485971 x2208

707. Re: Out of Memory error (STE)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 10:51:20 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Feb13.105120.5779@email.tuwien.ac.at>
Source record: 45459

In article <6551@uqcspe.cs.uq.oz.au>, marshall@cs.uq.oz.au (Marshall Harris (G.M.))
writes:
>
> I discovered why my MegaSte kept giving "out of memory" messages when I
> booted up or ran a program. I wanted to set up NEWDESK.INF so that I could
> run *.arc, *.zoo, and *.lzh files as applications to the same arc'ing
> shell. So I set up an application for *.zoo, copied the "G" line twice,
> altered one line from *.zoo to *.arc, and the other to *.lzh.
> The effect was the message, as above, and also: a phoney printer icon was
> installed on the desktop, with a non-alphanumeric identifier!
> When I removed the offending lines, restoring NEWDESK.INF to its original
> state, everything was OK.
> Thanks to everyone who replied with suggestions.

Why didn't you use 'Install Application' from the desktop???

M.Yannikos
kdv_521@eiaida.tuwien.ac.at

708. Re: Bug in Pure C?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 10:51:49 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Feb13.105149.33729@infoserver.th-darmstadt.de>
Source record: 45457

In article <1992Feb12.181755.25246@infoserver.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>In article <1992Feb11.191103.11524@wuphys.wustl.edu> petcher@wuphys.wustl.edu (Donald N.
Petcher) writes:
>>
>>with Pure C, you get a fatal error message something like "wrong number
>>of arguments in A". Is this not a bug? I would expect an ansi compiler
>>to accept macro expansion to more than one level.
>
>I suspect that your trying to do variable arguments with #defines.
>
>What you want is
>
> 1 COM 2 'passed' to A as args
>
>but PureC 'passes'
>
> 1 , 2 to A
>
> [nonsense deleted]
>I think there are two philosophies at play here, one: substitute as early
>as possible, the other: substitute as late as possible.
>I think (*) this implementation choice isn't specified anywhere, so its up to
>the compiler writers. It has nothing to do with macro expansion 'depth'.
>
>BTW, use a static for i. It's more portable
>Neat trick though...
>
>
> Nat!
>
>(*) based on Harbison/Steele as I understand it

Well I didn't understand Harbison/Steele. They specify (and I believe 'em)
that macro substitution is ONLY performed on the body of a macro. So this
is a bug in PureC. Since PureC does the substitution already on the arguments.

Nat!
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"

709. Re: SCSI info Hardware/Software

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 11:07:27 UTC
From: knop@duteca.et.tudelft.nl
Message-ID: <1992Feb13.110727.25754@donau.et.tudelft.nl>
Source record: 45460

thijs@titan.hts.hsa.nl (Thijs Kaper) writes:

>Does anybody have some information on programming the 5380 SCSI controller
>manufactured by NCR or Logic Devices (or other manufacturers) ??

NCR has it and you can/should ask them.

>This IC is used in the atari TT030.

and in many, many other SCSI computer interfaces...

>My goal is to write a device driver for this chip.
>At the outside SCSI connector of the TT we will connect a device.
>Our project group will design and build this device.

>So, we appreciate info on the following subjects:

>- Programming device drivers for TT (perhaps a sample source)
Can't help you with that... If other devices than your project may
be connected to the SCSI bus at the same time, you have to use the
driver that Atari provides (or extend this). When no other devices
are connected, you are can violate the SCSI specs as long as you do
not endanger the hardware...

>- Programming the SCSI chip in the TT
This should be very similar to any other I/O in the TT. If it is
anything like the ASCI bus in the ST, you can only access the SCSI
bus through the DMA controller, which complicates things somewhat.

>- Connecting hardware to the TT SCSI bus
There are several different approved connectors for SCSI buses and
many manufacturers invent new ones that are totally incompatible
with anything else. You'll need a connector that fits in the SCSI
port of the TT. What you put on the other end is your choice.

>- Protocol used by SCSI

The SCSI protocol is described in the "What is SCSI?" book from
NCR published by Prentice Hall. (I don't have this book, this
info comes from an article in comp.periphs by John Lohmeyer that
I saved years ago.) ISBN # 0137968558.

>We heard that the SCSI controller used in the TT costs about $15 here
>in holland. Maybe it's possible to connect the same chip at the
>outside of the TT to the SCSI bus ? Or does anybody know about a
>slave SCSI chip which doesn't need a processor to do its job to the
>external peripheral ??

I think you are in trouble here. The SCSI bus was intended to connect
intelligent peripherals to computers. The minimum requirements of
an SCSI peripheral are such that it is not practical to implement one
without using a processor. Of course, if you violate the specs...

The NCR 5380 directly connects to the SCSI bus. However, you'll need
to terminate the bus. This is described in (almost) any SCSI document:
Each signal wire in an SCSI bus must be terminated at both ends with
two resistors: 220 Ohm to +5V and 330 Ohm to GND. I don't know whether
the TT has one terminator built-in.

>The kind of device we want to connect to the SCSI port needs adress-
>lines and data-lines. There are two adress lines, and 8 data lines.
>The chip provides also two interrupt lines. (They can be shutt off)
>The device is designed to be used on the processor bus of a computer.
>We want to connect it using SCSI to keep it portable (to use it with
>other computer systems).

If you want to operate it from different computers, you will need to
write an SCSI device driver for each computer... There is no such thing
as an SCSIopen call in any programming language that I know of...

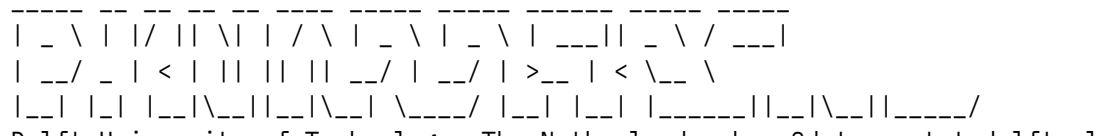
If the bandwidth you require is less than 1 kByte/second, might I
suggest that you use RS232C instead ?

> Thanx in advance,
> Thijs, Rob, Milo

>--
>==
>Thijs Kaper , Alkmaar , Holland , Europe Email: thijs@titan.hts.hsa.nl
>==

I'm curious about your project...

Greetings from Delft (also in Holland).
--



Delft University of Technology, The Netherlands, knop@duteca.et.tudelft.nl

710. How are Replay samples files stored ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 12:57:26 UTC
From: randallm@p4.cs.man.ac.uk
Message-ID: <randallm.697985846@p4.cs.man.ac.uk>
Source record: 45471

Can someone tell me how sampled sound files are stored such as those used by Replay ??? I wish to do some work on them and it would be useful to know how the sample is stored.

----**--***&&&&&-- +---------+
---***-****&&--&&- | MARTIN | "Happiness is just an illusion caused by
--**-***-**&&&&&-- | RANDALL | the temporary absense of reality"
-**---*--**&&--&&- +---------+
--------&&---&& University of Manchester, England

711. Re: Bug in Pure C?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 13:29:22 UTC
From: neuhaus@vier.informatik.uni-kl.de
Message-ID: <neuhaus.697987762@vier>
Source record: 45470

fischer-michael@CS.YALE.EDU (Michael Fischer) writes:

>In article <1992Feb11.191103.11524@wuphys.wustl.edu> petcher@wuphys.wustl.edu (Donald N. Petcher) writes:
>>
>>#define COM ,
>>#define A(args) args
>>
>>main()
>>{
>>int i[] = {A(1 COM 2)};
>>}
>>
>>[Getting error message with Pure C deleted]

>It works fine as is using gcc version 1.40 on a Sun sparcstation under
>Sunos 4.1.1.

It even works with gcc 1.40 using either -ansi or -traditional.

Just thought you might be interested.

--
+------- No .sig? OH, COME ON! --------+-"The derivative snuggles close to-+
email: neuhaus@informatik.uni-kl.de	the function---whatever to snuggle
snail mail: Stephan Neuhaus/Hilgard-	means; I'm too old for that"
ring 32/6750 Kaiserslautern/Germany	-- Math Prof

712. Re: LineF FPU emulator?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 13:41:27 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Feb13.134127.27120@rhrk.uni-kl.de>
Source record: 45461

Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:

>Does anyone know where one can find a program for the 68K, that links itself
>into the illegal instruction exception vector and emulates the LineF-calls for
>the FPU 68881 in form of the Atari SFP004 board?

Such a program wouldn't work on TOS <= 1.04 because in these TOS versions
the line f opcodes are misused by the AES.


```
*********************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*-------------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*********************************************************
```

713. Getting software into a SOFT Mac emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 14:01:26 UTC
From: smee@bristol.ac.uk
Message-ID: <1992Feb13.140126.16974@bristol.ac.uk>
Source record: 45462

We've got a grad student with a problem, and I'm hoping someone can help. If you've got an answer, please try to make it simple, as the student is not a programmer, and I don't know anything about Macs.

Problem is that he is running a software Mac emulator on an ST, and he has a package he needs to transfer from a Mac to the ST. It's his belief that in order to pick up the 'attributes' file (or whatever it's called) which is associated with the package, he first needs to use 'stuffer' on the Mac, and then to 'unstuff' the package once he's moved it across.

However, the problem then becomes recursive, because he doesn't have the unstuffer on the emulator -- so it would presumably need moved across as well. Can anyone provide a way of resolving this deadlock? If it helps, we can get at a networked Mac, and also at a networked ST though not one running Mac emulation, just vanilla ST. While we can't make these machines talk directly to each other, we should be able to stage transparently through a Unix box.

--
Paul Smee, Computing Service, University of Bristol, Bristol BS8 1UD, UK
P.Smee@bristol.ac.uk - ..!uunet!ukc!bsmail!p.smee - Tel +44 272 303132

714. Help : I want to build my own accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 14:46:55 UTC
From: Andrew.Stratton@cm.cf.ac.uk
Message-ID: <9202131446.AA19493@v1.cm.cf.ac.uk>
Source record: 45473

Does anyone out there know where I can get hold of circuit diagrams
to help me put in a 68010, running at 16 MHz - I just want some speed up (I
expect to get 30-50% speedup in reality). Its not worth my while buying
a card for 130 pounds. I really only want it as a cheap way to speed up
using g++.

If anyone manages to get some details, can you tell me if you've
built one yourself, and if its compatible with everything (I gather that
before TOS 1.6, the bootup procedure won't work on a 68010 - can I just
swicth it to 8Mhz or something, and then speed it up later?).

Thanks in advance,
I will summarize to the net any responses I get.

Andy.Stratton.
--
Parallel Processing Support Officer
University of Wales College of Cardiff

email:stratton@uk.ac.cf.cm

715. Mint 0.92 can't find RSC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 15:19:44 UTC
From: univwa@sbusol.rz.uni-sb.de
Message-ID: <16215@sbsvax.cs.uni-sb.de>
Source record: 45463
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,de.comp.sys.st

Hi there,

I ran into a problem which is very disturbing...

I cannot achieve to start GEM programs under MiNT/tcsh; even after
changing to the path where the application is at home with all files
I get a dialog box which says: 'Cannot find RSC-File'.

I already tried to have the PATH also set to /rsc and to place there
all the RSC's which can't be found, didn't work...

Next, I tried to change to the path where the GEM application lives and
reset the path to"set PATH ."; was useless...

I'm using a TT030/6/200, Mint 0.92, tcsh is Eric Smith's port of tcsh 6.01.00

Any good advice???

greetings Bernhard

****
* Dipl.Ing. Bernhard Stumpf | bestu@rz.uni-sb.de *
* / ___ / University of the Saarland | rzsbs@rz.uni-sb.de *
* /----. /__. -/- D-6600 Saarbruecken | bestu@h11.saar.sub.org*
* /____/ ___/ /_. ++49-681-302-2596 | *
****

716. Re: Application launch.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 17:53:58 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <28654@sdcc12.ucsd.edu>
Source record: 45465

In article <1992Feb12.211826.12386@atari.uucp> kbad@atari.uucp (Ken Badertscher) writes:
>However, I do know that any memory allocated by a trap handler, or any
>TSR, for that matter, is still owned by the process that calls the TSR.
>A trap handler that does Pexec on behalf of programs is just a very
>complicated GEMDOS binding. It's probably not a good way to launch
>programs from a DA.

Would monkeying with the _root pointer (making it point to your
own basepage instead of the current processes' basepage, then
correcting things after the malloc() call) make any difference in
this scenario? (Oops! I meant pexec() call!) Since you're
(supposedly) cleaning up any damage before you return to the "main"
process?

>--
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari Corp. System Software Engine
> / | \ #include <disclaimer>

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

717. Re: Why does it do this?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 19:08:52 UTC
From: carl@syscon.rn.com
Message-ID: <1992Feb13.190852.8298@syscon.rn.com>
Source record: 45486

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

>In article <qeuZFB2w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>> carl@syscon.rn.com (Carl Kreider) writes:
>>
>> > My 1Mb 520 / TOS 1.4 / BMS200 / ST251N system was connected to a tap
>> > strip. Flip on one switch and up she comes. 'Course you had to pop
>> > reset to reboot with the hard disk once you got the desktop since it
>> > didn't wait for the hard disk the first time. No big deal though.
>> > But I shuffled things a bit and it now has a Megafile 30 on it. When
>> > I turn the tap strip on, the Megafile gets so hosed that there is no
>> > way to make it talk. Reset doesn't help. The *only* way is to keep
>> > power off the 520 until the Megafile is ready to go.
>> >
>>> [non essential stuff deleted]
>>
>There are lots of PD program that can fix this small problem, these are
>run from the floppy as the Atari always boots the floppy first, or
>times out if no floppy..

>Most of these programs just put a delay into the booting of the hard drive,
>this is done by holding the boot of the floppy for some preset time,
>this alows the hard drive to get up to speed..

>Have a look on A.A. or GEnie...

I'm very sorry. I didn't mention in the origional post that I
already posess and have tried those "hold off" programs. The question
is why don't they work? Why does the Megafile get hosed when the BMS
set up does not under identical circumstances?
--
Carl Kreider CIS 71076,76
22305 CR 28, Goshen, IN 46526 Usenet ....!syscon.rn.com!carl
(219) 875-7019 Internet carl@syscon.rn.com

718. Re: Why does it do this?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 19:21:14 UTC
From: carl@syscon.rn.com
Message-ID: <1992Feb13.192114.8450@syscon.rn.com>
Source record: 45485

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

>carl@syscon.rn.com (Carl Kreider) writes:

>> My 1Mb 520 / TOS 1.4 / BMS200 / ST251N system was connected to a tap
>> strip. Flip on one switch and up she comes. 'Course you had to pop
>> reset to reboot with the hard disk once you got the desktop since it
>> didn't wait for the hard disk the first time. No big deal though.
>> But I shuffled things a bit and it now has a Megafile 30 on it. When
>> I turn the tap strip on, the Megafile gets so hosed that there is no
>> way to make it talk. Reset doesn't help. The *only* way is to keep
>> power off the 520 until the Megafile is ready to go.
>>
>> Why is this?? What is going on??

>Don't do that. It isn't really good for your system, and it certainly
>doesn't agree with the MegaFile.
First, thanks for the reply. But why isn't it good for the system?
I have three other computer that work fine that way. The one in question
used to before the Megafile. I know it doesn't agree with the Megafile -
the question is *why* doesn't it? The same technique (which I assure
you should not be 'bad for the system') works with the BMS200/ST251N
combination.

> It has to be ready and waiting before
>the computer is turned on or you won't be able to use it.
Why? The BMS200/ST251N doesn't have to. Nor do my ST296N or PRO210.

> The only way
>around this is to run AHDI again after starting the system. This is a
>pain, and not really worth the effort.
And besides being a pain, it doesn't solve the problem. The Megafile
is too hosed to respond to a second run of AHDI. It has to be powered
off to recover.

Any more suggestions? I really do appreciate the effort. It seems
like there must be some hardware techies out here in netland.

--
Carl Kreider CIS 71076,76
22305 CR 28, Goshen, IN 46526 Usenet ....!syscon.rn.com!carl
(219) 875-7019 Internet carl@syscon.rn.com

719. Re: Sticking in a 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 21:13:34 UTC
From: george@electro.electro.com
Message-ID: <1992Feb13.211334.19198@electro.electro.com>
Source record: 45467

In article <1992Feb10.135631.1033@cs.nott.ac.uk> dpg@cs.nott.ac.uk (`Grave' Dave Gymer) writes:
>
>As I understand it, only TOS 1.6 and up know about processors >68000. In any
>case, I think the '020+ chips have more pins than the vanilla 68k, so they
>wont even fit in!

I have in front of me a small circuit board which takes a
68020 and maps it onto a vanilla 68000. It uses 3 pals and
has space for what I beleive is a co-processor.

It is identified as:

"A P.C.Dium Design for CSA"
"CSA 68020/68000 ADAPTER 00724A"

I have yet to try it in my ST, however, we've used a similar
approach in one of our past projects where we replaced the
68000 with the 020 using a plug in board. Worked just fine.

The question here is also software compatibility. The 68000 code
should run just fine on the 68020, shouldn't it? If you want to
make use of the added horsepower, however, you will need the
higher versions of TOS (according to above message) or resort
to writing your own code. (ie. The Manx Aztec compiler
has an 020 switch.)

Has anyone tried any of this?

--

____
|---|---|line--upon--line---|---|---|---| watmath!watcgl!electro!george
|---|--building the foundations-|---|---|---| george@electro.com

720. Super VGA(1024x768) on Atari ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-13 22:05:01 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.698018701@krypton>
Source record: 45472

Is there any way on the Atari ST or TT to use a Super VGA monitor capable of 1024x768 to full capacity without extra hardware. I know about Overscan TT, but does anybody know the technical details of this little modification.

Preferable what I want is 1024x768 with 256 colours. ?????????

Anyone help???

Alan Hourihane
email:alanh@logitek.co.uk

721. Re: Dialup SL/IP package available for ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-14 05:37:30 UTC
From: tjh2982@ultb.rit.edu
Message-ID: <1992Feb14.053730.22574@ultb.isc.rit.edu>
Source record: 45480

In article <28648@sdcc12.ucsd.edu> atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:
>
> Just a simple question: is there a SLIP package available for the
>ST? I might have the opportunity to fool around with one in about
>month or so...
>
> -- adam

Yes there is, its called KA9Q and can be found on a.a.u.e. i do
believe. It actually works well. We had setup "cereal net"
with 5 computers running over everything from null modems to
2400 baud modems and it worked quite decently. (Although,
the way we had it set up, it was like a straight line so to
get to say machine #5 you had to go thru #2,#3,#4 (if you were
#1 that is). ping times of approx 1sec from one end to the other.
the setup looked like this:

FruitLoops CapnCrunch LuckyCharms Honeycombs Kix
1040ST----24b--->386-------56kb-->386Laptop--24b-->386--15kb->386

It was fun. I hope you enjoy your Serial Net as well!

--
Blurp.................Blurp.................Blurp!

722. Assembler to gas converter?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-14 06:34:12 UTC
From: timg@ncsa.uiuc.edu
Message-ID: <66778@ut-emx.uucp>
Source record: 45468

Does anyone know of a simple way (i.e. a program) to convert assembly language routines which use the usual syntax to something that gas can swallow? If not, is there a pd assembler that gcc-ld can link?

Thanks,

Tim Gallivan
timg@landau.ph.utexas.edu

723. Lint availble for ST/MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-14 07:25:17 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <28686@sdcc12.ucsd.edu>
Source record: 45469

The Subject: asks it all. (A quick check on a.a. says that there isn't one, but who knows what lurks on another's hard disk?)

-- adam

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

724. Re: How are Replay samples files stored ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-14 15:26:56 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Feb14.152656.4758@wam.umd.edu>
Source record: 45489

In article <randallm.697985846@p4.cs.man.ac.uk> randallm@p4.cs.man.ac.uk (Martin Randall) writes:
>Can someone tell me how sampled sound files are stored such as those
>used by Replay ??? I wish to do some work on them and it would be useful
>to know how the sample is stored.

There's really nothing to the standard replay format. It has a one-byte header which is the speed. Values range from 1-5 (I think) and correspond to the canned frequencies in the sample rate menu. The rest is just data, and it's 8-bit unsigned magnitude; i.e. exactly the format of the samples on atari.archive and most everywhere else in the ST world. You should be able to play replay samples with play.prg and other programs on a.a "right out of the box."

Dave Baggett
dmb@wam.umd.edu

725. Re: Auto-Detection...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-14 21:16:24 UTC
From: edgar@pingu.saar.sub.org
Message-ID: <H.kU8at5bbTEI@pingu.saar.sub.org>
Source record: 45503

In <92037.131230ONM07@DMSWWU1A.BITNET>, ONM07@DMSWWU1A.BITNET writes:
>Don't return -1 -- GEMDOS returns this for programs that crashed.
>Positive return values are more common for such problems.
>

The GEMDOS Pexec-call returns long-negative values if a program failed, e.g.
-32L if the user pressed ^C. The GEMDOS Pterm-call accepts only short arguments
and doesn't sign-extend them. So the user has no way to return long-negative
values to the Pexec-caller (at least without changing the GEMDOS return value
in an etv_term handler - but people doing this know what they get).

- Edgar

>_____________________ correct me if I'm wrong _____________________________
--
Edgar Greuter
Francoisstrasse 21
6600 Saarbruecken

Email: roeder@cs.uni-sb.de
edgar@pingu.saar.sub.org (will change to: .saar.de)

726. Spectre GCR test: is it the drive or the floppy?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-14 21:23:57 UTC
From: rcd@cbnewsj.cb.att.com
Message-ID: <1992Feb14.212357.4753@cbnewsj.cb.att.com>
Source record: 45476
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The Spectre GCR test always blames the _drive_ if it has a
problem reading (or writing) a track. However, my experience
suggests that my drive is fine, its how the data is written on
the floppy that causes problems.

I know this seems weird, but I can almost fill up my floppy
(say, up to 760K) with a lot of small files, and the GCR test
runs fine. However, if I put one big (say, 680K file) on the
SAME floppy in the SAME drive, I get "The file foo could not be
read, and was skipped" in Mac mode, and a read error in the GCR test!

The problem usually occurs in the inner tracks rather than outer.
I don't think it's a drive or shielding problem, since it happens
on both my external and internal drives.

I work around this problem by running the large file through Compactor
or Stuffit. Has anyone else experienced something similar? Fooling
around with the pot in the GCR didn't make any difference.

Also, is it safe to use floppies formatted and written to on a Mac running
System 7 in Spectre GCR? I got a "This drive needs minor repairs"
message the first time I tried this.

Thanks,

Rana Dutt
rcd@mtqua.att.com

727. ST into AT case?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-14 22:21:44 UTC
From: elvis@watnxt1.ucr.edu
Message-ID: <20180@ucrmath.ucr.edu>
Source record: 45477

Hi,
Well news seems to be getting off campus finally, so I thought I'd take another crack at posting this:

I've been contemplating putting my 1040st and hard drive into an AT style case, so that I'd have a tad more room. I was wondering if anyone has any suggestions about doing so. The thing that worries the most, I suppose is the power supply. It would be nice to have one supply power both the computer and the hard drive, but don't know if a standard power supply could do that. (I know it would work for the hard drive, its the ST itself that I'm not sure of...). Anyways, if anyone has any suggestions about this, or has done it themselves, I'd really appreciate any help you can offer.

Thanks,
Andrew (watkins@ucrvms.ucr.edu or elvis@watnxt2.ucr.edu)
(mail to watnxt3 (where I'm posting from) doesn't work...)

728. Re: Assembler to gas converter?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-14 23:33:48 UTC
From: ytsuji@cfi.waseda.ac.jp
Message-ID: <2321@wsdnws.waseda.ac.jp>
Source record: 45478

I assume one wants to convert the assembly source code in Motorola syntax
to MIT/SUN3/Unix syntax. Well, one can do thant using 'sed','awk', or
'ed' to a certain extent (I once used the 'awk' myself). But honestly,
the simplest way is to re-compile your GNU Assembler, choosing the
right options (elect Motorola, for example). And remember GNU C can
output the results in Motorola syntax as well by recompiling it with
'Motorola' option selected.
Tsuji

729. Re: Sticking in a 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-15 00:49:33 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Feb15.004933.29446@elroy.jpl.nasa.gov>
Source record: 45479

In article <1992Feb13.211334.19198@electro.electro.com> george@electro.electro.com (George Reimer) writes:
>In article <1992Feb10.135631.1033@cs.nott.ac.uk> dpg@cs.nott.ac.uk (`Grave' Dave Gymer) writes:
>>As I understand it, only TOS 1.6 and up know about processors >68000. In any
>>case, I think the '020+ chips have more pins than the vanilla 68k, so they
>>wont even fit in!
>
> I have in front of me a small circuit board which takes a
> 68020 and maps it onto a vanilla 68000. It uses 3 pals and
> has space for what I beleive is a co-processor.
>
> It is identified as:
>
> "A P.C.Dium Design for CSA"
> "CSA 68020/68000 ADAPTER 00724A"
>
> I have yet to try it in my ST, however, we've used a similar
> approach in one of our past projects where we replaced the
> 68000 with the 020 using a plug in board. Worked just fine.

At what speed did your previous project run? CSA makes a number of products, but they tend to focus on Amiga accelerator boards. If the little board you have there is like any of their other boards, it will only work with the 7.16MHz Amiga clock speed.

But, ya never know, they might have actually made a more generic solution. Best way to find out is to plug in and try it...
>
> The question here is also software compatibility. The 68000 code
> should run just fine on the 68020, shouldn't it? If you want to
> make use of the added horsepower, however, you will need the
> higher versions of TOS (according to above message) or resort
> to writing your own code. (ie. The Manx Aztec compiler
> has an 020 switch.)

This question has already been asked and answered a number of times. While it's true that the higher numbered processors tend to be supersets of the previous models, there are lots of differences in behavior. TOS versions older than 1.06 will not be able to cope at all.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

730. Mark Williams db.pgr TOS 1.04 Fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-15 00:59:57 UTC
From: dinolt@wdl1.wdl.loral.com
Message-ID: <DINOLT.92Feb14175959@wdl34.wdl1.wdl.loral.com>
Source record: 45481

During the recent discussion of various compilers and debuggers for the Atari, someone mentioned that there was a fix for the the db.prg (a UN*X adb style debugger) program distributed with the Mark Williams C system which ``permitted'' the program to run using the ``Rainbow Tos'' (1.04). Someone mentioned that the ``fix program'' was available on the Atari Archives.

I hunted around atari.archive.umich.edu but did not recognize anything that resembled such a program. If anyone on the net knows the name/location or has a copy they could/would send me (uuencoded?) I would appreciate it.

By the way, I have run MWC with TOS 1.04 without problems. I mostly use gcc now, though, since I run MiNT (0.92) (Thanks all, it is great) and have 4MB memory. Recently I compiled the text utilities from the Free Software Foundation with gcc under MiNT with the MiNT libraries. The total changes included adding lines for _stksize to three of the programs and fixing a system include file to not duplicate option parsing definitions. I used the configuration process which came with the system (under Bash) and compiled away. It was remarkable how easy the whole process was.

--
Regards,
George Dinolt (dinolt@wdl1.wdl.loral.com, (408) 473-4150)

731. Sozobon 2.0/1.33 & MINIX

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-15 01:34:57 UTC
From: andre@maestro.htsa.aha.nl
Message-ID: <1992Feb15.013457.12941@viool.htsa.aha.nl>
Source record: 45487

I have got Sozobon2.0 running on a MINIX box (no ST !!). There are still some oddities I'd like to discuss. Is anybody out there also using Sozobon on a 68K based MINIX that is willing to talk to me?
Furthermore I have followed with some interest the discussion about the differences between Sozobon2.0 and Sozobon1.33. The Sozobon1.33 optimizer and assembler are said to be much better than in Sozobon2.0. I would really like to try them (on my minix-box), but would need source code then.

Andre v.d. Vlies
Algemene Hogeschool Amsterdam, The Netherlands
andre@maestro.htsa.aha.nl or ...{backbones}!htsa!andre
Voice: (+31) 20 6429333-20 Fax: (+31) 20 6443215

732. Minix programmers/users

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-15 03:39:31 UTC
From: jared@midiline.la.ca.us
Message-ID: <ko36FB2w164w@midiline.la.ca.us>
Source record: 45482

Does anyone here or abroad use or know how to program in Minix for the ST? If so, please reply in Email ("Mail"), so we can discuss some stuff...

What kind of information does anyone have on this OS? Is it great, good, or difficult to work with? Any information of any kind is requested. Thank you...

Jared

733. Turbo C or C++ for ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-15 06:22:30 UTC
From: Thomas_Engelmeier@m2.maus.de
Message-ID: <A1329@M2.maus.de>
Source record: 45484

Hello Stephan,
there is an Version of TC 2.0 (no C++) on the Atari. It has been sold by
Borland Germany, but now it's sold by 'Application Systems' (another german
company) and called PureC.
I don't know if there is an english version.

Hope it helps,
Thomas

734. Re: Cheap PMMU deficiency solution for STs?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-15 06:56:57 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Feb15.065657.5326@elroy.jpl.nasa.gov>
Source record: 45483

In article <1992Feb5.151332.8916@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
> Well, sitting in my operating systems class today, I started
>thinking about multitasking on the ST, and the advantages a PMMU would
>have for it. The 68000 doesn't have any support for a PMMU but a 68010
>does? I remember people trying to use a 68010 in their ST, and it didn't
>work, but this was before TOS 1.62. What would it take to get a 68010
>and PMMU running in a ST.

Actually, when the 68010 was introduced, Motorola was pushing the 68451, a *segmented* memory management unit. I'm not sure the 68551 can work with a 68010. (Not sure it won't, either. After all, the "coprocessor interface" was designed for 68020, but you can still use the FP coproc in "peripheral" mode on a 68000 or '010.)
>
> "Why don't I just wait for a 68030 upgrade board to come out?" you
>ask. Well, I CAN'T AFFORD ONE! The SST is supposed to be $700 without a
>68030, and the Fast Turbo/030 (or whatever its called) is around
>$1200!!! (I could be a 386sx system for this much.

Yeah, but a 386SX wouldn't be anywhere near as fast. Ya get what ya pay for. A 386SX is only marginally superior to a plain 68000; it's similarly hindered by a 16 bit data bus...
>
> I want to stay with my ST, and I want to take advantage of software
>that requires a PMMU. (I wonder if ASV would run on a 68010/PMMU ST?)

That's tough. I would expect not. '020s and '030s are sufficiently different from 68010s that you'd need to do some rewriting...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

735. Help needed: Address of Adaptec, searching AIC-6110 HQ

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-15 11:57:30 UTC
From: micha@moko.saar.sub.org
Message-ID: <H.n72U9ENnmfM@moko.saar.sub.org>
Source record: 45504
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello!

Yesterday, my friend Volker killed a chip from 'Adaptec' in his 88-Syquest-drive. It seems to be the SCSI-controller, his name is 'AIC-6110 HQ'.

Is there everybody who knows this chip or at least an address of 'Adaptec', in USA or, by chance, in Germany?

Please help us, my friend is very down :-)

Bye, Michael

--

EMail: micha@moko.saar.sub.org /\/\ University: mibo@stud.uni-sb.de
Voice: +49 681 55654 (Ans-Mach.) / \ Zerberus: micha_b@hit.zer
SnailMail: Michael Bongartz, Am Ordensgut 43, W-6600 Saarbruecken 1, Germany

736. Re: Sticking in a 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-15 12:19:17 UTC
From: elendir@pegase.enst.fr
Message-ID: <1774@pegase.enst.fr>
Source record: 45488

In article ... george@electro.electro.com (George Reimer) writes:

> >As I understand it, only TOS 1.6 and up know about processors >68000. In any
> >case, I think the '020+ chips have more pins than the vanilla 68k, so they
> >wont even fit in!

> The question here is also software compatibility. The 68000 code
> should run just fine on the 68020, shouldn't it? If you want to
> make use of the added horsepower, however, you will need the
> higher versions of TOS (according to above message) or resort
> to writing your own code. (ie. The Manx Aztec compiler
> has an 020 switch.)

The major problem here is the MOVE from SR instruction, which is
priviledged on the 020 and not on the 68 K. I heard that there was a special
trap handler for this, but it its buggy if you do not own tos 2.00 or higher.

Be careful also, 020 has an internal cache, so auto-modified code cannot run
. (Especially games protection code).

Have fun,

Vincent.

737. A triad of questions: FD/Photofact/RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-15 20:47:39 UTC
From: slp9m@cc.usu.edu
Message-ID: <1992Feb15.144740.52728@cc.usu.edu>
Source record: 45491

First on floppy drives: Is there a good source of info on just what it takes to hook one up from scratch. Also, I have a spare 360K internal 5.25 drive removed from an IBM clone. Is there much involved in hooking it to my 1040ST? I know that a 3.5 double sided drive would be nicer, but this thing is just sitting here and I have no other use for it. Will it work in the ST without too much additional expense.

Second - what does anyone know about the SAMS Photofact on the ST? I would like to know more about the ST's hardware (I have NOTHING on it except the original manual which says next to nothing except for some pinouts.) Is this a good source? (I'm more interested in adding on hardware / interfacing than just repair data) Hosfelt Electronics is offering the 520ST photofact "on sale" for about $27. Is this a decent price? Is it worth the money? What about other sources of info on the innards? Any recommendations?

Lastly - on RAM upgrades. I remeber someone saying that atari.archive had 2 writeups on RAM upgrades. I found the one by Christopher Hicks. Does anyone know where the other is (if it exists?)

Thanks in advance, -SEP

##
Scott E. Parker WA7VYJ # INTERNET: SLP9M@cc.usu.edu
Center for Atmospheric & Space Sciences # Twisted pair: (801) 750-2975
Utah State University # Home: (801) 753-3924
Logan, UT 84322-4405 #
##

738. HD problem solved...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-15 20:51:09 UTC
From: rosenkra@convex.com
Message-ID: <1992Feb15.205109.29602@convex.com>
Source record: 45490

recently i inquired about a problem with an old SH204: the drive would
not initialize on power up (spun up, but no appearent head movement).
it was a failure, meaning it used to work (LUN 1, daisychained to
megafile 60).

i seem to have solved the problem by:

1) reseating everything that could be (socketed chips, connectors).
2) cleaning the dust out.
3) twisting the stepper motor shaft for the head through its
entire range (careful not to force at the ends of its travel).

the latter is probably what did the trick. i seems to have been stuck.
the stepper motor (at least that is what i think it is) is external to
the drive mech and has a shaft long enough to grab. full travel is like
1-2 revolutions. i forget which mech is installed (20 MB). now i have
GNU C back online. very :-). no apparent data loss (so far). immediately
backed it up.

hope this helps others...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

739. Icons -- There doesn't seem to be a way to use them...!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-15 23:05:39 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <5Nk8FB1w164w@ersys.edmonton.ab.ca>
Source record: 45495
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Here is a major stumbling block in my programming efforts that I never counted on. The ST provides such useful routines for doing most things, like menus and resource files, but all the information I have completely excludes the subject of icons. Since I have received such wonderful (and extensive) help from this newsgroup before, I decided to ask once again. What I have so far is a group of icons in a .RSC file that I would like to be able to place on the screen. Seems fairly simple, but you'd be surprised. The effect I am looking for is what you see in the GEM Desktop. Icons on the desktop. The reason they are in a resource file is simply because NeoDesk does it that way. A friend of mine took icons drawn by someone else (public domain from atari.archive) and loaded them into the NeoDesk Icon editor. Then he saved and went into the Atari RCS. From there he took the icons out of the NeoDesk resource and placed them in a seperate file. After all, the icons may be public domain, but no part of NeoDesk is. It doesn't matter how I get the icons on the screen, so long as I do.

Second note: Did my friend and I infringe on any copyrights by using the Icons (public domain) that were meant to be used with a commercial product? I hope not. If we did, I could always drw the icons by hand.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "I'm the broken spoke in the Wheel Of >>
<< Time! Do you have a problem with that?" >>
<< -- >>

740. Hardware HD sleep? (was Re: Why does it do this?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-15 23:41:21 UTC
From: bwhite@bigbird.cs.ohiou.edu
Message-ID: <4942@oucsace.cs.OHIOU.EDU>
Source record: 45494

In article <2490.2998cc77@sleepy.bmd.trw.com> jharres@sleepy.bmd.trw.com writes:
>carl@syscon.rn.com (Carl Kreider) writes:

>What you need to do is get a program called sleep.arc from the utilities
>directory of atari.archive.umich.edu. The instructions tell you what to do,
>but basically you name the unarc'd program sleepXX.prg and put it in the
>auto folder of ypur boot FLOPPY disk. The system will boot from the floppy
>run the sleepxx program delaying XX seconds allowing your HD to come up to
>speed and then it reboots from the HD. You pick the value of XX to suit
>your HD needs. Thanks to Steve Yelvington for this great program.

Well, uh, I for one got a HD so I wouldn't *have* to deal with floppies. :-)
I read a looong time ago about a hardware mod you could do that would hold
the RESET line active for N seconds during bootup ... I think it had to do
with a cap on the reset switch circuit. Since a schematic didn't come
with the DevKit when I got it (about 4-5 years ago), I don't know offhand.

Anyone heard of this?

>Jim Harres jharres@doc.bmd.trw.com

Bill White bwhite@ohiou.edu

741. Re: ST into AT case?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-15 23:51:42 UTC
From: bwhite@bigbird.cs.ohiou.edu
Message-ID: <4943@oucsace.cs.OHIOU.EDU>
Source record: 45493

In article <20180@ucrmath.ucr.edu> elvis@watnxt1.ucr.edu (Andrew Cullum) writes:
>Hi,
> Well news seems to be getting off campus finally, so I thought I'd take
>another crack at posting this:
>
>I've been contemplating putting my 1040st and hard drive into an AT style case,
>so that I'd have a tad more room. I was wondering if anyone has any
>suggestions about doing so. The thing that worries the most, I suppose is
>the power supply. It would be nice to have one supply power both the computer
>and the hard drive, but don't know if a standard power supply could do that.
>(I know it would work for the hard drive, its the ST itself that I'm not sure
>of...). Anyways, if anyone has any suggestions about this, or has done it
>themselves, I'd really appreciate any help you can offer.

I've just finished the first part of installing my ST in a tower case (full
sized). So far it works OK, except that it has to go in diagonally since
the original ST motherboard is *really* large.

I suspect you might have the same problem with an AT case. Before buying,
open your ST and take measurements. Cut out a piece of cardboard in the
same shape/size, plus a little overlap, and check around for cases and see
if they will fit. Then mail-order.

As for power, I suspect a 150-200W power supply would do just fine, but don't
quote me on that. Check the power specs on the Atari and on your equipment
(use an ammeter if you want), and allow at least 50% more (more like 100%)
for whatever.

As for connectors, what I did was simply desolder them from the board and
run ribbon cable. The HD connector I kept, but bent the pins straight
(very, very carefully) and put back in. It's too hard to find 19 pin
connectors. In any case, I kept my host adaptor in the case as well (I
drilled a couple of holes to mount the host adaptor). For the keyboard
I'm using a DB9, an 8-conductor coiled "phone cord" (I chopped off the
modular phone plug connectors and stuck on two DB9's), and the original
ST case (I hot-knifed it so that it's a detached keyboard now. Kludgy
but it works. :-))

Improvise, it should work. I'll post instructions on tower case installation
when I finish and it works. :-)

>Thanks,
>Andrew (watkins@ucrvms.ucr.edu or elvis@watnxt2.ucr.edu)
> (mail to watnxt3 (where I'm posting from) doesn't work...)

Bill White bwhite@ohiou.edu

742. Re: St into IBM case

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-15 23:54:50 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <43966@ucbvax.BERKELEY.EDU>
Source record: 45492

In article <19920@ucrmath.ucr.edu> elvis@watnxt1.ucr.edu (Andrew Cullum) writes:
>Well, I don't think this is going to get off campus, but what the heck...
>
>Hi,
> I'm interested in putting my 1040st and hard drive into an IBM style case
>(Tower or plain old AT style), and was wondering if anyone had any helpful
>hints, or if there were any doc files on doing such a thing. If you've done
>this with your ST, or know of any documentation, please let me know....
>
>Thanks!
>Andrew (elvis@watnxt2.ucr.edu or watkins@ucrac1.ucr.edu)

The ST board is pretty long so you need a large PC case. I was starting to try this, but came to the conclusion that it was too expensive for me because my case was so small that I would have to get some new cables and make some cables to allow me to connect printers and whatnot through the case. The end result was that I put up some shelves and put the computer on it and got a DEKA keyboard adapter so I could upgrade the keyboard. I shoved the hard drive into the upper part of a clothes wardrobe so the noise from the fan is much less. I recently saw a relevant article on building computer enclosures in "Fine Woodworking." The project discussed was a desk with a built in space for a computer so it would not take over the desktop.

John K

--
John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

743. Re: ST into AT case?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-16 03:28:44 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992Feb16.032844.3022@yuma.acns.colostate.edu>
Source record: 45496

The other option is to find a ST520, (note no f nor m, i.e. no internal drive nor the RF modulator, actually with modulator is not a problem). It's the smallest size ST motherboard which will give you more room to put stuffs inside the box. A full size(older version) has enough room for the 520 to seat flat inside. Nope, I've not done it yet, but will be doing it a few month as soon as I can get my current work done. Do try the dimension to check the space, I got a 280 watts supply from Timeline cheap and it's long retangle shape so leave more space for the ST to seat in.
Was worry about the connectors orientation will be hard to access, but the suggestion of desolder them and run flat ribbon cable to remount them on the back of the case sounds a good way.
Tang
sytang@lamar.colostate.edu

744. Hard Drive Q.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-16 08:52:17 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A3894@UN.maus.de>
Source record: 45497

In article <697588378.0@therip.FidoNet.Org> Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) wrote:

> GP> Hi guys,
> GP> I have a Question for you.....
> GP> How would you go about partioning a 1.6 gig SCCI drive on a
> GP> 1040STf with Tos 1.0? I know go get a new STE, but I need to
> GP> get this one to work first....
>
> GP> Greg
>Get the Atari drive utilities 5.0.
>At this time that would be the only way to do it...
>Tos 1.2 and older have a limitation of 16 meg per partition and a limit of 16
>partitions. That would only be 256meg...

This is not correct.
Even TOS 1.00 supports partitions bigger than 16 MByte if you're using
a newer (>= 3.02) AHDI.
AHDI simply increases the _logical_ sector size to keep the nuber of
sectors below 32768.
The number of partition is limited by GEMDOS, which currently supports
only 16 logical drives; since the first two are always floppy disks,
there are 14 drives remaining...

>Even using tos 1.4 or newer would only allow you to use a little more..
>16 partitions of 32meg or roughly 512meg..

The maximum size of a single partition is something like 512 MByte or
1 GByte (I don't know at the moment).

>WHat host adapter are you using? The Atari Hard Drive utilities SHOULD work
>with it..
>If it don't, then you need to get a different host adapter.
>If you want a major portion of it setup as a non standard drive you can get
>by
>without using the atari hard drive utilites.

Bye
Martin
[Martin_Koehling @ un.maus.de]

745. HDX sucks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-16 18:41:14 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <698391635.0@therip.FidoNet.Org>
Source record: 45573

Your problems with your hard drive sound like hardware and NOT software problems...
I had simular problems with an ICD system running RLL drives..
I had to blow out the case and disconnect/reconnect the cables about once every 6 weeks
thren it would work ok for another 6 weeks.

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

746. Re: Hardware HD sleep? (was Re: Why does it do this?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-16 18:54:11 UTC
From: nollert@nova.tat.physik.uni-tuebingen.de
Message-ID: <nollert.698266451@nova>
Source record: 45498

bwhite@bigbird.cs.ohiou.edu (Bill White) writes:

>In article <2490.2998cc77@sleepy.bmd.trw.com> jharres@sleepy.bmd.trw.com writes:

>Well, uh, I for one got a HD so I wouldn't *have* to deal with floppies. :-)
>I read a looong time ago about a hardware mod you could do that would hold
>the RESET line active for N seconds during bootup ... I think it had to do

[...]

By coincidence I found that when there is no floppy in the drive and I
turn on computer and HD simultaneously (in fact, I've got everything
hooked up to a common power switch), then the computer tries to access
the non-existent floppy just long enough for the HD to spin up. It
then gives up on the floppy and boots from the HD, just as desired.
I don't know if this is coincidence or not. I've got a MEGA ST running
TOS 1.04, and a MEGAFILE 30.

(If there just happens to be a disc in the drive, it boots from the
disc and the HD hangs when it is spun up. However, in this case it's
enough to do a warm reboot).

Hans-Peter
--
Lehr- und Forschungsbereich Theoretische Astrophysik (TAT),
Universitaet Tuebingen, Auf der Morgenstelle 10, D-7400 Tuebingen, Germany
Tel.: 49-7071-295921 Telefax: 49-7071-295400 Telex: 726 2867 UTNA D
nollert@tat.physik.uni-tuebingen.de PSI%45050260314::NOLLERT

747. Re: Assembler to gas converter?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-16 22:47:48 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6806@uqcspe.cs.uq.oz.au>
Source record: 45499

In <66778@ut-emx.uucp> timg@ncsa.uiuc.edu (Timothy Gallivan) writes:

>Does anyone know of a simple way (i.e. a program) to convert assembly
>language routines which use the usual syntax to something that gas can
>swallow? If not, is there a pd assembler that gcc-ld can link?

Grab "sed" from atari.archive - I've got a sed-script at home that I used
to convert a few of my old subroutines to gas (well actually, to inline
asm(), but that's the same thing) - I'll post it.

Warwick
--
_-_|\ warwick@cs.uq.oz.au / And now for something ruder...
/ * <-- Computer Science Department,/
_.-._/ University of Queensland, / Derma tamper noh whoa surra thetch.
v Brisbane, Australia. /

748. Re: Why does it do this?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-17 03:37:30 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb17.033730.1863@actrix.gen.nz>
Source record: 45500

In article <1992Feb13.190852.8298@syscon.rn.com> carl@syscon.rn.com (Carl Kreider) writes:
> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>
> >In article <qeuZFB2w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> >> carl@syscon.rn.com (Carl Kreider) writes:
> >>
>
Bit deleted
>
> I'm very sorry. I didn't mention in the origional post that I
> already posess and have tried those "hold off" programs. The question
> is why don't they work? Why does the Megafile get hosed when the BMS
> set up does not under identical circumstances?
> --
> Carl Kreider CIS 71076,76
> 22305 CR 28, Goshen, IN 46526 Usenet ....!syscon.rn.com!carl
> (219) 875-7019 Internet carl@syscon.rn.com

If you are using one that checks for the SCSI ready of the drive, this
will cause it to hang up, use one that just has a delay and dose not poll
the drive...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

749. Trouble adding a second SCSI drive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-17 06:57:40 UTC
From: jeffreyb@netcom.COM
Message-ID: <1992Feb17.065740.4437jeffreyb@netcom.COM>
Source record: 45501

I was hoping someone out there might be able to help me. I am trying to connect a second SCSI drive to my Atari ST. I already have a 30meg Supra Drive that has a Seagate ST138N in it and am trying to add an 80meg Maxtor 7080SR. I have done the following:

1) Removed the terminator from the ST138N controller.
2) Set the SCSI id in the Maxtor to 1.
3) Cabled the drives so that the Seagate was first on the chain and the Maxtor was last. The Maxtor does have its terminator intact.

Using the Supra utilities, I was unabled to get the Maxtor to be recognized (the Seagate still worked fine). Every time it tried to access SCSI id 1 the Maxtor would spin down and then back up. The utils would then indicate that it couldn't find a device at that address, but obviously the Maxtor is receiving something.

I also tried reversing the ids and cabling. This resulted in the same situation.

Any help would be greatly appreciated.

==
| Jeff Budzinski | Internet: jeffreyb@netcom.netcom.com |
| San Francisco, CA | Compuserve: 73367,712 |
==

750. ** GDB troubles HELP !!**

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-17 07:51:00 UTC
From: laurent@hpgnd.grenoble.hp.com
Message-ID: <1410003@hpgnd.grenoble.hp.com>
Source record: 45658

Hello !

A while ago I have started to work with GNU C on my ATARI STE 4Mb. I'm very happy with the compiler (version 1.40) but, in spite of all my efforts I'm still unable to make the debugger gdb work.

Here is the symptom: let's assume my C program is called try.c. Here is what I do

```
1 - gcc -c -g try.c
2 - gcc -o try.prg try.o -lgnu
3 - sym-ld -o try.sym $(GNULIB)\crt0.o try.o -lgnu
4 - gdb
5 - exec-file try.prg
6 - symbol-file try.sym
7 - b main
```

Up to here everything is Ok. gdb starts fine and accepts my breakpoint gently. Then everyhting goes WRONG : if I issue a "run" command here is the message I have ->
"Program received signal 0, null"
"0x11c1a8 in _start()"

If I persist and type in "run" command again gdb crashes (2 bombs). I have removed evrything in my AUTO folder and the problem is still there. The version of my debugger is 2.6 (patchlevel 14).

Please HELP ME !!!

Many thanks to all of you.
Laurent JULLIARD
laurentj@hpgnse2.grenoble.hp.com

751. Re: Sticking in a 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-17 08:04:55 UTC
From: mbaker@ucs.adelaide.edu.au
Message-ID: <6292@sirius.ucs.adelaide.edu.au>
Source record: 45502

> Be careful also, 020 has an internal cache, so auto-modified code cannot run
>. (Especially games protection code).

The cache is write through though so it should have no affect on the application if it is doing self-modifing code. A problem could show up though due to the extra speed. But the Mega STE and TT will suffer from this also.

Matt

---

matt baker mbaker@ucs.adelaide.edu.au
Applied Data Control Fido: 3:680/813.5
South Australia

752. Email...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-17 08:28:50 UTC
From: jared@midiline.la.ca.us
Message-ID: <Re60FB1w164w@midiline.la.ca.us>
Source record: 45512

Matt Baker (Bakker?), if you recieve this message, please reply to me in Email. I wish I knew your address so everyone else didn't have to read this message, but...

Jared

753. STE Paddle and now light pen ports

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-17 10:01:08 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4657@brahma.cs.hw.ac.uk>
Source record: 45508

Well I've played a bit more with the STE's paddle input and quite frankly
I'm not convinced they work at all. Just a big lump of bogus hardware.
Nobody who has tried them seems to have had any success. I've tried a
pot across the supply with the sweep to the input and just the pot from
sweep to ground or 5V. Nothing doing. Anybody else got ideas on this?
Atari UK have no idea about them!

I've also been playing with the light pen input with limited success.
I'm using a Honeywell Sweetspot device. This works only vertically.
Horizontal values just toggle between maximum and minimum.

I'm beginning to understand why these ports don't exist on the Mega ST and TT.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

754. Re: WARNING!!! 3rd Coast Technologies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-17 11:14:06 UTC
From: randallm@p4.cs.man.ac.uk
Message-ID: <randallm.698325246@p4.cs.man.ac.uk>
Source record: 45518

I once rang Third Coast and asked them to send me some information about their hard drives. About a week later I got an envelope through the post that contained sales blurb on everything BUT hard drives ! Anyone thinking about buying a hard drive could do a lot worse than consider Power Computings New 900 Series. I bought a 100Mb one about 6 months ago and never had any trouble with it.

```
----**--***&&&&&-- +---------+
---***-****&&--&&- | MARTIN | "Happiness is just an illusion caused by
--**-***-**&&&&&-- | RANDALL | the temporary absense of reality"
-**---*--**&&--&&- +---------+
**--------**&&---&& University of Manchester, England
```

(Not an employee of Power Computer BTW :->)

755. Signum Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-17 13:41:06 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb17.134106.27827@actrix.gen.nz>
Source record: 45505

Does any one know were I can find any PD Signum Fonts, (SiFox) like FTP sites. ?

I have just got a copy of Script the USA version, well this is all they
sell here in NewZealand and at a very good price.

But in the Font suplement it mentions about converting the European Fonts
to USA ones, but I can't see the reason for this..?

Also can I obtain a English Dictionary for it, it comes with a USA one..

I did read some were that there is no English Dictionary out for the
English version of Script..Thanks...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

756. Re: The Parallel Port: Speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-17 14:05:24 UTC
From: ttonino@bio.vu.nl
Message-ID: <1992Feb17.140524.3331@bio.vu.nl>
Source record: 45506

The rather low speed of the parallel port on the ST is caused by the rather convoluted ROM software, as for every character a check is made whether is should be output to serial or parallel.

A program like Calamus, doing its own output directly to the port is much and much faster (about 4 times).

I don't know of readily available speedup software, but it should be possible, to a degree.

Thomas Tonino
Cheers to the world

757. Re: Sample -> Sound chip [Repo

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-17 14:29:48 UTC
From: paul@kagaku.se.fujitsu.co.jp
Message-ID: <PAUL.92Feb17142948@nsx.kagaku.se.fujitsu.co.jp>
Source record: 45516

```
>> move d0,d1 d1 = d0
>> lsl #1,d0 d0 = d0 * 2
>> lsl #2,d1 d1 = d1 * 4
>> add d1,d0 d0 = d0 + d1 (= d0 * 2 + d0 * 4 = do * 6)
>
>and this need 26 Takt
```

I suppose you mean 26 clock cycles. Well your 68000-'referenz-book' doesn't apply to STs. Many of the documented times in the MC68000 handbook, or S68000 handbook are different from those on STs. This includes shift instructions, and branch instructions among others. In this case the code takes 28 clock cycles due to lsl #n,.. being rounded to the next highest multiple of 4 on the ST. (If you get these times wrong in linear code like for no-border routines, your program just doesn't work so it is important).

Algo of Digital Destiny

758. Death of the Archives...PLEASE READ

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-17 16:19:11 UTC
From: sjg@terminator.cc.umich.edu
Message-ID: <1992Feb17.161911.14621@terminator.cc.umich.edu>
Source record: 45663
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am posting the following email with permission from the author.
It talks specifically to the users of the mac archives here at
U of M but it also applies to those of us who utilize the atari
archives as well.

Dear mac-archive-user....

I have some very very disturbing and shocking (at least for me) news
to relay to you....

Due to budget constraints at the U-M Information Technology Division,
a tenative decision has been made to cut and cease support of the largely
volunteer archive service (i.e. mac.archive.umich.edu,
msdos.archive.umich.edu,
next.archive.umich.edu, linguistics.archive, atari, etc.).

Here is a copy of the message I received about a half hour ago
from my supervisor on the project:

Message-Id: <9202140448.AA08771@terminator.cc.umich.edu>
To: all-archivists@terminator.cc.umich.edu
Subject: Death of the Archives?
Date: Thu, 13 Feb 92 23:48:01 -0500
From: "Fred Swartz" <swartz@terminator.cc.umich.edu>

... ...I don't know exactly how this will
affect the 0.25 part of Allan and Mike that RS pays for, perhaps CSS
and CITI will pick it up. I'll let you know when/if I find out.

When I talked to Mike Clark (my manager in Research Systems) about
continuing the archives on volunteer power (as it largely runs right
now), he was very negative on the idea, but failed to supply a
convincing argument for abandoning it. I'm stunned and upset.
The Archives have managed very well on volunteer effort up til now and
it seems to me that something else is going on other than a genuine
concern for serving the users.

I don't know what this means for the Archives, although they aren't
going to be turned off tomorrow. I'll let you know whatever I find out
as soon as I can.

-- Fred

I talked on the phone with Fred and we both agree that this decision seems very unfair to both the students/faculty who use the archives here at the University of Michigan, and you... the users on the Internet, Bitnet, UUCP, etc.

To me, it doesn't make much sense to cut off support for the archives. Both I and Allan make around $70 a week working on the archives (I work on the Mac side, he works on the msdos side).. the rest of the time we spend is voluntary, like the twenty or so other people who add/keep up the archives here. The archives are probably one of the most popular and beneficial services that ITD offers. There may be other ways to trim the budget, but cutting off something that costs nearly nothing to begin with doesn't seem very wise.

Please help us out. E-mail in support of our archives can be sent to archive.support@mac.archive.umich.edu. We don't want to flood the senior managers' mailboxes, and we're still thinking about what we can do to save our archives. Comments can be sent to us at "comments@mac.archive.umich.edu". To address the entire archive group, you may send e-mail to -"all-archivists@terminator.cc.umich.edu".

Thanks....

mike@mac.archive.umich.edu

---

as of now, I am unsure whether we have corresponding groups set up for our side of things, but you can certainly send your support to all-archivists@terminator.cc.umich.edu

thanks,

Susan

759. Ghostscript on STE Dies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-17 17:07:30 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992Feb17.170730.20038@usenet.ins.cwru.edu>
Source record: 45507

```
It's been about a month now, and I still haven't gotten Ghostscript
to function on my 1040 ste. It will say "initializing...done" and
then it just freezes. Any ideas? Should it just start printing
the picture on the screen after that?
-steve <selick@csa.bu.edu>
```

760. 9600 baud modem troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-17 17:26:53 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992Feb17.172653.21068@usenet.ins.cwru.edu>
Source record: 45509

I could not find anything like comp.modems or anything, so I figure
somebody in this group could maybe help me. My 9600 baud Concord
Data Systems V.32 Trellis modem is just fine for downloadg, or
receiving characters, but when you type , or try to upload
something, you're headed for trouble. There is a very predictable
glitch. If you are typing on a mainframe in full duplex so that you
see the characters that come back to you, and you hold down the
space bar, you will find that every 256 charactersthat it is it will
print a 0 instead of a space. What's really interesting is
that that is 16 decimal more than a space. Is there anything I
can do about this?
-steve <selick@csa.bu.edu>

761. Re: Cheap PMMU deficiency solu

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-17 19:08:01 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A35819@MS.maus.de>
Source record: 45510

Howard Chu, hyc@hanauma.jpl.nasa.gov wrote:

>Actually, when the 68010 was introduced, Motorola was pushing the 68451,
>a *segmented* memory management unit. I'm not sure the 68551 can work with
>a 68010. (Not sure it won't, either. After all, the "coprocessor interface"
>was designed for 68020, but you can still use the FP coproc in "peripheral"
>mode on a 68000 or '010.)

It would work with the 68010 because you can use the MOVES instruction to
handle coprocessors like the FPU or even a MMU - connected to the coprocessor
bus.

Any hardware freak out there...?

Patrick Dubbrow

762. Re: CS-TeX

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-17 19:15:02 UTC
From: marshall@cs.uq.oz.au
Message-ID: <6832@uqcspe.cs.uq.oz.au>
Source record: 45511

In <oli.697799833@ernie> oli@math.rwth-aachen.de (Oliver Bonten) writes:

>volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:

>>Please let us know what you find out and what you like/dislike about CS-TeX.

>So my first impressions: INSTALL.PRG bombs when I start it (Mega STE4, TOS
>2.05), no matter what accessories/AUTO-programs are loaded. Doesn't matter
I used INSTALL.PRG on my Mega4STE - absolutely no problems! The previewer
works perfectly. So does CTeX_E. It prints beautifully on my Bj10e. And it
all goes quite fast. I think it's terrific! I have not found any
interference from acc's or auto prg's.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

763. Re: ST into AT case?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-17 19:48:42 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Feb17.144842.9441@miavx1.acs.muohio.edu>
Source record: 45515

In article <20180@ucrmath.ucr.edu>, elvis@watnxt1.ucr.edu (Andrew Cullum) writes:
>
> I've been contemplating putting my 1040st and hard drive into an AT style case,
> so that I'd have a tad more room. I was wondering if anyone has any
> suggestions about doing so. The thing that worries the most, I suppose is
> the power supply. It would be nice to have one supply power both the computer
> and the hard drive, but don't know if a standard power supply could do that.
> (I know it would work for the hard drive, its the ST itself that I'm not sure
> of...). Anyways, if anyone has any suggestions about this, or has done it
> themselves, I'd really appreciate any help you can offer.

Well, I started doing this last semester. As far has I got now,
I've got the motherboard laying bare on my desk, with the keyboard
hooked up to it. I just haven't found time to finish moving it into the
case. The reason I got this far was the fact that my Power Supply died
on my ST, so I got a hold of a PC case and PS for free, and I wired the
PS into my ST. So far so good!! (It also has a switched outlet on the
back for the monitor, so when I throw the power switch, it also turns on
the monitor.) I haven't got around to seeing if it would power my hard
drive, but I don't see whyit wouldn't. Good luck.

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
-----=======}}}}}}}}((((((My 1040STF Rocks!!))))))){{{{{{{{=======--------

764. Re: The Parallel Port: Speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-18 02:01:53 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb18.020153.22170@actrix.gen.nz>
Source record: 45513

In article <1992Feb17.140524.3331@bio.vu.nl> ttonino@bio.vu.nl (Thomas Tonino) writes:
> The rather low speed of the parallel port on the ST is caused by the
> rather convoluted ROM software, as for every character a check is made
> whether is should be output to serial or parallel.
>
> A program like Calamus, doing its own output directly to the port
> is much and much faster (about 4 times).
>
> I don't know of readily available speedup software, but it should
> be possible, to a degree.
>
> Thomas Tonino
> Cheers to the world

Could some let me know about the Print Speed up program that has bean
mentioned here a few times, I forgot to take note of its name and
were to get it from...Thanks..!!

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

765. Re: STE Paddle and now light pen ports

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-18 02:05:44 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb18.020544.22392@actrix.gen.nz>
Source record: 45514

In article <4657@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
> Well I've played a bit more with the STE's paddle input and quite frankly
> I'm not convinced they work at all. Just a big lump of bogus hardware.
> Nobody who has tried them seems to have had any success. I've tried a
> pot across the supply with the sweep to the input and just the pot from
> sweep to ground or 5V. Nothing doing. Anybody else got ideas on this?
> Atari UK have no idea about them!
>
> I've also been playing with the light pen input with limited success.
> I'm using a Honeywell Sweetspot device. This works only vertically.
> Horizontal values just toggle between maximum and minimum.
>
> I'm beginning to understand why these ports don't exist on the Mega ST and TT.
>
> +---+
> ! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
> ! !
> ! Neil Forsyth JANET: neil@uk.ac.hw.cs !
> ! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
> ! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
> ! Edinburgh, Scotland, UK "That was never 5 minutes!" !
> +---+

Well just to let you all know, Atari has now droped these ports on the latest
STE's, I do think that this is a shame as they could have bean put to
good use and I don't mean just for Games...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

766. Re: Signum Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-18 02:51:37 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <q1PBgB2w164w@sys6626.bison.mb.ca>
Source record: 45519

Roger.Sheppard@bbs.actrix.gen.nz writes:

> Does any one know were I can find any PD Signum Fonts, (SiFox) like FTP sites
>
> I have just got a copy of Script the USA version, well this is all they
> sell here in NewZealand and at a very good price.
>
> But in the Font suplement it mentions about converting the European Fonts
> to USA ones, but I can't see the reason for this..?
>
> Also can I obtain a English Dictionary for it, it comes with a USA one..
>
> I did read some were that there is no English Dictionary out for the
> English version of Script..Thanks...

I have Signum II and have found a number of fonts, but they're only for
use with 24-pin printers. They CAN be converted to other printers, but it
takes a LOT of work! Has anyone else found any?

+---+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---+

767. Re: Sample -> Sound chip [Repo

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-18 07:02:49 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Feb18.070249.21934@wam.umd.edu>
Source record: 45517

In article <PAUL.92Feb17142948@nsx.kagaku.se.fujitsu.co.jp> paul@kagaku.se.fujitsu.co.jp (Paul Donnelly) writes:
>I suppose you mean 26 clock cycles. Well your 68000-'referenz-book'
>doesn't apply to STs. Many of the documented times in the MC68000
>handbook, or S68000 handbook are different from those on STs. This
>includes shift instructions, and branch instructions among others. In this
>case the code takes 28 clock cycles due to lsl #n,.. being rounded to
>the next highest multiple of 4 on the ST. (If you get these times
>wrong in linear code like for no-border routines, your program just
>doesn't work so it is important).

Interesting. Is there any reason you (or anyone else, for that matter)
can give for this difference in the ST vs. other 68000 architectures?

Dave Baggett
dmb@wam.umd.edu

768. What is the keyboard on Mega STe's like?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-18 09:14:33 UTC
From: ach-a@minster.york.ac.uk
Message-ID: <698404472.11195@minster.york.ac.uk>
Source record: 45528
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What is the keyboard on the Mega STe like? Is it the same as the keyboard on the ST because I personally dislike this keyboard. Too spongy in my honest opinion.

How easy is it to change the keyboard to one that I like should I end up upgrading my 1985 ST (Tos 1.0, single sided drive {originally)) to a Mega2, and the keyboard is the spongy one!?

Just for comparison, at university I am using a Silicon Graphics' Iris Indigo workstation and its keyboard is the best I've ever used. The newer IBM ones are a bit clicky and the SUN keyboards are okay.

-Andrew

P.S.
When is Populous II going to be in the shops for the ST?

769. Re: WARNING!!! 3rd Coast Technologies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-18 11:22:17 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1992Feb18.112217.10058@newcastle.ac.uk>
Source record: 45522

Woh, tis a miricle then: I ordered my hard drive from them and it only took 2 weeks on one phone call to them. I must admit the service is not excellent but the hard drive is not bad. I think on of the guys on the complaints desk had to go to the dispatch department and kick some ass to get it sent off.

Now Evasham Micros, this is a good company, very fast turn around from your orders, however the person on the order line does get a bit confused some times (I would like a disk drive for my Atari STFM ---> 1 meg memory up grade), but that was sorted within a week.

The best time however was trying to get TOS1.4 for my machine:

"Sorry out of stock" was the reply from all but Evasham,

"Sorry we have only got the 6 chip set, I put you through to maintance if you which to know the mods for the for board,",

"yes please -- Hello what are the mods for installing a 6 chip set in a two chip set machine,",

"It not hard, but why don't you put in the two chip set"

"It out of stock"

"But I've six sets in front of my here"

"I have one....."

Remeber I have nothing to do with any of the named companies, I am just a customer

Dave J

770. MEGA-LEIF-CONVENTION

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-18 11:54:18 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb18.115418.20538@tdb.uu.se>
Source record: 45521

```
--------------------------------------------------
-* Official invitation to the MEGA-LEIF-CONVENTION *-
--------------------------------------------------

This is the official invitation to the enormous and already famous
MEGA-LEIF-CONVENTION. This is an international Atari and PC (other
computers are also welcome) demo-convention held by Electra in
Fyrisskolan/Uppsala/Sweden. It begins at 18:00 (local swedish time)
on Thursday the 16th of April, and lasts until 15:00 on Monday the
20th of April.

In the basement of the school we have an old Physical-activities
hall that'll serve as a silent sleeping room. You'll also find free
showers in the same area. At about 5 minutes walk from the school you'll
find the famous Fyrishov recreation centre, so bring your bathing
clothes! At about 10 minutes walk in another direction you'll find the
centre of Uppsala with resurants, shops and Macdonald's.

There will of course be loads of competitions too, that's the reason
we hired an RGB projector! And what will we do with the RGB projector
before the compos? We`ll show movies and demos on it of course! The
competitions (held by us and TOS Magazine) are:

* best demo (1 Meg STE)
* best picture
* best music (modules and blip-blop)
* othello/reversi tournament (your program will play against the others,
you'll get the exact rules at the party)
* best PC demo

Prices in the different competitions:

* first price in the Atari demo competition will be an Atari TT
* in the PC competition we'll throw 2000 SEK (333 USD) at the winner
* prices in the other competitions will be Quantum harddisks,
a high speed modem, an Amiga, an Atari and a colour monitor.

At the party we'll sell coke and you'll be able to order pizzas
at special reduced prices. You'll also be able to buy other computer-
related items (SIMMs and empty disks for example) on the party

The following Atari crews has already decided to attend:
Electra Omega
The Carebears ULM
The Respectables Electronic Images
Sync TEX
Legacy Mystic
```

The Blackcats Scum of the Earth
Alcoholica Delta Force
Synergy The Lost Boys
Unit 17 EPA
The Syndicate Lazer

PC-Crews: Cascada The Codeblasters
The Space Pigs

This is absolutely not a complete list, we get new answers all
the time. If there are enough good screens we'll compile a party-demo.
Also every good group must bring a lame demo for the ultimate lame
demo. People from outside Sweden can hire a monitor for about 150 SEK
(25 USD). The admission to the convention is 90 SEK (15 USD), for girls
it's free.

How do I get to the convention?
If you come by plane to Arlanda (big airport outside Stockholm) we'll
try to fetch you there. If you arrive at Arlanda at such a bad time
that we can't pick you up you could take bus number 801 to Uppsala
central station or a taxi directly to the school (Fyrisskolan, Uppsala).
Please remember that taxi is VERY expensive in Sweden. If you come by
train you will arrive at Uppsala central station. If you have lots of
luggage we'll try to pick you up. However, if you feel like you could
take a bus then try bus number 9, 12 or 13. They all pass the school.
You could also take a taxi, but it's expensive. If you come by car
please contact us and we will send a map.

Please contact us ASAP and let us know how many monitors you want, if
you want to be fetched and where you want to be fetched.

Call Jesper: int+46 18 463347
or Erik : int+46 18 246777.

Or send a E-mail to: t90_jesper@maja.teknikum.uu.se
or: m91jru@tdb.uu.se

Or ordinary mail to: Jesper Rudberg
Flogstav. 63e
752 63 Uppsala
Sweden

You could also contact me (Daniel Eriksson) on any of the below
mentioned addresses. I'm not a member of Electra, but since there
has been some trouble posting to Usenet from our site lately (due
to bad installation of tin) I posted the above text for Jesper.
If you want to arrange your arrival or reserve a monitor you SHOULD
contact Jesper or Erik.

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')

SWEDEN Voice : +46 (0)26 72901

771. Re: Auto-Detection...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-18 12:50:38 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92049.125038ONM07@DMSWWU1A.BITNET>
Source record: 45536

In article <H.kU8at5bbTEI@pingu.saar.sub.org>, edgar@pingu.saar.sub.org (Edgar Greuter) says:
>The GEMDOS Pexec-call returns long-negative values if a program failed, e.g.
>-32L if the user pressed ^C. The GEMDOS Pterm-call accepts only short
>arguments
>and doesn't sign-extend them. So the user has no way to return long-negative
>values to the Pexec-caller (at least without changing the GEMDOS return value
>in an etv_term handler - but people doing this know what they get).
>
> - Edgar
>
>>_____ correct me if I'm wrong _____
>--
>Edgar Greuter
>Francoisstrasse 21
>6600 Saarbruecken
>
>Email: roeder@cs.uni-sb.de
> edgar@pingu.saar.sub.org (will change to: .saar.de)

Right: GEMDOS returns LONG negative numbers for errors. BUT: the value
-1 is returned by the BIOS exception handler (which does a normal Pterm()),
so this values is WORD negative (I'm not sure, but the same might apply
for -32).

772. Re: WARNING!!! 3rd Coast Technologies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-18 14:16:57 UTC
From: okes@serdlm2.essex.ac.uk
Message-ID: <OKES.92Feb18141657@serdlm2.essex.ac.uk>
Source record: 45525

OK, here's my experience of Third Coast...

Last year the power supply of my ST blew up. I rang half a dozen of the biggest
ST dealers in the country, and Third Coast gave me the lowest quote for a new
one. I ordered from them by phone, using a credit card.
Two weeks later, I still had no power supply. I rang again, and was told that
they had no record of my order and that the matter would be investigated.
Another eight days later I sent a very rude letter saying that they could
consider my order cancelled, if indeed they had it.
I received no response to this letter.
In the meantime I ordered a power supply from Evesham Micros, which arrived
after about a week.

There is more to this story; when I saw Third Coast at a computer show last
summer they were selling, for 40 pounds, a power supply identical to one
my dad got in an electronics shop in London for 13 pounds.

It makes me wonder how they stay in business...

Simon Oke.
--
email: okes@essex.ac.uk
#
##
##
#
Live long and prosper.

773. Question on STSPEECH and GFA BASIC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-18 14:47:34 UTC
From: cbz@cbnewsm.att.com
Message-ID: <1992Feb18.144734.6508@cbnewsm.att.com>
Source record: 45523

I have written a program in GFA BASIC. I have another program
which I downloaded from the net called STSPEECH. This program
will speak the contents of a text file. Is there some way that
I can execute the speech program from within my GFA BASIC
program? I tried using the GFA BASIC command EXEC but I couldn't
figure out how to pass the name of the text file to the speech program.
Any suggestions will be appreciated. Please send EMAIL since I
don't read this group as much as I would like to.

* Craig B. Ziemer %% DISCLAIMER: AT&T does not *
* AT&T Bell Laboratories %%%%%% officially support what I *
* Reading, Pennsylvania %% just said, in fact, they *
* UUCP ADDRESS: alux5!cbz %% rarely do :^) *

774. Re: How do you create an extended format using the system calls?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-18 16:53:47 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Feb18.165347.25217@sun.pcl.ac.uk>
Source record: 45526
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <PAUL.92Feb18171700@nsx.kagaku.se.fujitsu.co.jp> paul@kagaku.se.fujitsu.co.jp (Paul Donnelly) writes:
>You really don't want to use the operating system calls. Operating
>systems are for lamers. The only operating system call I ever use is
>go to supervisor mode. After this, I just rewrite any operating
>system routines I need - good practice, and the results are usually 10
>times better than those using the op system. I've just finished

Umm... sort of.

I'm in the process of writing a UNIX filesystem for the ST (i-nodes and group permissions on the ST :-) Its going fine. I cant say that I need to though....

The best thing to write is 1) Text output routines. 2) GEM menus.
I've written replacements for both, and now have the ability to have nice smoooth scrolling (like SETUP smooth scrolling on vt100's), multiple fonts WITHOUT Gdos hassle, and custom blinking cursors (I like underline cursors).

I cant say its as good as the OS in all respects though, as it conforms rigidly to a grid layout - one per character. Maybe sometime...

As for menubars, well I have configurable menus, using any combination of 1) pull down (like on Mac). 2) Drop down, 3) Selection without using the buttons(!) [just point, select, and instead of click, just move the arrow off the right of the menu, which selects the current option], auto menu cancel (disappears when mouse moved outside menu),4) selection across whole screen (if not auto cancel, then only the mouse Y coordinate is checked when selecting options, so if menu is at left of screen, then running mouse up and down at far right of the screen still selects options in that menu), 5) Instant menus (like GEM) 6) Scroll-down menus (glide caramel smoothly as if lowered on a piece of paper - really neat!).

Of course these are only available from within my own programs. But maybe I'll work on those text routines and steal TRAP vectors....

Edd Deegan
vatec@uk.ac.pcl.sun

775. Sample Files

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-18 16:55:56 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Feb18.165556.25330@sun.pcl.ac.uk>
Source record: 45527

In article <randallm.697985846@p4.cs.man.ac.uk> randallm@p4.cs.man.ac.uk (Martin Randall) writes:
>Can someone tell me how sampled sound files are stored such as those
>used by Replay ??? I wish to do some work on them and it would be useful
>to know how the sample is stored.
>

Basically there are two methods of storing sampled data. These are
1) Each byte is signed
2) Each byte is unsigned

I am assuming 8 bit samples here.
With signed samples, the byte value can take the range -128 to 127, (or
-127 to 128, I get confused!).

With unsigned samples, the byte value is just a straight value from 0 -255.
I have a feeling that many samplers will insert a short header before their
saved sample files. For example the I.S.Digitiser, if saving a sequence will
add a series of longword offsets in the sample file for its own uses.

I dont have Replay, but have a look at it with a file editor, or the unix
'HEAD' utility or even SHOW AS TEXT and you should see if there is a header.
The above of course refferres to a saved sample.

Also, dumping the file out as a HEX dump (tinytool or similar) might
prove helpful in determining if the samples are signed or unsigned.

If in doubt, convert your sample files to a known format, and work from
there. EG convert them to signed, and then see if your sampler will still
play them properly. If so, they were signed to start with.
There are various PD tools to do this.

Experiment. It often turns up interesting info.

Hope that helps!

Edd Deegan
vatec@uk.ac.pcl.sun

776. Re: How do you create an extended format using the system calls?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-18 17:17:00 UTC
From: paul@kagaku.se.fujitsu.co.jp
Message-ID: <PAUL.92Feb18171700@nsx.kagaku.se.fujitsu.co.jp>
Source record: 45520
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

You really don't want to use the operating system calls. Operating systems are for lamers. The only operating system call I ever use is go to supervisor mode. After this, I just rewrite any operating system routines I need - good practice, and the results are usually 10 times better than those using the op system. I've just finished rewriting all the operating system disk functions, and while this took a little work, formatting disks to weird formats is a dead sinch if you access the floppy disk controller directly. I don't know much about op system calls except they're all really shit, but I've read that you can't do much messing with disks using op system calls. You'll need some info to program the FDC directly. The book I used was Atari ST Disk Drives Inside, and Out from Abacus. It's a pretty good book.

777. Need to convert ibm caewalk to notator

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-18 17:31:21 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992Feb18.173121.18018@usenet.ins.cwru.edu>
Source record: 45524

I have a whole bunch of sysex files in ibm's cakewalk .syx format
that I would like to get into my SY-22. I therefore need to
convert these files to .mid, or a notator .son file. Any suggestions?
I could also just use a cakewalk -> midi straight through.
Happy Computing!
Steve
<selick@csa.bu.edu>

778. Re: STE Paddle and now light pen ports

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-18 18:58:33 UTC
From: trh@atari.uucp
Message-ID: <1992Feb18.185833.3128@atari.uucp>
Source record: 45649

neil@cs.hw.ac.uk (Neil Forsyth) writes:

>Well I've played a bit more with the STE's paddle input and quite frankly
>I'm not convinced they work at all. Just a big lump of bogus hardware.
>Nobody who has tried them seems to have had any success. I've tried a
>pot across the supply with the sweep to the input and just the pot from
>sweep to ground or 5V. Nothing doing. Anybody else got ideas on this?
>Atari UK have no idea about them!

The Paddle inputs are the same as the old 2600's, beleive it or not.
The proper connection is to connect one of the "ends" of the Pot to VCC
(available on pin 7), and short the other end and the wiper together (to make
a variable resistor) and connect to the paddle input. The pot should be about
1Meg ohms, and linear.

The internal hardware for the Paddle inputs consists of one-shots,
which are reset every 256 "counts" of the 500KHz clock. When the reset is
released, the one-shot timing is controlled by the paddle resistance, and a
680pF capacitor. The formula is:

Pad Value = (1.1) * Rpaddle * 680pF * 500KHz [max value 255]
or
Pad Value = Rpaddle * (350 * 10^-6)

>I've also been playing with the light pen input with limited success.
>I'm using a Honeywell Sweetspot device. This works only vertically.
>Horizontal values just toggle between maximum and minimum.

Could be the response speed of your device. All the internals do is
latch a copy of the vertical and horizontal video counters when the pen input
transitions low [i.e. when the beam passes by the light detector]. Obviously,
the detector must be fast enough to "catch" the beam.

Good Luck!!!!

TRH

779. Fweb ported to the ST (also Re: A bug in Pure C)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-18 22:27:25 UTC
From: petcher@wuphys.wustl.edu
Message-ID: <1992Feb18.222725.26432@wuphys.wustl.edu>
Source record: 45529

Thanks to those who replied concerning my question about Pure C macro handling. The general consesus is that it is indeed a bug.

Some of you may be interested in knowing that I ran across the problem in trying to port fweb to the ST. I originally tried gcc, but a bug in an earlier version of the ST libraries (apparently there was a bug in malloc) prevented that from working. Although I was finally able to get a working version of ftangle compiled with Pure C, I tried the latest version of gcc this weekend, and the result: a working version of both ftangle and fweave without any changes in the source (except a few cusomizations as necessary for any platform). If anyone is interested in testing in the program and can't compile it themselves (I consider this a beta version) please contact me. The ST should be supported explicitly in the next revison of the sources. The current sources are available by ftp from lyman.pppl.gov (192.55.106.129) for those of you who want to compile yourselves (probably need at least 4Mb and a hard disk). Notes on compiling: the ANSI flag works perfectly with gcc, with the exception that you need to change the file system parameters to reflect the PC-like file system (look in custom.h or custom.web). The only other caveat is that there is no /dev/null file on the ST so you will need a specific file (of your choice) to serve as a dummy file.

For those who do not know what fweb is, it is a derivative of the language, web, by Donald Knuth, in which TeX was written. This language allows you to put source code and TeX commentary in the same file. Passing the web code through the preprocessor fweave produces TeX output to be used as documentation, and passing it through the ftangle preprocessor produces compiler ready source code. Fweb handles fortran, fortran90, C and C++.

Cheers,
Don Petcher petcher@wuphys.wustl.edu

780. Highspeed serial...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-18 22:39:43 UTC
From: zxmgn01@mailserv.zdv.uni-tuebingen.de
Message-ID: <zxmgn01.698452783@mailserv>
Source record: 45531

Hello, guys...

I just started making a small programm for my ST, sothat it will work as an answer-machine together with the new SupraFaxmodem (i don't have i yet...), and i worked be through the thickest pages of the Inernals of my ST. There i discovered, that the serial port of the ST can be blown up up to 300000 baud (theoretically...), and as i tested it, up to 32000 baud worked very well (i don't have a RTS/CTS modem. I juest pumped data to the serial and checked how long it took.).

So, if anybody is interessted and wants to test this little programm or has other comments to this subject... :-)

Read ya, Phil.

781. Re: Sample Files

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-18 22:44:36 UTC
From: tymbrimi@milton.u.washington.edu
Message-ID: <1992Feb18.224436.25362@u.washington.edu>
Source record: 45530

In article <1992Feb18.165556.25330@sun.pcl.ac.uk> vatec@sun.pcl.ac.uk (Edd Deegan) writes:
>In article <randallm.697985846@p4.cs.man.ac.uk> randallm@p4.cs.man.ac.uk (Martin Randall) writes:
>>Can someone tell me how sampled sound files are stored such as those
>>used by Replay ??? I wish to do some work on them and it would be useful
>>to know how the sample is stored.
>>
>
>Basically there are two methods of storing sampled data. These are
>1) Each byte is signed
>2) Each byte is unsigned
>
>I am assuming 8 bit samples here.
>
> [methods deleted...]
>
>Experiment. It often turns up interesting info.
>
>Hope that helps!
>
>Edd Deegan
>vatec@uk.ac.pcl.sun

Just to add some more specific info, I have the Replay 8 manual here, there are basically 2 sample formats :
1) Straight .SPL sample, also I believe this is compatible with the Mac .SND format (from a.a.u.e /sound dir I think and the Mac), this is just a straight copy of the sample converted to digital, they are UNSIGNED, with range of 0 to 255. (128 is the zero value, so subtract 128 from all the bytes and you've got signed data). Easy to deal with these samples if you know the playback frequency...

2) 'AVR' format. This is a new format designed it seems to plan for future sampling products etc, it allows for data such as stereo samples, sample names, mucho variations, if anyone is interested I can post the detailed sample format. Of note is that any sample in true 'AVR' format will have '2BIT' as the first four bytes in the file, I have not actually seen this format anywhere yet.

Well I think that's it, if anyone wants the 'AVR' format details just ask...

Ben Gilbert (tymbrimi@u.washington.edu)
** Newly accepted CS major, cheers! ***

782. Re: HELP with linea calls in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-18 23:34:02 UTC
From: gfarrell@fraser.sfu.ca
Message-ID: <1992Feb18.233402.29417@sfu.ca>
Source record: 45532

In article <1992Feb10.090105.15714@medtron.medtronic.com> rh0083b@medtronic.com (Roger Hunen) writes:
>In article <1992Feb07.093528.23835@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>>
>>A plea to Atari.. If VDI is the only thing you will support in the future
>>OPTIMISE IT! As it is currently an IBM clone (386sx, VGA) has a better graphics
>>performance than a TT using line-a.
>
>I bought NVDI 2.0 from Bela, it is a full replacement for the Atari VDI.
>It is 3-10 times as fast, and also fixes several VDI bugs. I have used it
>for 2 months now, and I am very satisfied with it.
>
>Regards,
>-Roger

Is NVDI available in North America?
Does it handle the TT?
Can it deal with FSMGDOS?

Thanks for any info.

Gordon Farrell email: gfarrell@sfu.ca
Computing Science Major,
Simon Fraser University,
Burnaby, B.C., Canada

783. Re: Assembler to gas converter?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 00:08:01 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6863@uqcspe.cs.uq.oz.au>
Source record: 45533

In <2321@wsdnws.waseda.ac.jp> ytsuji@cfi.waseda.ac.jp (Y.Tsuji) writes:

>I assume one wants to convert the assembly source code in Motorola syntax
>to MIT/SUN3/Unix syntax. Well, one can do thant using 'sed','awk', or
>'ed' to a certain extent (I once used the 'awk' myself). But honestly,
>the simplest way is to re-compile your GNU Assembler, choosing the
>right options (elect Motorola, for example). And remember GNU C can
>output the results in Motorola syntax as well by recompiling it with
>'Motorola' option selected.

Very interesting! I'd like to here more about this. Is the motorola
one slower or something (I can't imagine any other reason not to use it).

Anyway, here is my sed script {with comments}. It probably isn't complete,
since I only used it on small files (I only write SMALL asm files!):

```
{ All spaces and tabs become single tabs}
s/[ ][ ]*/ /
s/[ ][ ]*/ /
{ equ becomes = }
s/ equ / = /
{ commas with trailing space have space stripped, why did I do this???}
s/, */,/g
{ Predecrement of the styack pointer }
s/-(\(sp\))/\1@-/g
{ Predecrement of any address register }
s/-(\(a[0-7]\))/\1@-/g
{ Indirection }
s/\([ ,]\)\([^( ,][^( ,]*\)(\(sp\))/\1\3@(\2)/g
s/\([ ,]\)\([^( ,][^( ,]*\)(\(a[0-7]\))/\1\3@(\2)/g
s/(\(sp\))/\1@/g
s/(\(a[0-7]\))/\1@/g
{ Indexed indirect }
s/\([ ,]\)\([^( ,][^( ,]*\)(\(sp\),\(d[0-7]\))/\1\3@(\2,\4:L)/g
s/\([ ,]\)\([^( ,][^( ,]*\)(\(a[0-7]\),\(d[0-7]\))/\1\3@(\2,\4:L)/g
s/\([ ,]\)\([^( ,][^( ,]*\)(\(sp\),\(d[0-7]\).w)/\1\3@(\2,\4:W)/g
s/\([ ,]\)\([^( ,][^( ,]*\)(\(a[0-7]\),\(d[0-7]\).w)/\1\3@(\2,\4:W)/g
s/\([ ,]\)\([^( ,][^( ,]*\)(\(sp\),\(d[0-7]\).l)/\1\3@(\2,\4:L)/g
s/\([ ,]\)\([^( ,][^( ,]*\)(\(a[0-7]\),\(d[0-7]\).l)/\1\3@(\2,\4:L)/g
s/(\(sp\),\(d[0-7]\))/\1@(0,\2)/g
s/(\(a[0-7]\),\(d[0-7]\))/\1@(0,\2)/g
{ remove the "." from .b, .w, and .l modifiers }
s/\.\([bwl]\)/\1/
{ Labels without colons have them added }
s/^\([^ :][^ :]*\) /\1: /
```

```
{ ??? }
s/: =/ =/
{ change xor to eor }
s/xor/eor/
{ Need the (redundant) l in gas }
s/moveq /moveql /
s/addq /addql /
s/subq /subql /
```

```
Warwick
--
_-_|\ warwick@cs.uq.oz.au / And now for something ruder...
/ * <-- Computer Science Department,/
\_.-._/ University of Queensland, / Derma tamper noh whoa surra thetch.
v Brisbane, Australia. /
```

784. Re: Signum Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 01:53:49 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb19.015349.9329@actrix.gen.nz>
Source record: 45534

In article <q1PBgB2w164w@sys6626.bison.mb.ca> marco@sys6626.bison.mb.ca (Marco) writes:
> Roger.Sheppard@bbs.actrix.gen.nz writes:
>
> > Does any one know were I can find any PD Signum Fonts, (SiFox) like FTP sites
> >
> > I have just got a copy of Script the USA version, well this is all they
> > sell here in NewZealand and at a very good price.
> >
> > But in the Font suplement it mentions about converting the European Fonts
> > to USA ones, but I can't see the reason for this..?
> >
> > Also can I obtain a English Dictionary for it, it comes with a USA one..
> >
> > I did read some were that there is no English Dictionary out for the
> > English version of Script..Thanks...
>
> I have Signum II and have found a number of fonts, but they're only for
> use with 24-pin printers. They CAN be converted to other printers, but it
> takes a LOT of work! Has anyone else found any?
>
> +---+
> | John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
> +---+

Well that is what I have got, NEC P2200 a 24 Pin Printer,
so Please were did you get them from...??

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

785. Re: WARNING!!! 3rd Coast Technologies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 01:57:30 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb19.015730.9447@actrix.gen.nz>
Source record: 45535

In article <1992Feb18.112217.10058@newcastle.ac.uk> D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:
> Woh, tis a miricle then: I ordered my hard drive from them and it only took 2
> weeks on one phone call to them. I must admit the service is not excellent but
> the hard drive is not bad. I think on of the guys on the complaints desk had to
> go to the dispatch department and kick some ass to get it sent off.
>
> Now Evasham Micros, this is a good company, very fast turn around from your
> orders, however the person on the order line does get a bit confused some times
> (I would like a disk drive for my Atari STFM ---> 1 meg memory up grade), but
> that was sorted within a week.
>
> The best time however was trying to get TOS1.4 for my machine:
>
> "Sorry out of stock" was the reply from all but Evasham,
>
> "Sorry we have only got the 6 chip set, I put you through to maintance if
> you which to know the mods for the for board,",
>
> "yes please -- Hello what are the mods for installing a 6 chip set in a two
> chip set machine,",
>
> "It not hard, but why don't you put in the two chip set"
>
> "It out of stock"
>
> "But I've six sets in front of my here"
>
> "I have one....."
>
> Remeber I have nothing to do with any of the named companies, I am just a
> customer
>
>
> Dave J

I know the feeling, I wonder how these firms stay in business...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

786. Re: Sticking in a 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 05:52:10 UTC
From: Ralf_Czekalla@st.maus.de
Message-ID: <A2590@ST.maus.de>
Source record: 45537

Daniel Eriksson on We, 11.02.92 23:37 in CS.ST.TECH wrote:

> There is a 16 MHz version of the PLCC 68010.
> The name is FN12F-68010 (yes, 12 it says, but 16 MHz it is!).
> I called my local chip-'outlet' up and checked with them (we're talking
> lazy swedish companies here) and they told me that they would have a
> look. Half an hour later they called back and told me that the 16 MHz
> version of the 68010 was impossible to get in Sweden. They had also
> called the factory in France, and they had no chips in stock. To start
> production they needed an order of 19 or more chips. That's way out
> of my league so I backed out.

Don't you think a DIP64-Chip would be much more interesting, when I see the amount of 260/520/1040/Megas which haven't a PLCC-Chip build in????
I am very interested in a DIP64-68010-16 and I think if the price is fair there would be much more interested users here in Germany. Perhaps you can convice the producer in France of this 'great' interest?

Ralf Czekalla

787. Re: ICD Host Adapter Cables

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 05:53:01 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A4037@UN.maus.de>
Source record: 45538

In article <9130002@hpbbrd.HP.COM> clausb@hpbbrd.HP.COM (Claus Brod) writes:

>Oh, by the way: What you're describing also happens if you have a
>corrupted DESKTOP.INF file. Try deleting your DESKTOP.INF and creating
>a new one from scratch.

To be more exact:

(1) delete the old DESKTOP.INF
(2) reboot
(3) install icons & applications
(4) save a new DESKTOP.INF

If you omit step (2), the same corrupted DESKTOP.INF file will be
created again!

Bye
Martin
[Martin_Koehling @ un.maus.de]

788. Strange Mouse Movements

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 06:45:48 UTC
From: remyh@cco.caltech.edu
Message-ID: <1992Feb19.064548.29323@cco.caltech.edu>
Source record: 45539

Why does the ST mouse pointer jump in the opposite direction when the mouse is moved quickly?
What I mean is, normal mouse movement is quite normal (so to speak), however, when I push it with sufficient velocity in one direction, it bounces back in the opposite direction (as though the buffer gets overloaded and it stops the mouse.) I've witnessed this with different mice, and different STs , and I'm curious as to who else has found this. Ultimately, I'd like to know if there is some sort of hard/software fix for this. Does anybody else know what I'm talking about, or am I on heavy drugs?

Remy Hathaway
remyh@cco.caltech.edu

789. Re: HELP with linea calls in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 08:34:29 UTC
From: rh0083b@medtronic.com
Message-ID: <1992Feb19.083429.5505@medtron.medtronic.com>
Source record: 45647

>Is NVDI available in North America?
>Does it handle the TT?
>Can it deal with FSMGDOS?

I bought it in Germany (next door for me :-)). Don't know if it is sold in
the US or Canada (they could make money there). It works with TT in all modes
(vendor's claim). If it finds another GDOS, it will disable its own.

>
>Thanks for any info.

You are welcome.

>____
>Gordon Farrell email: gfarrell@sfu.ca
>Computing Science Major,
>Simon Fraser University,
>Burnaby, B.C., Canada

-Roger

790. Re: HELP with linea calls in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 08:39:27 UTC
From: rh0083b@medtronic.com
Message-ID: <1992Feb19.083927.5568@medtron.medtronic.com>
Source record: 45646

>Is NVDI available in North America?
>Does it handle the TT?
>Can it deal with FSMGDOS?

I bought it in Germany (next door for me :-)). Don't know if it is sold in
the US or Canada (they could make money there). It works with TT in all modes
(vendor's claim). If it finds another GDOS, it will disable its own.

>Thanks for any info.

You are welcome.

>____
>Gordon Farrell email: gfarrell@sfu.ca
>Computing Science Major,
>Simon Fraser University,
>Burnaby, B.C., Canada

-Roger

791. Re: How are Replay samples files stored ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 09:31:51 UTC
From: paul@kagaku.se.fujitsu.co.jp
Message-ID: <PAUL.92Feb19093151@nsx.kagaku.se.fujitsu.co.jp>
Source record: 45662

With many different programs you can't really rely on any particular format for samples. Some trackers load and save sample data as 8-bit signed, whereas others use 8-bit unsigned. A lot of samples I've looked at also have $2cb bytes of $ff at the end for some reason. (It's used by TCB tracker replay routine I think, but I don't know why they didn't bother adding this trailer after loading, and removing it before saving). Then there are STe stereo formats. Your probably best to look at a hex dump of the data and work it out for yourself.

792. Re: Sticking in a 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 09:56:45 UTC
From: elendir@inf.enst.fr
Message-ID: <1784@ulysse.enst.fr>
Source record: 45642

Mbaker@ucs.adelaide.edu.au (Matthew Baker) writes:

-> The cache is write through though so it should have no affect on the application if it is doing self-modifing code.

This is false. The 020 has only an instruction cache, so it isn't write through (Which is only appliable to data caches). Let's suppose you read an instruction at address X. The next instruction modifies X (but X is in the cache), and then the program loops on X. Next time, you will read X from the cache instead of reading the new value in memory. Therefore, you read stale data and the machine crashes.

The only way to handle this is to disable caching. (Don't forget the 020 has an internal Harvard architecture).

Enjoy,

Vincent.

--
****
* E L F I N P O W E R * Elendir@inf.enst.fr... *
* E L F I N P O W E R * Elen sila lummeni omentivelo.*
****

793. Re: Highspeed serial...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 10:10:39 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb19.101039.19637@actrix.gen.nz>
Source record: 45540

In article <zxmgn01.698452783@mailserv> zxmgn01@mailserv.zdv.uni-tuebingen.de (Philipp Knirsch) writes:
> Hello, guys...
>
> I just started making a small programm for my ST, sothat it will work
> as an answer-machine together with the new SupraFaxmodem (i don't have
> i yet...), and i worked be through the thickest pages of the Inernals of
> my ST. There i discovered, that the serial port of the ST can be blown up
> up to 300000 baud (theoretically...), and as i tested it, up to 32000 baud
> worked very well (i don't have a RTS/CTS modem. I juest pumped data to the
> serial and checked how long it took.).
>
> So, if anybody is interessted and wants to test this little programm or has
> other comments to this subject... :-)
>
> Read ya, Phil.

The ST RS 232 port can only run at a max of 19.2 bps with is current
state, there is no way to clock it faster, you have to do hardware mods
to make it run faster..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

794. Re: Sample -> Sound chip [Repo

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 10:38:12 UTC
From: "U.Kuehn" <ZW0007@DMSWWU1C.BITNET>
Message-ID: <92050.103812ZW0007@DMSWWU1C.BITNET>
Source record: 45641

In article <1992Feb18.070249.21934@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) says:
>>includes shift instructions, and branch instructions among others. In this
>>case the code takes 28 clock cycles due to lsl #n,.. being rounded to
>>the next highest multiple of 4 on the ST. (If you get these times
>>wrong in linear code like for no-border routines, your program just
>>doesn't work so it is important).
>
>Interesting. Is there any reason you (or anyone else, for that matter)
>can give for this difference in the ST vs. other 68000 architectures?
>
>Dave Baggett
>dmb@wam.umd.edu
The reason for tihis behavior is really quite simple : the ST video logic accesses the ram with 2MHz, one cycle here is 4 cycles of the processor clock; so the m68 has to wait until it gets access to the ram when it tries to read or write during that phase.

Ulrich

+--------------+--------------------------+-----------------------+
| Ulrich Kuehn | Internet: | Do they know that they &#65533;
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? &#65533;
+--------------+--------------------------+-----------------------+

795. Re: Strange Mouse Movements

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 11:05:00 UTC
From: ivan@erich.triumf.ca
Message-ID: <19FEB199203053935@erich.triumf.ca>
Source record: 45644

In article <1992Feb19.064548.29323@cco.caltech.edu>, remyh@cco.caltech.edu (Remy Adam Hathaway) writes...
>Why does the ST mouse pointer jump in the opposite direction when the mouse
>is moved quickly?
> What I mean is, normal mouse movement is quite normal (so to speak),
>however, when I push it with sufficient velocity in one direction, it bounces
>back in the opposite direction (as though the buffer gets overloaded and it
>stops the mouse.) I've witnessed this with different mice, and different STs
>, and I'm curious as to who else has found this. Ultimately, I'd like to know
>if there is some sort of hard/software fix for this. Does anybody else know
>what I'm talking about, or am I on heavy drugs?
I've always assumed it was because the motion detection is some sort of quadrature detection (think that's the right term), where the timing between the signals seen at the two opto-detectors per axis determine which direction the slotted wheel is moving. If you move too fast, the timing falls in the wrong window, and the detector gets confused and indicates the wrong direction. Think of it as something like why stagecoach wheels turn backwards in western movies :-). I suspect you can't "fix" it.
At least you know you're not on heavier drugs than me! :-)

Ivan Reid, Paul Scherrer Institute, CH. ivan@cvax.psi.ch

796. Re: 3rd Coast Technologies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 11:20:38 UTC
From: jbww@ukc.ac.uk
Message-ID: <646@hobby.ukc.ac.uk>
Source record: 45643

Try phoning after office hours; it has worked well for me.

cheers
j.b. webber

797. Re: What is the keyboard on Mega STe's like?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 11:44:59 UTC
From: s_grunwa@irau30.ira.uka.de
Message-ID: <kq4gprlNNfdn@iraul1.ira.uka.de>
Source record: 45645
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The Mega STe Keyboard is OK. It is an all new one and not the
Mega ST or ST keyboard.
Since the likes and dislikes are very personal, i would encourage
you to test it in a shop.
I like the keyboard more than the IBM Keyboards, but i never liked
that keyboards much. A lot of the problems are problems with the
layaout and that did not change. (I have problems with the IBM
style layout, when i'm blind typing. There's no best solution)

Knut Grunwald

798. Place for TOS2.06, & 16MHz &4MB in STfM?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 12:02:03 UTC
From: sav@nanette.sni.de
Message-ID: <sav.698500923@nanette>
Source record: 45648

Hi ST-Fans,
I live in Germany and want to upgrade my 1040ST (TOS1.0). I want
to go to TOS2.06 with the Artifex (Bridge)Board AND have a 16MHz
accelerator (preferably even with a 68010) AND upgrade from 1 MB to 3 or
4MByte. My Question: is this possible, or do the various chips/boards/etc
get (physically or electrically) in one anothers way? Anybody have any
experience? Given my two left hands, who might stuff the HW in for me?

What is Artifex email address? They are so busy selling they dont
bother to answer the Phone B-<

Ciao, Stu Savory savory.pad@sni.de.eunet

799. Re: Sticking in a 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 12:48:07 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb19.124807.5975@tdb.uu.se>
Source record: 45650

Ralf_Czekalla@st.maus.de (Ralf Czekalla) writes:
: Don't you think a DIP64-Chip would be much more interesting, when I see the
: amount of 260/520/1040/Megas which haven't a PLCC-Chip build in????

I don't think so! Most of the Ataris with DIP-processors have
them soldered to the motherboard while NO PLCC-processors
are soldered. To remove a 64-pin chip that is soldered to the
motherboard isn't easy unless you have the right equipment (and
not many have such things).

: I am very interested in a DIP64-68010-16 and I think if the price is fair
: there would be much more interested users here in Germany. Perhaps you can
: convice the producer in France of this 'great' interest?

The price should be fair, but the problem is that no one seems to
have stocked the 16 MHz DIP and PLCC processors. I don't think
I can convince the factory to take up production. The only way
I see is to get some german magazine (ST Computer/ST Magazin) to
publish an article about the 68010 and the possibilities with it.
That will create a big demand for 16 MHz 68010 and the factory
might take up production for a couple of hours or so.

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

800. Re: Strange Mouse Movements

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 13:52:18 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Feb19135218@solb1.essex.ac.uk>
Source record: 45651

In article <1992Feb19.064548.29323@cco.caltech.edu> remyh@cco.caltech.edu (Remy Adam Hathaway) writes:

Why does the ST mouse pointer jump in the opposite direction when the mouse
is moved quickly?

This is due to the finite sampling rate of the optical sensors in the mouse.
There's nothing you can do about it.

--
email: okes@essex.ac.uk
#
##
##
#
"Hell's bells!" the machine roared as it plummeted fifteen storeys and
smashed itself to bits on the ground below.

801. Re: Strange Mouse Movements

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 15:18:14 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Feb19.151814.9660@a.cs.okstate.edu>
Source record: 45653

In article <1992Feb19.064548.29323@cco.caltech.edu> remyh@cco.caltech.edu (Remy Adam Hathaway) writes:
>Why does the ST mouse pointer jump in the opposite direction when the mouse
>is moved quickly?
> remyh@cco.caltech.edu
>

I found this very annoying w 3rd party 320dpi mice... an moving "fast"
happens more often. Indeed... Is there a fix?

jc cummins!a.cs.okstate.edu

802. Re: How do you create an extended format using the system calls?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 15:28:34 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Feb19.152834.29081@cs.mcgill.ca>
Source record: 45652
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

You can use the OS calls to create extended format disks without problems, no matter what others may say :-)
I've written my extended formatter & copier using only "Official" calls i.e. those accepted by Atari. Simply call flpformat() (or something like that) with 10 as the number of sectors per track. (And even 80+ as track number) Sure its not as fast as if you had made your own routine, but you are GUARANTEED that it will work on ANY ST, STe or TT.

Everybody is always complaining that Atari makes bad computers which are not all compatible. But if you people had the sense of building your programs only with what is given by Atari, you wouldn't have these problems. and the OS is fast enough even for games. Of course, if you don;t optimize the way you place the calls to GEM, it will be awfully slow, but with some efforts it is possible to create fast, efficient code with TOS & GEM alone.

803. Re: Strange Mouse Movements

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 16:15:29 UTC
From: silvera@p4.cs.man.ac.uk
Message-ID: <silvera.698516129@p4.cs.man.ac.uk>
Source record: 45668

In <1992Feb19.064548.29323@cco.caltech.edu> remyh@cco.caltech.edu (Remy Adam Hathaway) writes:

>Why does the ST mouse pointer jump in the opposite direction when the mouse
>is moved quickly?
> What I mean is, normal mouse movement is quite normal (so to speak),
>however, when I push it with sufficient velocity in one direction, it bounces
>back in the opposite direction (as though the buffer gets overloaded and it
>stops the mouse.) I've witnessed this with different mice, and different STs
>, and I'm curious as to who else has found this. Ultimately, I'd like to know
>if there is some sort of hard/software fix for this. Does anybody else know
>what I'm talking about, or am I on heavy drugs?

> Remy Hathaway
> remyh@cco.caltech.edu

Its quite common for this to happen, but you really have to move the mouse fast to achieve it. It isn't bad enough to warrant a fix, is it?

It probably is the optical components reaching saturation or something.

Any ideas?

--

"Space is big. Really big. You just won't believe how vastly hugely mind-bogglingly big it is. I mean, you may think it's a long way down the road to the chemist, but that's just peanuts to space."

804. Apple Hard Drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 16:56:04 UTC
From: dam@castle.ed.ac.uk
Message-ID: <18220@castle.ed.ac.uk>
Source record: 45654

I have an old Apple Hard drive, 40 megabyte i think, and i read in a magazine that it was possible to hook up such a SCSI device to my ST. What i would like to know is; has anyone done such a thing before, if so can they tell me how they did it, indicating possible hardware additions and cost etc. The magazine mentioned a piece of kit called and ICD board (i think??) that acts as an interface between the ST and the drive. I can get my hands on one but i dont know the price!

If anyone can give me some pointers i would be very grateful, it seems a shame to waste a 40 meg hard disk!!

thanks,

Doc
--
==========
Do Not Read this | D.MacGregor 031-667-1011 x6407 dam@uk.ac.ed.castle
Notice. | Edinburgh University Computing Service
==========

805. Re: WARNING!!! 3rd Coast Technologies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 17:48:27 UTC
From: mark@lowton.rn.com
Message-ID: <92021928@lowton.rn.com>
Source record: 45656

From article <1992Feb11.120953.1@vaxr.sscl.uwo.ca>, by richardson@vaxr.sscl.uwo.ca ():
> If someone at 3rd Coast reads this check your files...

Last time I was there they didn't have a newsfeed, but the company next door
logitek did.

> John Richardson.

I live near to TCT. When my hard drive from TCT broke down I simply
drove around there and got it fixed. It is a bit easier living 15 miles away
than across the Atlantic I must admit.
However, I've heard from 4 or 5 different people in the UK, stories
of very poor, service i.e. goods ordered not arriving etc.
If they treat their customers like this then I would advise others to avoid
them.

806. Hard Drive Q.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 17:51:28 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <698571934.0@therip.FidoNet.Org>
Source record: 45572

>
> GP> Greg
>Get the Atari drive utilities 5.0.
>At this time that would be the only way to do it...
>Tos 1.2 and older have a limitation of 16 meg per
>partition and a limit of 16
>partitions. That would only be 256meg...

MK> This is not correct.
It is too correct.. Tos 1.2 and older have a limit of 16 meg per drive and 126 drive partitions. (And as I forgot and you pointed out the floppies take two so you really only have 224meg available out of the box.)
Tos 1.4 by its self only handles 32meg so it can handle at a maximum 32megx14 which would be 448meg.

MK> Even TOS 1.00 supports partitions bigger than 16 MByte if you're using
MK> a newer (>= 3.02) AHDI.
MK> AHDI simply increases the _logical_ sector size to keep the nuber of
MK> sectors below 32768.
MK> The number of partition is limited by GEMDOS, which currently supports
MK> only 16 logical drives; since the first two are always floppy disks,
MK> there are 14 drives remaining...

>Even using tos 1.4 or newer would only allow you to use a little more..
>16 partitions of 32meg or roughly 512meg..

MK> The maximum size of a single partition is something like 512 MByte or
MK> 1 GByte (I don't know at the moment).
Under normal TOS the limit of 1.4 and newer is 32meg period...

The Atari hard drive utilities which I mentioned (But perhaps didnt say enough about!?) WILL let you get past this because it is a seperate device driver.
Since it is a 16bit fat the only way to go above 16 meg is to expand the size of the clusters as you mentioned. (A cluster is the smallest available size a file can take up.. It is normally 1k in pre tos 1.4 and 2k in 1.4and newer I believe. Thats how you get the 16meg and 32 meg.)
With the AHDI 5.0 you can have drives of size 1gig.. Perhaps its as big as 4gig, not sure. But then you replace or suppliment the normal hard drive support of the Tos version you currently have with the AHDI and all should work fine.
Remember you still have 14 drives available (And this includes any ram drives too...) So you could essentially have 14gig if you had the drives..

BUT if you use the AHDI you loose the original manufacturers hard drive utilities. I am waiting for atari to come out with a 32 or 64bit fat like dos 5 has. With its 32bit fat tables the IBM can have 4gig partitions and they do not have large clusters. I think they use 1k clusters or maybe 2k clusters.

On yea, one last point. With a one gig drive and using it as one partition you are talking of clusters that are quite big. If you figure that a 16 meg partition has a 1k cluster (I am gussing here, its been a while..)
That would be 16384 clusters available with tos. (If the actual size was 2k per sector then figure that 8192 clusters are available.) If you divide that into the size partition you are using you can see how big the clusters are likely to be. With 16384 clusters available a 1gig drive would use aprox 64k per cluster.(At the 8192 available it would be more like 128k per cluster.)
And remember that I said a cluster is the smalles unit the drive can access.. That would mean each dirrectory would take up 64k(128k) and a file that took only two actual bytes on the drive would still take up 64k(128k) and that drive will fill up quick with ALOT of dead space.
Anyone using a disk with partitions over 16meg at this time really needs to either use one big partition for all big files or use as many partitions as they can. I hope atari decides to make a dos 5.0 compatible fat and then the bigger drives will be alot easier to use on the st.

I wrote this message based on information I read in abucus books, the atari dev. docs I have and over 5 years of reading about the ST on the various networks. I would take everything I said to be true unless someone at atari says otherwise.

In closing I will point out again that under OTHER drivers tos 1.2 and older has a limit of 16 meg per partition and tos 1.4 and newer have a limit of 32meg. The AHDI WILL work with ANY of the tos versions (1.0 or newer) and will allow quite large partitions with the only penaltys being that you loose the original drivers that came with your host adapter and you have bigger cluster sizes. (As of this writing I do not believe ANY of the drive manufacturers have drivers built into their software that are com

patible with the atari large partitions. There was another large partition "standard" made by BMS I believe but its different then ataris own.. ICD would let you partition big partitions but you would have to run AHDI to make partitions you could use by AHDI and you cant have more then one driver so you loose the ICD "ICDBOOT.SYS" software support.)

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

807. Re: Lint availble for ST/MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 18:23:00 UTC
From: apratt@atari.uucp
Message-ID: <1992Feb19.182300.16049@atari.uucp>
Source record: 45676

atilghma@sdcc13.ucsd.edu (Adam Tilghman) asks if there's a "lint" for the ST.

The answer is, "modern compilers don't need it, because they do all that type checking if you ask them to." Get GCC (which is free) or Lattice C (which isn't, but is good) or any other ANSI C compiler. Then use prototypes in your program so the compiler can type checking of arguments to functions in other files, the way lint can. Then turn on all warnings (check compiler documentation for how to do this).

I've never heard of a stand-alone lint for the ST.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

808. Re: Mark Williams db.pgr TOS 1.04 Fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 18:33:44 UTC
From: andyc@hplsla.hp.com
Message-ID: <13510014@hplsla.hp.com>
Source record: 45659

dinolt@wdl1.wdl.loral.com (George W Dinolt) writes:
|
| During the recent discussion of various compilers and debuggers for
| the Atari, someone mentioned that there was a fix for the the db.prg
| (a UN*X adb style debugger) program distributed with the Mark Williams
| C system which ``permitted'' the program to run using the ``Rainbow
| Tos'' (1.04). Someone mentioned that the ``fix program'' was available on
| the Atari Archives.

It's called DBPATCH.PRG and it's on GEnie, at least. I don't seem to have
it around anymore...

%%%

809. Re: Highspeed serial...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 20:47:04 UTC
From: zxmgn01@mailserv.zdv.uni-tuebingen.de
Message-ID: <zxmgn01.698532424@mailserv>
Source record: 45655

In <1992Feb19.101039.19637@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:

>The ST RS 232 port can only run at a max of 19.2 bps with is current
>state, there is no way to clock it faster, you have to do hardware mods
>to make it run faster..

I don't know how much you know about the ST, but i am now working with this computer for over 4 years know and coded very much, even in assembler, so i think in know very much about this machine.

And as i said: I can't test my programm with a RTS/CTS-modem, because i don't have one. So, perhaps the guy how emailed me can test it and post his experiences. I didn't promise anything, but when you look exactly at the documentation of the usart (the universal synchronous/asynchronous receiver/transmiter) register of the MFP68901, the 8th bit decides if the TC and RC signals are divided by 16 or not. So, i switched this bit off and locked how my serial behaved, and the tests proved that it ran without problems with 28800 (nearly exactly). But as i don't know if there occured any errors, i want someone to test it, so let's wait for it... And perhaps i get my Supramodem within the next few months... :-)

Read ya, Phil

810. Re: Strange Mouse Movements

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 22:12:54 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.n1604yz2y4g@jonh.wimsey.bc.ca>
Source record: 45657

In <OKES.92Feb19135218@solb1.essex.ac.uk>, Oke S writes:
>In article <1992Feb19.064548.29323@cco.caltech.edu> remyh@cco.caltech.edu (Remy Adam Hathaway) writes:
>
> Why does the ST mouse pointer jump in the opposite direction when the mouse
> is moved quickly?
>
>This is due to the finite sampling rate of the optical sensors in the mouse.
>There's nothing you can do about it.
>

On other thing of interest I've noticed. The high rez replacement
mice trigger this skipping considerably easyier, so I don't think it's
all the mouse sensors fault. Also, if you have a mouse accelerator
installed, the skipping is reduced. Maybe the code that handles the
output of the buffer isn't fast enough, and loses bits, while accelerator
code runs a little more effeciently.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

811. Re: The Parallel Port: Speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-19 23:08:20 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.aNL5KDQMw2M@marsu.tynet.sub.org>
Source record: 45564

```
In <1992Feb18.020153.22170@actrix.gen.nz>, Roger.Sheppard@bbs.actrix.gen.nz writes:
> In article <1992Feb17.140524.3331@bio.vu.nl> ttonino@bio.vu.nl (Thomas Tonino) writes:
> > The rather low speed of the parallel port on the ST is caused by the
> > rather convoluted ROM software, as for every character a check is made
> > whether is should be output to serial or parallel.
> >
> > A program like Calamus, doing its own output directly to the port
> > is much and much faster (about 4 times).
> >
> > I don't know of readily available speedup software, but it should
> > be possible, to a degree.
>
> Could some let me know about the Print Speed up program that has bean
> mentioned here a few times, I forgot to take note of its name and
> were to get it from...Thanks..!!

I saw a little program in a German ST magazine that bypasses BIOS parallel
output routines in order to speed up printer output. Me, I did not notice
any difference using it on my TT, but maybe on the ST it could be worth
the little effort to assemble it and put it into the AUTO folder.

I changed it a tiny bit to support the cookie jar.

Here it comes:

-------------------------- snipp ------------------------------

************************************************************
* *
* FastPrint 1.1 Printer acceleration by tuning up *
* the BIOS output routine *
* *
* History: 1.0 Original c't listing *
* 1.1 cookie jar handling implemented *
* by Markus Wenzel *
* *
* (C) 1991 by Eckehard Fiedler & c't (Vol. 10/91) *
* *
* assembled with Borland's MAS-68K *
* *
************************************************************

GEMDOS = $01
XBIOS = $0E
BIOSVEC = $B4
SAVPTR = $4A2
```

```
HZ200 = $4BA ; 200Hz timer
PRT_VEC = $50A
_p_cookies = $5A0 ; cookie jar pointer
MFPPORT = $FFFA01 ; MFP parallel port: bit 0=busy
MFPDDR = $FFFA05 ; MFP data direction: 0=in, 1=out
SOUNDCHIP = $FF8800 ; register select
COOKIE_ID = "FPRN"

TEXT

prgstart: move.l 4(sp),basesave
pea.l meldung
move.w #9,-(sp) ; Cconws
trap #GEMDOS
addq.l #6,sp
pea.l init
move.w #$26,-(sp) ; Superexec
trap #XBIOS
addq.l #6,sp
tst d0
beq init_ok
pea.l meldung2 ; initialization failure
move.w #9,-(sp)
trap #GEMDOS
addq.l #6,sp
clr.l -(sp) ; termination
trap #GEMDOS

init_ok: move.l basesave,a1
move.l #$100,d0 ; stack
add.l $c(a1),d0 ; code length
add.l $14(a1),d0 ; data length
add.l $1c(a1),d0 ; bss length
clr.w -(sp)
move.l d0,-(sp)
move.w #$31,-(sp)
trap #GEMDOS ; end.

init: move.l _p_cookies,d0
beq quitcookie
move.l d0,a0
cloop: movem.l (a0)+,d0-d1
tst.l d0
beq setcookie ; cookie's end
cmp.l #COOKIE_ID,d0
beq quitcookie ; already installed
bra cloop
setcookie: move.l #COOKIE_ID,-8(a0) ; cookie entry

quitcookie: move.l BIOSVEC,a1
move.l xb_id,d0
cmp.l -8(a1),d0 ; XBRA identification
```

```
bne install
move #1,d0
rts

install: move.l BIOSVEC,oldbios ; save old bios vector
lea.l tdisp,a1
move.l a1,BIOSVEC ; -> trap dispatcher
lea.l dumpin,a1
move.l a1,PRT_VEC ; set print vector
clr d0
rts

magic: dc.b 'XBRA'
xb_id: dc.b 'FPRN'
oldbios: dc.l 0

; --- here starts the new trap dispatcher ---

tdisp: lea.l 6(sp),a1
btst.b #$d,(sp)
bne.b sup
move usp,a1
sup: cmpi.l #$30000,(a1) ; Bconout ?
beq.b newprt
cmpi.l #$80000,(a1) ; Bconstat ?
beq.b newstat
movea.l oldbios,a0
jmp (a0) ; no -> goto normal BIOS

newstat: lea.l _bstat,a0
bra jover
newprt: lea.l _bprn,a0
jover: movea.l SAVPTR,a1 ; save registers
move.w (sp)+,d0
move.w d0,-(a1)
move.l (sp)+,-(a1)
movem.l d1-d7/a2-a7,-(a1)
move.l a1,SAVPTR
btst.l #$d,d0
bne.b super
move usp,sp
super: move 4(sp),d0 ; transfer output value
jsr (a0) ; Webedoinit.
movea.l SAVPTR,a1
movem.l (a1)+,d1-d7/a2-a7
move.l (a1)+,-(sp)
move.w (a1)+,-(sp)
move.l a1,SAVPTR
rte ; back from the trip

; --- Bconstat routine ---
```

```
_bstat: moveq.l #-1,d0 ; default=ok
and.b #$fe,MFPDDR ; MFP bit 0:=data in
btst #0,MFPPORT ; centronics busy ?
beq statend ; ready ! -> return -1
moveq.l #0,d0 ; not ready ! -> return 0
statend: rts

; --- new output routine ---

dumpin: move 4(sp),d0 ; transfer output value in d0

_bprn: move.l HZ200,d2 ; timeout ?
sub.l errtime,d2
cmp.l #2000,d2 ; < 10 seconds ?
bcs olderror
move.l HZ200,d2
wait: and.b #$fe,MFPDDR
btst #0,MFPPORT ; centronics busy ?
beq goon
move.l HZ200,d1 ; get actual time
sub.l d2,d1
cmp.l #6000,d1 ; > 30 seconds ?
blt wait ; no -> wait
olderror: clr.l d0
move.l HZ200,errtime ; last error time
rts

; --- here's the magic kernel ---

goon: move.w SR,-(sp) ; remember interrupt status
or.w #$0700,SR ; disable interrupts
lea.l SOUNDCHIP,a1
move.b #7,(a1) ; choose DD register
move.b (a1),d1 ; get value
or.b #%11000000,d1 ; set port A and B
move.b d1,2(a1)
move.b #$0f,(a1)
move.b d0,2(a1) ; char value output
move.b #$0e,(a1)
move.b (a1),d1
and.b #$df,d1
move.b d1,2(a1) ; STOBE=low
* move #100,d2 ; insert STROBE delay
*w2: nop ; if neccessary
* dbf d2,w2
or.b #$20,d1
move.b d1,2(a1) ; STROBE=high
move.w (sp)+,SR ; enable interrupts
move.l #-1,d0 ; return value: -1=ok
rts

DATA
```

```
meldung: dc.b $d,$a,'Centronics driver',$d,$a
dc.b '(C) 1991 by Ecki & c`t',$d,$a,$0
meldung2: dc.b '...aborted: driver already installed.'
dc.b $d,$a,$0

EVEN
errtime: dc.l 0

BSS

EVEN
basesave: ds.l 1

; --- end.

---------------------------- snipp ----------------------------------

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l TT admin on rusmv1.rus.uni-stuttgart.de *
* /irc/nick Marsu *
* /etc/motd >> Luck is believing you're lucky. << *
```

812. Re: Signum Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-20 01:53:13 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <eNcFgB2w164w@sys6626.bison.mb.ca>
Source record: 45664

Roger.Sheppard@bbs.actrix.gen.nz writes:

> > I have Signum II and have found a number of fonts, but they're only for
> > use with 24-pin printers. They CAN be converted to other printers, but it
> > takes a LOT of work! Has anyone else found any?

> Well that is what I have got, NEC P2200 a 24 Pin Printer,
> so Please were did you get them from...??

I got them from some BBS, which I don't remember the number to... one
catch about them is they're for German keyboards... meaning the postion
of a couple of letters is reversed--not really a loss though.

+---+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---+

813. 68010 in a STE?!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-20 02:28:45 UTC
From: gverrill@engws9.ic.sunysb.edu
Message-ID: <1992Feb20.022845.19698@sbcs.sunysb.edu>
Source record: 45660
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello everyone!

For those of you wondering how to install a 68010 in a STE, how about trying one of the STE installation adapters for the Turbo/16/20/25 from Fast Technologies? This provides simple plug-in installation of a rectangular 68000 into a square STE socket. I don't know if this will work, but it seems fairly straight forward, as long as a 68010 is pin compatible with a standard 68000. If anyone has any luck with this please send me E-mail and let me know how it goes. Good luck!

-Michael Rose

p.s. I am using a friends account!

814. 1040 ST for sale.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-20 05:28:35 UTC
From: corey@sdf.lonestar.org
Message-ID: <1992Feb20.052835.16376@sdf.lonestar.org>
Source record: 45665
Cross-posted to: local.general,dfw.forsale,misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

FOR SALE :

- Atari 1040 ST

* 1 Megabyte RAM
* 1 Internal Double-Sided 720K drive
* Tos 1.4
* SF314 External DS drive
* SC1224 Color Monitor
* Mouse, mousepad, disk holders, cables, etc.

- This computer comes with all of my disks and games.. I have approximately
100 disks. Among this collection : GFA Basic 3.0, Flight Simulator,
OCP Art Studio, Word Writer, Compute's Second Book of Atari ST,
Interlink 1.85, Masterlink 1.0, Publishing Partner, assorted manuals,
and the book ST Disk Drives Inside & Out.

Asking $400 Or best offer.

Email me if you live out of the dallas/fort worth area. Above does not
include shipping.

Otherwise, if you live in dallas, please call Corey at 214-298-1746, especially
during the hours past 3pm, especially on Tuesdays and Thursdays.
--
My mother asked me what Ted and I were talking about. I told her 'Unix'.
She said, "Why would you want to be a eunuch?"

corey@sdf.lonestar.org ..!uunet!convex!egsner!sdf!corey

815. FSM GDOS Font Editor?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-20 05:38:28 UTC
From: rjung@aludra.usc.edu
Message-ID: <kq6fmkINNqi4@aludra.usc.edu>
Source record: 45661
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a question about FSM GDOS that I can't get answered anywhere.
Can anyone help?

What I want to know is this: Is there, or will there be, a FSM GDOS Font Maker tool available? Perhaps for sale, perhaps for an extra price, perhaps just a utility to convert Calamus/PageStream fonts to FSM GDOS format?

If such a beast is not available, are there plans to market such a thing? I'd love to tinker with some fonts again...

Please reply by e-mail. Thanks in advance.

--R.J.
B-)

Send mail to rjung@usc.edu Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

816. Re: The Parallel Port: Speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-20 05:51:52 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A4094@UN.maus.de>
Source record: 45666
Body handling: HTML body converted to readable text

In article <1992Feb17.140524.3331@bio.vu.nl> ttonino@bio.vu.nl (Thomas Tonino) wrote:

>The rather low speed of the parallel port on the ST is caused by the
>rather convoluted ROM software, as for every character a check is made
>whether is should be output to serial or parallel.
>
>A program like Calamus, doing its own output directly to the port
>is much and much faster (about 4 times).
>
>I don't know of readily available speedup software, but it should
>be possible, to a degree.
>
>Thomas Tonino
>Cheers to the world

I think most of the time is spent in the BIOS trap dispatcher, which
is called once for each byte sent.
If there was a BIOS call "send bytes to device ", printer output
would be _much_ faster!
That's yet another TOS design bug... :-(

Bye
Martin
[Martin_Koehling @ un.maus.de]

817. XCONTROL and other questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-20 08:54:47 UTC
From: rh0083b@medtronic.com
Message-ID: <1992Feb20.085447.10023@medtron.medtronic.com>
Source record: 45671

Hello fellow Netlanders!

I have two problem that I am sure you have the answers for:

1. This must be an FAQ, but I have not been on the for three years in
those days. I have just installed XCONTROL (version 1.0) which I
obtained from atari@terminator.cc.umich.edu. I have a 4 MB 1040 ST
with TOS 1.4. After installation XCONTROL of course was incompatible
with some TSRs. Guess which? Right, Atari's own that were shipped
with TOS 1.4!

When I have MACCEL2 loaded, the mouse pointer freezes after boot and
sometimes bombs out as soon as I move the mouse (or press Alt-Cursor).
Syndrom is addrress error (3 bombs).

When I have TOS14FIX loaded, there are 3 bombs when I open the Modem
CPX.

My question: for which components do I need a newer version and
where can I find it?

2. I have asked this before, but I want to enter special characters
under GEM (more specifically in a dialog box). Characters include
a's, e's and o's with accents. I know GEM can display them, but
how can I enter them from the keyboard? Is there a TSR utility to
do this (eg. with Alt-<KP-digit><KP-digit><KP-digit> as on the
DOS machines?

Regards,
-Roger

818. Re: Highspeed serial...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-20 11:39:45 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb20.113945.7521@actrix.gen.nz>
Source record: 45667

In article <zxmgn01.698532424@mailserv> zxmgn01@mailserv.zdv.uni-tuebingen.de (Philipp Knirsch) writes:
> In <1992Feb19.101039.19637@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>
>
> >The ST RS 232 port can only run at a max of 19.2 bps with is current
> >state, there is no way to clock it faster, you have to do hardware mods
> >to make it run faster..
>
>
> I don't know how much you know about the ST, but i am now working with this
> computer for over 4 years know and coded very much, even in assembler, so
> i think in know very much about this machine.
>
> And as i said: I can't test my programm with a RTS/CTS-modem, because i
> don't have one. So, perhaps the guy how emailed me can test it and post
> his experiences. I didn't promise anything, but when you look exactly at
> the documentation of the usart (the universal synchronous/asynchronous
> receiver/transmiter) register of the MFP68901, the 8th bit decides if
> the TC and RC signals are divided by 16 or not. So, i switched this bit off
> and locked how my serial behaved, and the tests proved that it ran
> without problems with 28800 (nearly exactly). But as i don't know if there
> occured any errors, i want someone to test it, so let's wait for it... And
> perhaps i get my Supramodem within the next few months... :-)
> Read ya, Phil

This can only be used with Synchronous Comunications, I do sugest you
get a Data Book on the MC68901, as it explains this...

All fast modems don't transfer compressed data files faster than 19/20 kbps,
I have sean a scec on a fast modem, it gave 36k with only text data,
these are v32bis/v42bis modems..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

819. Bus speed (was :Re: Sample -> Sound chip)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-20 11:57:14 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <698587034.21285@minster.york.ac.uk>
Source record: 45678

In article <92050.103812ZW0007@DMSWWU1C.BITNET> ZW0007@DMSWWU1C.BITNET (U.Kuehn) writes:
>The reason for tihis behavior is really quite simple : the ST video logic
>accesses the ram with 2MHz, one cycle here is 4 cycles of the processor
>clock; so the m68 has to wait until it gets access to the ram when it
>tries to read or write during that phase.

I was under the impression that the ST's bus ran at 16MHz, so that video and processor access was interleaved (i.e. the processor gets half the cycles and doesn't know that there's anything else on the bus -- same for the video shifter).

If what you say is true, then the processor would stall when writing to the screen, and you'd never be able to DMA onto the screen either. I've never found that to be the case. Does anyone know for sure?

>Ulrich

Mat

>| Ulrich Kuehn | Internet: | Do they know that they :
>| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? :

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

820. Bug in G++ ????

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-20 12:14:40 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6889@uqcspe.cs.uq.oz.au>
Source record: 45669

I doubt this is a bug in the G++ sources, maybe one in the sources, but since
I don't have the resources to build the compiler, perhaps someone who can
could look into these:

First:

```
struct X
{
E(){}
int D(){ return (1 + 8); }
};
```

```
bug.cc: In method int X::D ():

bug.cc:4: numeric constant contains digits beyond the radix

bug.cc:4: parse error at end of input

bug.cc: In method int X::D ():

bug.cc:4: floating constant exponent has no digits

bug.cc:4: parse error at end of input
```

Last, this code reports "parse error at end of input".

```
struct X
{
E(){}
int D(){ return (1 + 8); }
};
```

```
--
_-_|\ warwick@cs.uq.oz.au / And now for something ruder...
/ * <-- Computer Science Department,/
\_.-._/ University of Queensland, / Derma tamper noh whoa surra thetch.
v Brisbane, Australia. /
```

821. Re: Sample -> Sound chip [Repo

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-20 13:50:35 UTC
From: atario@cats.ucsc.edu
Message-ID: <29050@darkstar.ucsc.edu>
Source record: 45670

```
From paul@kagaku.se.fujitsu.co.jp Wed Feb 12 21:00:10 1992:

]>>> move d0,d1 d1 = d0 * 1
]>> add d0,d0 d0 = d0 * 2
]>> add d1,d0 d0 = d0 * 2 + d0 * 1 == d0 * 3
]>> add d0,d0 d0 = d0 * 6.
]>
]>What about
]>
]> move d0,d1 d1 = d0
]> lsl #1,d0 d0 = d0 * 2
]> lsl #2,d1 d1 = d1 * 4
]> add d1,d0 d0 = d0 + d1 (= d0 * 2 + d0 * 4 = do * 6)
]>
]>since shifts are faster than adds? (Just to be incredibly pedantic) :)
]
]
]Guy you're a real lamer. If you think shifts are quicker than adds you
]really ought not to be giving other people advice on the net.
]
]Right to clear up this issue once and for all. The first method is
]indeed the quickest - clock cycle break down:
]
] move d0,d1 4 cycles
] add d0,d0 4 cycles
] add d1,d0 4 cycles
] add d0,d0 4 cycles
]
]a total of 16 cycles (Out of an available 8012800 per second on a
]normal ST/STe), whereas your shift method:
]
] move d0,d1 4 cycles
] lsl #1,d0 8 cycles
] lsl #2,d1 12 cycles
] add d1,d0 4 cycles
]
]giving a total of 28 cycles - a bit of a difference.
]
]By the way, in case anybody is going to correct me sayin the shift
]instruction on the 68000 takes 8+2n where n is the shift size, I can
]tell you that although this is the official timings I have read (in
]signetics S68000, and motorola MC68000 manuals) on the ST it is quite
]simply inaccurate. The actual time for shift #n,data-register is:
]
```

] n cycles
] 0 8
] 1 8
] 2 12
] 3 12
] 4 16
] 5 16
] . .
]
]This may seem like a very unimportant detail, but if you are writing
]linear code (say for removing all screen borders using frequency
]flicks) you need complete accuracy for all instructions - the main
]loop must take exactly 160256 cycles, (exactly the time between vbls -
]PAL Televisions), and being out be 2 cycles means the program fucks up.
]
]I'm sick of reading shit like this from lamers.
]PLEASE: IF YOU'RE GOING TO BE PEDANTIC AT LEAST BE CORRECT!
]
]Algo of Digital Destiny (demo crew)
*** end of wuote ***

Listen, pal. I don't know who you are or what your problem is, but I don't need this. Correct me if I say something wrong in a message, but (1) read what I said (as in I said "what about this" as opposed to "you are wrong and my way is the only way"), and (2) JUST correct, don't flame over whether shifts or adds are faster, ok? And (3), in most CPU's in the world, shifts are faster than adds. So sue me for generalizing.

__
(_
__)teve

822. Re: Strange Mouse Movements

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-20 13:54:04 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Feb20135404@solb1.essex.ac.uk>
Source record: 45672

In article <H.n1604yz2y4g@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:

>In <OKES.92Feb19135218@solb1.essex.ac.uk>, Oke S writes:
>>In article <1992Feb19.064548.29323@cco.caltech.edu> remyh@cco.caltech.edu (Remy Adam Hathaway) writes:
>>
>> Why does the ST mouse pointer jump in the opposite direction when the mouse
>> is moved quickly?
>>
>>This is due to the finite sampling rate of the optical sensors in the mouse.
>>There's nothing you can do about it.
>>
>
> On other thing of interest I've noticed. The high rez replacement
>mice trigger this skipping considerably easyier, so I don't think it's
>all the mouse sensors fault. Also, if you have a mouse accelerator
>installed, the skipping is reduced. Maybe the code that handles the
>output of the buffer isn't fast enough, and loses bits, while accelerator
>code runs a little more effeciently.

I think it is far more likely that you just don't move the mouse as fast
when you are using an accelerator, since this would _really_ make the
mouse fly. Try it. I can't, since my ST is rather dead at the moment.

Simon.
--
email: okes@essex.ac.uk
#
##
##
#
"God i hate floppies" - Karl Brandt.

823. Re: WARNING!!! 3rd Coast Technologies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-20 14:17:57 UTC
From: elmar@lut.ac.uk
Message-ID: <1992Feb20.141757.4637@lut.ac.uk>
Source record: 45673

Beware of Gasteiner Technologies Ltd. The standard excuse they use for late delivery is "rain water has gone into their storeroom and damaged the products and that a new batch is being imported". On top that, when their (newly arrived) products fail & you return those and after waiting for more than 3 weeks for a reply you decide to cancel the order and want your money back you must then wait for at least 2 months to get it. Those stupid people never bother to send a written acknowlegement or reply, perhaps trying to save the cost of a letter.

- Rahin

824. Hard Disk Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-20 14:37:29 UTC
From: M.A.Rahin@lut.ac.uk
Message-ID: <1992Feb20.143729.6311@lut.ac.uk>
Source record: 45674

My DIY hard disk unit consists of a Seagate ST277N (embedded SCSI controller, 65 MB, 5-1/4", Half height) and ICD AdSCSI host adapter. The ICD formater version is 5.18 and ICD Hard Disk driver version is 5.5.0. The hard disk formatted ok with interleave factor of 1. I made 5 partitions - 4 for GEM and the other one for Spectre 128. I chose 5 verify passes for scanning for bad sectors and altogether 10 sectors out of 126,790 sectors were found bad. However after making the hard disk to autoboot, I started filling the hard disk and then came across r/w problems (sense codes $11 (mostly), $17 and $18). After copying about 9/10 files to the hard disk (does not matter which partition) the above r/w problems appear. If I try to map out bad sectors using HDUTIL.PRG then I get loads of bad sectors. I tried reformatting the hard disk with various interleave facors (upto 10) but the result is the same, i.e., the hard disk r/w problems appear as I start copying files to the hard disk. The hard disk is presently unusable. Does anyone know what is wrong ? Please reply me through e-mail or post here.

- Rahin

P.S. Does anyone know how to reduce the noise from the hard disk ? My ST277N sounds like a mini turbo engine.

```
_ _ _ __ _ __
' ) ) ) / ) ' ) ) /
/ / / /--/ /--' __. /_ o ____
/ ' (_/ (_ / \_(_/|_/ /_<_/ / <_
```

Janet : M.A.Rahin@uk.ac.lut
Internet : M.A.Rahin@lut.ac.uk

825. Re: 1040 ST for sale.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-20 15:15:17 UTC
From: gruber@stg.vnet.ibm.com
Message-ID: <1992Feb20.151517.24009@watson.ibm.com>
Source record: 45563
Cross-posted to: local.general,dfw.forsale,misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <1992Feb20.052835.16376@sdf.lonestar.org>,
corey@sdf.lonestar.org (Corey Carroll) writes:
> Xref: watson misc.forsale.computers:23634 comp.sys.atari.st:12900
comp.sys.atari.st.tech:4287
> Newsgroups:
local.general,dfw.forsale,misc.forsale.computers,comp.sys.atari.st,comp.
sys.atari.st.tech
> Path:
watson!yktnews!admin!news.ans.net!europa.asd.contel.com!darwin.sura.net!
convex!egsner!sdf!corey
> From: corey@sdf.lonestar.org (Corey Carroll)
> Subject: 1040 ST for sale.
> Message-ID: <1992Feb20.052835.16376@sdf.lonestar.org>
> Organization: sdf Public Access UNIX, Dallas--unrestricted free shell access
> Distribution: na
> Date: Thu, 20 Feb 1992 05:28:35 GMT
>
>
>
> FOR SALE :
>
> - Atari 1040 ST
>
> * 1 Megabyte RAM
> * 1 Internal Double-Sided 720K drive
> * Tos 1.4
> * SF314 External DS drive
> * SC1224 Color Monitor
> * Mouse, mousepad, disk holders, cables, etc.
>
> - This computer comes with all of my disks and games.. I have approximately
> 100 disks. Among this collection : GFA Basic 3.0, Flight Simulator,
> OCP Art Studio, Word Writer, Compute's Second Book of Atari ST,
> Interlink 1.85, Masterlink 1.0, Publishing Partner, assorted manuals,
> and the book ST Disk Drives Inside & Out.
>
>
> Asking $400 Or best offer.
>
> Email me if you live out of the dallas/fort worth area. Above does not
> include shipping.
>
> Otherwise, if you live in dallas, please call Corey at 214-298-1746,
```

especially
> during the hours past 3pm, especially on Tuesdays and Thursdays.
> --
> My mother asked me what Ted and I were talking about. I told her 'Unix'.
> She said, "Why would you want to be a eunuch?"
>
> corey@sdf.lonestar.org ..!uunet!convex!egsner!sdf!corey

I'll offer you $200.00 for the system

Scott

Post to this forum if you want to.

826. Why the mouse will move in the opposite direction when moved QUICKLY

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-20 16:49:03 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992Feb20.215105.16063@ryn.mro4.dec.com>
Source record: 45681

When you move the mouse quickly, you are passing the threshold that is set in the hardware. There are 2 wheels on each axis in the mouse, offset such that when one is blocking the infared path, the other is allowing the infared beam to reah the sensor.

This way the direction that the mouse is moving can be determined. When the mouse is moved faster than the sampling rate of the sensors, the hardware is "fooled" into thinking the direction is reversed.

I BELEIVE THAT THERE IS NO SOFTWARE FIX FOR THIS, and that it is simply a limitation built into the hardware...

John

827. Re: XCONTROL and other questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-20 17:48:06 UTC
From: steve@thelake.mn.org
Message-ID: <A1577261140@thelake.mn.org>
Source record: 45675

[In article <1992Feb20.085447.10023@medtron.medtronic.com>,
rh0083b@medtronic.com (Roger Hunen) writes ...]

> I have just installed XCONTROL (version 1.0) which I
> obtained from atari@terminator.cc.umich.edu. I have a 4 MB 1040 ST
> with TOS 1.4. After installation XCONTROL of course was incompatible
> with some TSRs. Guess which? Right, Atari's own that were shipped
> with TOS 1.4!
>
> When I have MACCEL2 loaded, the mouse pointer freezes after boot and
> sometimes bombs out as soon as I move the mouse (or press Alt-Cursor).
> Syndrom is addrress error (3 bombs).

I don't think the XCONTROL archive at Michigan is the complete package. I
noticed this when I grabbed it a couple of weeks ago. I remember the
original from GEnie (which I lost in a disk crash) as much larger and
including a new, matching version of MACCEL.

(If anybody has MACCEL3, I need a copy.)

> When I have TOS14FIX loaded, there are 3 bombs when I open the Modem
> CPX.

I've been using TOS14FX5 and the modem CPX without problems.

Note that some of the CPXes that are designed to work with the STE
and/or special features of the newer TOSes, such as window colors,
might cause problems on older TOSes.

> 2. I have asked this before, but I want to enter special characters
> under GEM (more specifically in a dialog box). Characters include
> a's, e's and o's with accents. I know GEM can display them, but
> how can I enter them from the keyboard? Is there a TSR utility to
> do this (eg. with Alt-<KP-digit><KP-digit><KP-digit> as on the
> DOS machines?

There are a couple of desk accessories floating around that will let you
enter an alternate character. I believe that TOS 2.x/3.x also lets you
hold down the alt key and type an ASCII value on the numeric keypad.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

828. Re: Strange Mouse Movements

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-20 17:49:47 UTC
From: trh@atari.uucp
Message-ID: <1992Feb20.174947.28659@atari.uucp>
Source record: 45682

>In article <1992Feb19.064548.29323@cco.caltech.edu> remyh@cco.caltech.edu (Remy Adam Hathaway) writes:
>>Why does the ST mouse pointer jump in the opposite direction when the mouse
>>is moved quickly?
>> remyh@cco.caltech.edu
>>

Well, actually... it's due to a bug (or more accurately, a design limitation) in the original controller for the ST's keyboards.

We have created a new controller for the STBook, which solves this problem. The worst the new controller does is _*not keep up*_, but it _always_ goes the correct direction. The point where it starts to drop behind is at a higher speed than where the old unit failed, as well.

This new controller will soon be used in STE's, Mega STE's, etc., as well as any new machines that may come out.

TRH

[The new controller also implements hardware-handshaking in a fully software compatible way; when they start to become available, I will see if I can publish (here) the details of the required modifications to add this feature to your machines, so you can use the new keyboard. They aren't all that large (a few cut-and-jumps, and a couple new parts)]

829. Re: XCONTROL and other questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-20 19:04:21 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Feb20.190421.16947@a.cs.okstate.edu>
Source record: 45677

In article <1992Feb20.085447.10023@medtron.medtronic.com> rh0083b@medtronic.com (Roger Hunen) writes:
> I have asked this before, but I want to enter special characters
> under GEM (more specifically in a dialog box). Characters include
> a's, e's and o's with accents. I know GEM can display them, but
> how can I enter them from the keyboard? Is there a TSR utility to
> do this (eg. with Alt-<KP-digit><KP-digit><KP-digit> as on the
> DOS machines?
>-Roger

Form-do-It 1.2d is the best for this I've found. Only problem so far is using it and UIS III under MiNT... But for TOS... It works great.

Once installed (read the docs!!!) it allows you to press the insert key, at which point a box with every character in it appears. Click on the one you want.

Alternatively... I've heard mention of exactly what you're talking about as a patch to the keyboard handler... But I don't use that, I use FormDoIt!

jc

830. Re: XCONTROL and other questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-20 23:18:23 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6895@uqcspe.cs.uq.oz.au>
Source record: 45679

rh0083b@medtronic.com (Roger Hunen) writes:

> those days. I have just installed XCONTROL (version 1.0) which I
> When I have MACCEL2 loaded, the mouse pointer freezes after boot and

Use MACCEL3 from a.a

Warwick
--
_-_|\ warwick@cs.uq.oz.au / And now for something ruder...
/ * <-- Computer Science Department,/
_.-._/ University of Queensland, / Derma tamper noh whoa surra thetch.
v Brisbane, Australia. /

831. .AVR digitized sample format.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 01:11:47 UTC
From: tymbrimi@milton.u.washington.edu
Message-ID: <tymbrimi.698634707@milton>
Source record: 45680

Ok, here's the sample format for the .AVR digitized files, as specified in the Replay 8 manual (from MichTron, cool program). These files are supported by the Replay 8 program and of course anyone else who cares to use them, the sample format was designed to be extensible to new stuff, like MIDI applications, stereo sampling, and 12/16-bit sampling all within the file format (standard .SPL files are 8-bit samples).

```
Byte offset Description
--------------- ------------------------------------------------------
file starts here
----------------
0-3 4-byte ASCII I.D., contains '2BIT', this must be
present if it is to be an .AVR file
4-11 8 byte ASCII character sample name
12-13 Word value --> 0 for mono sample, $FFFF for stereo
14-15 Word --> Sample resolution :
$0008 = 8 bit sample, $0010 = 16 bit
16-17 Word --> $0000 = unsigned sample, $FFFF = signed
18-19 Word --> $0000 = Non-looping sample, $FFFF = looping
(they say other values reserved for other loop types)
20-21 Word --> Assigned MIDI note / Split
$FFFF = No assignment, $FFXX = MIDI note assignment
22-25 Long value --> Sample speed split into 1 byte/3 bytes
byte #22 --> 0 to 7 or $FF
bytes 23-25 --> 3 byte sample frequency, Hertz
26-29 Long --> Length of sample in data bytes or words
30-33 Long --> First loop point (offset in words)
($0000 if unused)
34-37 Long --> End loop point (offset in words)
(If unused, set to sample length)
38-63 Fill with $00, do NOT use, reserved area
64-127 Free area, user-defined, use for whatever extra data
you want
128-EOF Sample data, in format as specified above
```

Ok that's the format, I guess I forgot to say but it's obvious now, all .AVR files have a 128 byte buffer at the start of the file, that is the format I described, of course you must know how to deal with playing the sample and such to use this info, there are some things to watch out for (I can get them out of the manual if anyone needs it, I haven't programmed any sampling except from Gfa BASIC, so maybe ask someone who knows... :-)

Good luck, crank out those digitized effects!

Ben Gilbert
tymbrimi@u.washington.edu

832. Re: Sample -> Sound chip [Repo

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 06:01:18 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb21.060118.15505@actrix.gen.nz>
Source record: 45683

In article <29050@darkstar.ucsc.edu> atario@cats.ucsc.edu (Stephen Wayne Miller) writes:
>
> From paul@kagaku.se.fujitsu.co.jp Wed Feb 12 21:00:10 1992:
>
>]This may seem like a very unimportant detail, but if you are writing
>]linear code (say for removing all screen borders using frequency
>]flicks) you need complete accuracy for all instructions - the main
>]loop must take exactly 160256 cycles, (exactly the time between vbls -
>]PAL Televisions), and being out be 2 cycles means the program fucks up.
>]
>]I'm sick of reading shit like this from lamers.
>]PLEASE: IF YOU'RE GOING TO BE PEDANTIC AT LEAST BE CORRECT!
>]
>]Algo of Digital Destiny (demo crew)
> *** end of wuote ***
>
> Listen, pal. I don't know who you are or what your problem is, but I don't
> need this. Correct me if I say something wrong in a message, but (1) read what
> I said (as in I said "what about this" as opposed to "you are wrong and my way
> is the only way"), and (2) JUST correct, don't flame over whether shifts or
> adds are faster, ok? And (3), in most CPU's in the world, shifts are faster
> than adds. So sue me for generalizing.
> __
> (_
> __)teve

Hey Chaps, unless you think that the world neads to read all this stuff,
PLEASE keep it in E-Mails...!!!
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

833. For Sale: Atari 1040STf

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 06:18:38 UTC
From: vjrao@owlnet.rice.edu
Message-ID: <1992Feb21.061838.16119@rice.edu>
Source record: 45684
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers

```
For Sale:

Atari 1040STF (Tos 1.2, 1 meg, internal double-sided drive,
mouse, and megatouch springs)

Everything is in excellent condition and includes original packaging and
manuals.

$230 or best offer.
If interested, reply in email or call (713) 893-2173.

--
**************************************************
Vinay Julapalli Rao vjrao@owlnet.rice.edu
**************************************************
```

834. Re: Sample -> Sound chip [Repo

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 09:56:14 UTC
From: atario@cats.ucsc.edu
Message-ID: <29152@darkstar.ucsc.edu>
Source record: 45685

In article <1992Feb21.060118.15505@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>Hey Chaps, unless you think that the world neads to read all this stuff,
>PLEASE keep it in E-Mails...!!!

Actually, I did want the world to see it. You know, as a preventative measure.
Hope you didn't mind it too much.

__
(_
__)teve

835. 4-Channel Samples on an ordinary ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 10:01:50 UTC
From: rjwalsh@maths.tcd.ie
Message-ID: <1992Feb21.100150.3388@maths.tcd.ie>
Source record: 45544

How exactly does an ordinary, run-of-the-mill Atari, with no fancy sound chips like the STE has, play 4 samples at the one time (as in Noisetracker and Soundtracker). I tried in vain to disect Noisetracker with MonSt2, but I wasn't very sucessful.. The only thing I can think of is that it plays at 4 times the speed of a sample, playing a bit from sample 1 the first time, from sample 2 the next, and so on. However, I get the impression I'm not right about this, as this would surely slow the machine down quite a bit, and the music should sound very disjointed, so to speak. I've noticed very little slowing down of the machine during playing, and the Sound Tracker blurb says only 28% or so of processor time is used to play everything. It sounds OK too. Does anyone know exactly how the samples are played? Better still, anyone got any sources, or know where to get them?

--

rjwalsh@maths.tcd.ie \ This space for let.
Robert Walsh \
School of Engineering, \
Trinity College, Dublin. \

836. Re: Lint availble for ST/MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 11:20:16 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92052.112016ONM07@DMSWWU1A.BITNET>
Source record: 45688

```
In article <1992Feb19.182300.16049@atari.uucp>, apratt@atari.uucp (Allan Pratt)
says:
>
>atilghma@sdcc13.ucsd.edu (Adam Tilghman) asks if there's a "lint" for
>the ST.
>
>The answer is, "modern compilers don't need it, because they do all that
>type checking if you ask them to." Get GCC (which is free) or Lattice C
>(which isn't, but is good) or any other ANSI C compiler. Then use
>prototypes in your program so the compiler can type checking of arguments
>to functions in other files, the way lint can. Then turn on all warnings
>(check compiler documentation for how to do this).
>

Well, there are lint's for DOS which do much more checking than a normal
ANSI compiler. Example: there are ways to check the correct syntax of
calls like printf (and their portability, too). This is outside the scope
of a normal C compiler.

POSIX says in the rationale for not defining a standard for lint:
A C compiler has to understand correct C programs, a lint has to do
meaningful things even with _incorrect_ programs.

>I've never heard of a stand-alone lint for the ST.
>

I really would like to have something similar for TOS...

>=========================================
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt
___________________________ cut here ____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________
```

837. PowerDrives (was: Re: WARNING!!! 3rd Coast Technologies)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 12:05:06 UTC
From: kevinb@syma.sussex.ac.uk
Message-ID: <1992Feb21.120506.19310@syma.sussex.ac.uk>
Source record: 45565

From article <randallm.698325246@p4.cs.man.ac.uk>, by randallm@p4.cs.man.ac.uk (Martin Randall):
> that contained sales blurb on everything BUT hard drives ! Anyone thinking
> about buying a hard drive could do a lot worse than consider Power Computings
> New 900 Series. I bought a 100Mb one about 6 months ago and never had any
> trouble with it.

Power seems to add new improved ranges of HD drives fairly often, but if anyone is considering ordering the 900e, order one with a Quantam mechanism rather than the standard one with the NEC mechanism. My original NEC-mechanism Power Drive was faulty and was replaced. Its replacement was even worse. That went back and I was sent one with a Quantam mechanism; excellent, no problems and very fast.

Maybe I was unlucky with the NEC mechanisms, but I would recommend paying extra for a Quantam mechanism if the option still applies. Posting damaged goods back to Power is expensive, and Power won't pay for the costs. Even worse than the expense is spending hour upon hour reloading files to your HD from floppies and then finding it's *another* faulty drive.

BTW I bear Power no grudge and have done business with them since.

838. Re: Strange Mouse Movements

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 12:43:52 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <0ydfbk2c@csv.warwick.ac.uk>
Source record: 45686

In article <19FEB199203053935@erich.triumf.ca> ivan@erich.triumf.ca (Ivan D. Reid) writes:
>In article <1992Feb19.064548.29323@cco.caltech.edu>, remyh@cco.caltech.edu (Remy Adam Hathaway) writes...
>>Why does the ST mouse pointer jump in the opposite direction when the mouse
>>is moved quickly?
>> What I mean is, normal mouse movement is quite normal (so to speak),
>>however, when I push it with sufficient velocity in one direction, it bounces
>>back in the opposite direction (as though the buffer gets overloaded and it
>>stops the mouse.) I've witnessed this with different mice, and different STs
>>, and I'm curious as to who else has found this. Ultimately, I'd like to know
>>if there is some sort of hard/software fix for this. Does anybody else know
>>what I'm talking about, or am I on heavy drugs?
> I've always assumed it was because the motion detection is some sort of
>quadrature detection (think that's the right term), where the timing between
>the signals seen at the two opto-detectors per axis determine which direction
>the slotted wheel is moving. If you move too fast, the timing falls in the
>wrong window, and the detector gets confused and indicates the wrong direction.
>Think of it as something like why stagecoach wheels turn backwards in western
>movies :-). I suspect you can't "fix" it.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^

It should be possible to intercept the IKBD vector with a bit of code that compares the x and y change with the previous x and y change. If new change is of the opposite sign as the previous change and the absolute difference between the two is greater than a certain value, the routine can deduce that the user could not accelerated the mouse that quickly and the real change is max_change+abs(indicated_change) where max_change is the maxiumum change that can be obtained without this routine.
This would mean you would have to move the mouse twice as fast to get the described effect (which would probably be near-impossible). I don't really the problem is great enough to waste time writting silly routines on though.

839. Re: Sample Files

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 13:25:23 UTC
From: silvera@p4.cs.man.ac.uk
Message-ID: <silvera.698678723@p4.cs.man.ac.uk>
Source record: 45585

The .AVR format is used is Microdeal's cheesey 'Quartet' program, for constructing voice sets.

--

"Space is big. Really big. You just won't believe how vastly hugely mind-bogglingly big it is. I mean, you may think it's a long way down the road to the chemist, but that's just peanuts to space."

840. Re: ** GDB troubles HELP !!**

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 13:34:51 UTC
From: "U.Kuehn" <ZW0007@DMSWWU1C.BITNET>
Message-ID: <92052.133451ZW0007@DMSWWU1C.BITNET>
Source record: 45690

```
In article <1410003@hpgnd.grenoble.hp.com>, laurent@hpgnd.grenoble.hp.com
(Laurent JULLIARD) says:
> 1 - gcc -c -g try.c
> 2 - gcc -o try.prg try.o -lgnu
> 3 - sym-ld -o try.sym $(GNULIB)\crt0.o try.o -lgnu
> 4 - gdb
> 5 - exec-file try.prg
> 6 - symbol-file try.sym
> 7 - b main
>
> Up to here everything is Ok. gdb starts fine and accepts my breakpoint
> gently. Then everyhting goes WRONG : if I issue a "run" command here is
> the message I have ->
> "Program received signal 0, null"
> "0x11c1a8 in _start()"
The solution is quite simple: try first the run command, the debugger will
stop the program immed with the above message (sig 0), and then set
breakpoints. This is important, because gdb calculates the correct symbol
addresses only after the run command, so you will get garbage when
you set breakpoints before doing run.

Ulrich

+--------------+--------------------------+-----------------------+
| Ulrich Kuehn | Internet:                | Do they know that they ?
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? ?
+--------------+--------------------------+-----------------------+
```

841. NVDI on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 13:53:26 UTC
From: elendir@inf.enst.fr
Message-ID: <1789@ulysse.enst.fr>
Source record: 45543

In article : rh0083b@medtronic.com (Roger Hunen) writes:
-> >Is NVDI available in North America?
-> >Does it handle the TT?
-> >Can it deal with FSMGDOS?
->
-> I bought it in Germany (next door for me :-)). Don't know if it is sold in
-> the US or Canada (they could make money there). It works with TT in all modes
-> (vendor's claim). If it finds another GDOS, it will disable its own.

Well, NVDI runs on the TT. BUT IT HAS MANY BUGS ! (At least the version 2.00 running on my TT). It really sucks in low and medium resolution (The bloc drawing is buggy) ; it works FAIRLY well in high ST rez (Though it has problems with window scrollers).
Maybe the version 2.01 has coped with that bugs.

I never tried NVDI with FSM, memory overflow ! (I have only a 2 Mb TT)

Vincent.

--

.SIG DELETED FOR SANITY PURPOSES.

842. Re: How do you create an extended format using the system calls?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 14:02:30 UTC
From: kludge@grissom.larc.nasa.gov
Message-ID: <1992Feb21.140230.21188@news.larc.nasa.gov>
Source record: 45687
Cross-posted to: talk.bizarre,comp.sys.atari.st.com,comp.sys.atari.st.tech

>You really don't want to use the operating system calls. Operating
>systems are for lamers. The only operating system call I ever use is
>go to supervisor mode. After this, I just rewrite any operating
>system routines I need - good practice, and the results are usually 10
>times better than those using the op system. I've just finished
>rewriting all the operating system disk functions, and while this took
>a little work, formatting disks to weird formats is a dead sinch if
>you access the floppy disk controller directly. I don't know much
>about op system calls except they're all really shit, but I've read
>that you can't do much messing with disks using op system calls.
>You'll need some info to program the FDC directly. The book I used was
>Atari ST Disk Drives Inside, and Out from Abacus. It's a pretty good book.

I just wanted to point out that this attitude is what made MS-DOS the worthless
piece of junk that it is. Don't let your system turn out this way.
--scott

843. Re: Sticking in a 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 14:03:07 UTC
From: george@electro.electro.com
Message-ID: <1992Feb21.140307.594@electro.electro.com>
Source record: 45541

In article <1992Feb19.124807.5975@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>
>I don't think so! Most of the Ataris with DIP-processors have
>them soldered to the motherboard while NO PLCC-processors
>are soldered. To remove a 64-pin chip that is soldered to the
>motherboard isn't easy unless you have the right equipment (and
>not many have such things).
>

There is fancy equipment, and there is... not so fancy equipment.

If you are willing to sacrifice the 64pin dip being removed, then
you probably have most of what you need :

a small pair of side cutters
a small tipped soldering iron
a steel barreled pen
a vacum cleaner
duct tape
flux cleaner
static strap
board vise (or equivalent)
good lighting
enough table space
enough patience
steady nerves

For those who see what I am leading to, the procedure done with this
set of tools performs the job much, much better than any commerical
product I've used.

--

_____
|---|---|line--upon--line---|---|---|---| watmath!watcgl!electro!george
|---|--building the foundations-|---|---|---| george@electro.com

844. Programming and the use of GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 14:53:06 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1992Feb21.145306.29482@newcastle.ac.uk>
Source record: 45545

Could some one explain to me the ins and outs of setting up GDOS correctly, I sort of understnad that the assign.sys file must contain the path for the fonts and the that names of the fonts to be used must be placed in list as well under each screen rez. (This was extracted from looking at rthe GEMMII assign.sys file).

Is there a printer.sys file for a deskjet500 and if so how do I go about using it?

Any other useful pieces of information are most welcome

Thank for the help

Dave J.

--


```
+-----------------------------------+-----------------------------------+
| David M. Johnson |If the radiance of a thousand suns |
| c/o Electrical and Electronic Eng. | were to burst at once in the sky,|
| Merz Court |That would be like the splendor |
| Newcastle University | of the Mighty One... |
| Newcastle upon Tyne |I am become Death |
| NE1 7RU | The destroyer of worlds. |
+-----------------------------------+ |
|Janet : D.M.Johnson@uk.ac.newcastle | |
|ARPA : D.M.Johnson@newcastle.ac.uk | The Mahbharata. |
|UUCP : ...ukc!newcastle!D.M.Johnson| |
+-----------------------------------+-----------------------------------+
```

845. Re: Bus speed (was :Re: Sample -> Sound chip)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 14:56:24 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb21.145624.10884@actrix.gen.nz>
Source record: 45689

In article <698587034.21285@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:
> In article <92050.103812ZW0007@DMSWWU1C.BITNET> ZW0007@DMSWWU1C.BITNET (U.Kuehn) writes:
> >The reason for tihis behavior is really quite simple : the ST video logic
> >accesses the ram with 2MHz, one cycle here is 4 cycles of the processor
> >clock; so the m68 has to wait until it gets access to the ram when it
> >tries to read or write during that phase.
>
> I was under the impression that the ST's bus ran at 16MHz, so that video and
> processor access was interleaved (i.e. the processor gets half the cycles
> and doesn't know that there's anything else on the bus -- same for the video
> shifter).
>
> If what you say is true, then the processor would stall when writing to
> the screen, and you'd never be able to DMA onto the screen either. I've never
> found that to be the case. Does anyone know for sure?
>
> >Ulrich
>
> Mat
>
> >| Ulrich Kuehn | Internet: | Do they know that they :
> >| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? :
>
> | Mathew Lodge | "What do they call you, boy?" "Kate." "Isn't |
> | mjl-b@minster.york.ac.uk | that a bit of a girl's name?" "... it's |
> | Summer: lodge%alsys@uknet | short for 'Bob'" -- Blackadder II |

I think one of your German developers Claus Brod from memory posted
some thing about this...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

846. Re: Lint availble for ST/MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 16:11:19 UTC
From: bobhays@spss.com
Message-ID: <1992Feb21.161119.60443@spss.com>
Source record: 45542

In article <92052.112016ONM07@DMSWWU1A.BITNET>, <ONM07@DMSWWU1A.BITNET> writes:
> In article <1992Feb19.182300.16049@atari.uucp>, apratt@atari.uucp (Allan Pratt)
> says:
> >
> >atilghma@sdcc13.ucsd.edu (Adam Tilghman) asks if there's a "lint" for
> >the ST.
> >
> >The answer is, "modern compilers don't need it, because they do all that
> >type checking if you ask them to." Get GCC (which is free) or Lattice C
> >(which isn't, but is good) or any other ANSI C compiler. Then use
> >prototypes in your program so the compiler can type checking of arguments
> >to functions in other files, the way lint can. Then turn on all warnings
> >(check compiler documentation for how to do this).
> >

I tried but failed to get a mail response out on this, so here goes....

Your quotation is bogus. I cannot run GCC and cannot afford Lattice C at home
(I have an Atari 1040ST with 2 DS/DD floppies and have not had too much problem
until this:-). Therefore, instead of answering a serious inquiry you have
wasted bandwidth with useless information vis-a-vis the question "where can
I find a lint utility for the Atari ST line."

>
> Well, there are lint's for DOS which do much more checking than a normal
> ANSI compiler. Example: there are ways to check the correct syntax of
> calls like printf (and their portability, too). This is outside the scope
> of a normal C compiler.
>
> POSIX says in the rationale for not defining a standard for lint:
> A C compiler has to understand correct C programs, a lint has to do
> meaningful things even with _incorrect_ programs.
>

Hear hear! I second that one. Now, perhaps someone (even me:-) could port
a lint from DOS over to the ST. If someone can drag up the source and get
it to me (preferably by emailing me an ftp address and file location/name),
I'm willing to give it a try....

> >I've never heard of a stand-alone lint for the ST.

You see, this is the biggest waste of all.... First you tell us that the
compiler should do it and then you answer the question by wasting more width
and reader time by saying no, I don't know how to answer your question.
Wonderful....

>
> I really would like to have something similar for TOS...

So would I. I asked for one about 4 months ago and got no useful responses, so
I think someone will need to port one.

Have fun! - Bob
--
==
The opinions expressed above are those of the author and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3529 | "There is no dark side of the
Bob Hays Fax: (312) 329-3657 | moon really ...." - Pink Floyd

847. Cartridge Slot

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 16:12:07 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Feb21.161207.26856@cdsmn.mn.org>
Source record: 45554

In the book "ST Internals", it states that the cartridge port is read only
and that a write to it will cause a bus error. If this is true, how can
the sound digitizer I have (Replay) input and output through this port?

--
(*)
Regards,
Doug Plate
plate@cdsmn.mn.org

848. Re: What is the keyboard on Mega STe's like?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 17:51:19 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Feb21.125119.3032@mailer.cc.fsu.edu>
Source record: 45578
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <698404472.11195@minster.york.ac.uk>, ach-a@minster.york.ac.uk writes:
>What is the keyboard on the Mega STe like? Is it the same as the keyboard
>on the ST because I personally dislike this keyboard. Too spongy in my
>honest opinion.
>
>How easy is it to change the keyboard to one that I like should I end up
>upgrading my 1985 ST (Tos 1.0, single sided drive {originally)) to a
>Mega2, and the keyboard is the spongy one!?

The Mega keyboards are much nicer than the 520 and 1040 ones. I do not
know about the STE's though. One common modification is to by a set of
replacement springs (I cannot remember what they are called, but they are
available from most ST mail order places) for the 520's and 1040's.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------

849. Re: Hard Disk Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 18:11:29 UTC
From: bill@mwca.UUCP
Message-ID: <1964@mwca.UUCP>
Source record: 45553

In <1992Feb20.143729.6311@lut.ac.uk> M.A.Rahin@lut.ac.uk (Mohammad A. Rahin) writes:

>My DIY hard disk unit consists of a Seagate ST277N (embedded SCSI
>controller...After copying about 9/10 files to the hard disk (does not
>matter which partition) the above r/w problems >appear.

Is your drive properly terminated? Lack of termination can yield
pseudo-random errors sometimes...

--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ##############

850. Software overscanning on STE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 18:18:15 UTC
From: eker@cwi.nl
Message-ID: <5538@charon.cwi.nl>
Source record: 45546

Is there any way of doing software overscan on an STE *without* constantly
toggling the frequency?

The reason I ask is that I saw a French STE demo a while back that
that had almost full horizontal & vertical overscan while doing realtime
bit map magnification & scrolling & music.
- I suppose this could have been achieved by
synching the blitter with the vertical retrace and using
the smudge bit but timing would be awfully tight.

BTW are there any GIF viewers that implement software overscan +
interlace + 4096 colours?

Steven

851. Re: Lint availble for ST/MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 19:36:38 UTC
From: steve@thelake.mn.org
Message-ID: <A1821579349@thelake.mn.org>
Source record: 45547

[In article <1992Feb21.161119.60443@spss.com>,
bobhays@spss.com (Bob Hays) writes ...]

> Your quotation is bogus. I cannot run GCC and cannot afford Lattice C at home
> (I have an Atari 1040ST with 2 DS/DD floppies and have not had too much problem
> until this:-). Therefore, instead of answering a serious inquiry you have
> wasted bandwidth with useless information vis-a-vis the question "where can
> I find a lint utility for the Atari ST line."

Allan Pratt's response was helpful. It described the best known method for
ensuring that Atari C code is correct. In the absence of lint, an ANSI
compiler is a reasonable recommendation.

> Now, perhaps someone (even me:-) could port
> a lint from DOS over to the ST. If someone can drag up the source and get
> it to me (preferably by emailing me an ftp address and file location/name),
> I'm willing to give it a try....

Read the monthly FAQ posting for comp.lang.c for details about the
(un)availability of source code for lint.

>> >I've never heard of a stand-alone lint for the ST.
>
> You see, this is the biggest waste of all.... First you tell us that the
> compiler should do it and then you answer the question by wasting more width
> and reader time by saying no, I don't know how to answer your question.
> Wonderful....

The flame (like most of the flames in this newsgroup) is unwarranted.
``I've never heard of a stand-alone lint for the ST'' is correct and
carefully worded. The statement ``there is no lint for the ST'' would be
sloppy, since it can't be verified. There's no way to prove that such a
thing doesn't exist.

There's a ``varlint'' program for checking the arguments to printf
functions, but I've not found it to be particularly useful. Source code
was published in comp.sources.atari.st several years ago. See
sources/volume1/varlint from archive-server@twitterpater.eng.sun.com.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

852. Re: XCONTROL and other questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 19:39:02 UTC
From: steve@thelake.mn.org
Message-ID: <A1826691157@thelake.mn.org>
Source record: 45548

[In article <6895@uqcspe.cs.uq.oz.au>,
warwick@cs.uq.oz.au (Warwick Allison) writes ...]

> Use MACCEL3 from a.a

It's not in the index, unless it was added in the last couple of
weeks.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

853. Re: 4-Channel Samples on an ordinary ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 20:26:26 UTC
From: eker@cwi.nl
Message-ID: <5541@charon.cwi.nl>
Source record: 45549

In article <1992Feb21.100150.3388@maths.tcd.ie>, rjwalsh@maths.tcd.ie (Robert Walsh) writes:
|> How exactly does an ordinary, run-of-the-mill Atari, with no fancy sound chips
|> like the STE has, play 4 samples at the one time (as in Noisetracker and
|> Soundtracker). I tried in vain to disect Noisetracker with MonSt2, but I wasn't
|> very sucessful.. The only thing I can think of is that it plays at 4 times the
|> speed of a sample, playing a bit from sample 1 the first time, from sample 2 the
|> next, and so on. However, I get the impression I'm not right about this, as this

No - it adds them together just like in analog audio.

On the subject of fast audio code I saw an article a couple of days ago where some demo writer mentioned using move.b data,(a7)+ in a fast STE routine. The idea being (I presume) to skip over the interleaved stereo samples. (since a7 is the stack pointer, the 68k has to add 2 rather than 1 when incrementing during a byte operation to keep the address even).
It occurred to me that for added speed it might be better to prepare both bytes of stereo data in parallel using say add.w to add two stereo samples simaultaneously - anyone tried this? (Unfortunately I had to leave my STE back in England otherwise I'd try coding this myself)

Steven

854. Re: Lint availble for ST/MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-21 21:12:57 UTC
From: bobhays@spss.com
Message-ID: <1992Feb21.211257.34165@spss.com>
Source record: 45550

In article <A1821579349@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
> [In article <1992Feb21.161119.60443@spss.com>,
> bobhays@spss.com (Bob Hays) writes ...]
>
> > Your quotation is bogus. I cannot run GCC and cannot afford Lattice C at home
> > (I have an Atari 1040ST with 2 DS/DD floppies and have not had too much problem
> > until this:-). Therefore, instead of answering a serious inquiry you have
> > wasted bandwidth with useless information vis-a-vis the question "where can
> > I find a lint utility for the Atari ST line."
>
> Allan Pratt's response was helpful. It described the best known method for
> ensuring that Atari C code is correct. In the absence of lint, an ANSI
> compiler is a reasonable recommendation.

Must beg to differ .... How helpful is it in my case, please? For many
users, the suggested solution is not a solution at all. Therefore, the flame
in this case is warrented. His response is only helpful if you have 2Mb+ and
a hard disk or can afford > $100 for a C compiler.

BTW, the original poster did not ask for the best known way to check source,
but instead for a lint utility. If Allan Pratt begins by saying, "While
I don't know where to find a lint, if your goal is.... and you have ....
then I do know a solution, it is ...", then I have much less problem. However,
I think a comment like that is better suited to email rather than to News since
it does not directly further the request - where can someone find lint.

> > Now, perhaps someone (even me:-) could port
> > a lint from DOS over to the ST. If someone can drag up the source and get
> > it to me (preferably by emailing me an ftp address and file location/name),
> > I'm willing to give it a try....
>
> Read the monthly FAQ posting for comp.lang.c for details about the
> (un)availability of source code for lint.

Yes, I have. That is why I find all this even more amusing.... :-)

> >> >I've never heard of a stand-alone lint for the ST.
> >
> > You see, this is the biggest waste of all.... First you tell us that the
> > compiler should do it and then you answer the question by wasting more width
> > and reader time by saying no, I don't know how to answer your question.
> > Wonderful....
>
> The flame (like most of the flames in this newsgroup) is unwarranted.
> ``I've never heard of a stand-alone lint for the ST'' is correct and
> carefully worded. The statement ``there is no lint for the ST'' would be

> sloppy, since it can't be verified. There's no way to prove that such a
> thing doesn't exist.

But, you have ignored the fact that the response "I have never heard of a stand-alone lint for the ST" does not progress the discussion. I am sure that there are thousands of users that have never heard of a lint for the ST - do you think it is valuable to use bandwidth for everyone to say "I haven't seen one." Does that make News easier to use? No. Your second statement is valid but does not apply to the comment I made, i.e. the correctness of the statement is not in doubt, only the appropriateness and usefulness.

> There's a ``varlint'' program for checking the arguments to printf
> functions, but I've not found it to be particularly useful. Source code
> was published in comp.sources.atari.st several years ago. See
> sources/volume1/varlint from archive-server@twitterpater.eng.sun.com.
>

I've got this and concur. :-)

Have fun! - Bob
--
==========
The opinions expressed above are those of the author and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3529 | "There is no dark side of the
Bob Hays Fax: (312) 329-3657 | moon really ...." - Pink Floyd

855. Re: HELP with linea calls in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-22 02:15:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A36118@MS.maus.de>
Source record: 45560

>Is NVDI available in North America?

Sorry, I don't know.

>Does it handle the TT?

Yup! It's optimized for 'em!

>Can it deal with FSMGDOS?

It does.

So long,
Patrick

856. Re: Sticking in a 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-22 02:20:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A36119@MS.maus.de>
Source record: 45559

>I can convince the factory to take up production. The only way I see is to
>get some german magazine (ST Computer/ST Magazin) to publish an article about
>the 68010 and the possibilities with it.
>That will create a big demand for 16 MHz 68010 and the factory might take up
>production for a couple of hours or so.

I've already done this in the german "ST Magazin" while reporting on
TEC / TOS 2.06. Let's have a look at the possible results.
BTW: Many people here in germany have 16Mhz speeders plugged into their
STs with a socketed DIP64 chip.

Greetings, Patrick

857. Bus speed (was :Re: Sample ->

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-22 02:27:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A36120@MS.maus.de>
Source record: 45558

>If what you say is true, then the processor would stall when writing to the
>screen, and you'd never be able to DMA onto the screen either. I've never
>found that to be the case. Does anyone know for sure?

The processor always makes waitstates - not only when it is writing or reading
from/to the actual screen memory. Cruel reality!

Greetings,
Patrick

858. Please reply!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-22 02:38:11 UTC
From: jared@midiline.la.ca.us
Message-ID: <ciyigB3w164w@midiline.la.ca.us>
Source record: 45551

I'm trying to get in touch with Matthew Baker, from Autralia. He's a Systems Designer and we were Emailing each other just awhile back... I haven't heard from him since.

If anyone knows his Email address, I'd appreciate having it so that I can write to him again...

If the topic of our conversation need be known... I want a custom computer designed that'll be an (almost) all-in-one computer... better speed, video, sound, etc. Any may reply to this message if they are computer engineers or systems designers, but if you have Matt's Email address, I'd appreciate it as well! :-)

Jared@midiline.la.ca.us <--- My Email address.

859. Re: Software overscanning on STE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-22 03:19:21 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb22.031921.15628@tdb.uu.se>
Source record: 45552

eker@cwi.nl (S.M. Eker) writes:
: Is there any way of doing software overscan on an STE *without* constantly
: toggling the frequency?

Sorry, but that is totally impossible with the lame video-chips
that sits in the ST and STE. There is no way of programming
the resolution :-(

: The reason I ask is that I saw a French STE demo a while back that
: that had almost full horizontal & vertical overscan while doing realtime
: bit map magnification & scrolling & music.

So what? No big deal really. If you want to do something IMPRESSIVE
you do fast filled 3D in full overscan. It's not hard to do the
filled 3D, but to do it fast is VERY hard since you will run into
trouble with the border-code (doing 3D-calculations in full overscan
is REALLY hard if you don't know some nice cheats (and good demo-
programmers do know LOTS of nice cheats)).

: - I suppose this could have been achieved by
: synching the blitter with the vertical retrace and using
: the smudge bit but timing would be awfully tight.

Hmm, I don't think you know how the BLiTTER works on the Atari.
I'm no expert at the BLiTTER, but I can say so much that your
way of doing it impractical AND impossible. Why use the BLiTTER
when you can do it faster with the 68000?

: BTW are there any GIF viewers that implement software overscan +
: interlace + 4096 colours?

Buy yourself an Amiga or a gfx-card!
To be able to emulate 12 bitplanes (4096 colours) you need to
use all processortime to switch colour-palettes. There is no
way (that I know of right now) you can write code that emulates
4096 colours and removes all four borders. To remove the upper
and lower borders are possible since you need so little
processor-time for that. The problem is that you can't remove
the borders (flick between scan-freqs.) and switch colour-
palettes at the same time. You will get visible colour-errors
where the right border used to start.

And you won't be able to fully emulate 12 bitplanes even if
you leave the borders where they are. You CAN'T have 320
different colours per horizontal line since you MUST change
the whole colour-palette (32 bytes) 20 times per scanline.
That makes 640 bytes that needs to be moved into memory

mapped registers in about 320 clock-cycles (to 'draw' one pixel in low resolution takes one clock-cycle for the video-beam, and there are 320 pixels per line). That means you have to move 2 bytes per clock-cycle, and if no one has invented a way of cheating the bus, the memory and the 68000 I must say that it is IMPOSSIBLE.

Please feel free to correct any possible mistakes. It's late now, and a human is only a human. ;-)

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

860. Re: ST into AT case?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-22 05:18:43 UTC
From: timg@ncsa.uiuc.edu
Message-ID: <67092@ut-emx.uucp>
Source record: 45571

In article <1992Feb16.032844.3022@yuma.acns.colostate.edu> sytang@lamar.ColoState.EDU (Shoou-yu tang) writes:
>
> The other option is to find a ST520, (note no f nor m, i.e. no internal drive
> nor the RF modulator, actually with modulator is not a problem). It's the
> smallest size ST motherboard which will give you more room to put stuffs inside
> the box. A full size(older version) has enough room for the 520 to seat flat
> inside.

With the aid of a hacksaw, I was able to get one of these (an original 520) into a standard AT case with a standard AT power supply. Also in the case (and run from the same power supply) are two floppies, one SCSI adapter, a 4M memory upgrade, and a hard drive. I included a hardware delay circuit that gives the hard drive time to power up before applying power to the CPU. Cold and warm reset buttons are wired to the front of the case, but neither affect the power to drive (don't have to re-spin the drive on a cold reset).

The original keyboard is connected through a long cable, but I generally use a DEC LK201 which is attached to the midi port with a VERY long phone cord (this required a small hardware mod). The two keyboards operate in parallel.

> Was worry about the connectors orientation will be hard to access, but the
> suggestion of desolder them and run flat ribbon cable to remount them on the
> back of the case sounds a good way.

It was not necessary for me to unsolder anything. I simply made up ribbon cables with connectors on both ends, plugged them into the mother board connectors, and ran them to the back of the case. This worked for all except the cartridge port, but I am not using that for anything at the moment. For the drives, I also made ribbon cables with connectors on both ends, but these are entirely inside the case.

I have been using this setup for about a year now, with the case on it's side on the floor and just the keyboard and monitor on the desk --quite nice.

Tim
timg@landau.ph.utexas.edu

861. Zmodem compression on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-22 06:59:17 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992Feb22.065917.4542@usenet.ins.cwru.edu>
Source record: 45556

```
What programs (if any) support zmodem compression? What form of
compression is it?
-steve <selick@csa.bu.edu>
```

862. Using IBM hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-22 07:05:51 UTC
From: rbyrnes@loki.une.edu.au
Message-ID: <2191@loki.une.edu.au>
Source record: 45555

Does anyone know how to connect an IBM combatible 386 or 286 hard drive
to an Atari. I own a 1040STFM.

863. Re: NVDI on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-22 10:47:49 UTC
From: ki@cs.tu-berlin.de
Message-ID: <1992Feb22.104749.4689@cs.tu-berlin.de>
Source record: 45557

> Well, NVDI runs on the TT. BUT IT HAS MANY BUGS ! (At least the version 2.00
>running on my TT). It really sucks in low and medium resolution (The bloc
>drawing is buggy) ; it works FAIRLY well in high ST rez (Though it has problems
>with window scrollers).
> Maybe the version 2.01 has coped with that bugs.

The actual version is 2.02 and there are no bugs in low or medium
resolution. The version 2.00 was published at the ATARI fair in Duessel-
dorf in august 1991, the 2.01 came out in november 91 and since december
there is the 2.02. Perhaps you should better update or send a bugreport to
the distributor (They would tell you that there is already an update...)
than crying out about really old versions...

> I never tried NVDI with FSM, memory overflow ! (I have only a 2 Mb TT)

NVDI works without problems with FSM. Perhaps you installed a FSM-buffer
that was to large for your machine. NVDI only takes about 50 to 70 K
of system memory, depending on the resolution.

> Vincent.

Greetings,
Karsten Isakovic

864. Re: What is the keyboard on Mega STe's like?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-22 12:29:46 UTC
From: shore@equinox.gen.nz
Message-ID: <BwPJgB2w164w@equinox.gen.nz>
Source record: 45393
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ach-a@minster.york.ac.uk writes:

> What is the keyboard on the Mega STe like? Is it the same as the keyboard
> on the ST because I personally dislike this keyboard. Too spongy in my
> honest opinion.
>
> How easy is it to change the keyboard to one that I like should I end up
> upgrading my 1985 ST (Tos 1.0, single sided drive {originally)) to a
> Mega2, and the keyboard is the spongy one!?

I agree about the "spongy" feeling that the Atari keyboard has.

What you could do is buy an interface and use an IBM compatable one.

The *real* IBM one for the PS/2 is really nice... the one that clicks.
I bet it's expensive though.

Craig.


```
+----------+-----------------------------------------------+------------+
| Atari | Craig Shore | ChCh, |
| ||| S | | New Zealand|
| ||| T | Email: Internet - shore@equinox.gen.nz | o() |
| / | \ e | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
+----------+-----------------------+----------------------+------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+
```

865. File Handles, number of

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-22 14:04:45 UTC
From: mbaker@ucs.adelaide.edu.au
Message-ID: <6336@sirius.ucs.adelaide.edu.au>
Source record: 45561

I'm trying to do some things which necessitate the opening of a large number of files simultaneously. For performance reasons, I can't keep an LRU cache of pseudo-handles and open the one needed on demand.

Experimentation shows that a single process under TOS (GEMDOS, whatever :) is limited to around 17 files open at once, and the system buserrors at around 40 total open by all processes.

Some questions :
1) Is there some way of increasing these numbers?
(possibly substituting for certain internal functions? yecch)

2) Can MiNT handle more than this number? Browsing the MiNT sources, I find that I can't easily determine whether it fully replaces the TOS calls (eg open() and so on) or simply manages calling of them. (In particular, how much of tosfs.c is still in use?)

With respect to MiNT - are there differences between TOS and MiNT domain processes that will enable a MiNT domain process to do this? What _is_ the difference between a MiNT and a TOS domain process anyway? Will the Australians win the cricket again? :)

Any answers will be _very_ greatfully received...

Matt.
---
matt baker mbaker@ucs.adelaide.edu.au
Applied Data Control FIDO - 3:680/813.5
South Australia

866. Adaptec Codes Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-22 19:18:38 UTC
From: bmich@cs.utexas.edu
Message-ID: <kqd8geINNbfk@cash.cs.utexas.edu>
Source record: 45562

I am starting to have problems with my harddrive. I was downloading
a huge 1.7 meg file when all of my partitions started getting toasted.
Even partitions that were that were not opened at the time were corrupted.
So I got out ICD cleanup and started on drive C. And fixed about 50 errors
then for kicks, went back again to make sure. This time there were
about 200 errors. Also I began to get all sorts of sense codes from the
Adaptec I think, but I can't find my book that has the msense codes, or the
write fail codes. Could someone please post, or email me a list of the
codes?
Thanks very much. (Hate it when this happens)

Brian Michalk---------bmich.cs.utexas.edu

867. 50Hz on a T. V.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-22 21:52:45 UTC
From: sourada@iastate.edu
Message-ID: <sourada.698795565@vincent1.iastate.edu>
Source record: 45566

At the moment, due to factors beyond my own control :-), I am stuck with using a T. V. as a monitor. It's not too bad, but the main problem I have is that I can't get my primary T. V. to work with the 50hz output of the ST (required for _some_ programs).

The interesting thing is, another T. V. of mine works fine with the 50Hz output. It is an old (>15yrs!) Quasar... The one that is doesn't work on, though, is my new (<2yrs) portable 14".

Does anyone know a way of folling this one into working correctly with 50hz? I have tried various little attempts that I knew would fail... I don't really know if it's possible, but I'll never know until I ask...

BTW, I'd also like to know why some programs (such as demos) need 50Hz to work. Probably something to do with the timing of the program.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu

868. Re: File Handles, number of

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-22 22:25:30 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Feb22.172530.927@uwovax.uwo.ca>
Source record: 45567

In article <6336@sirius.ucs.adelaide.edu.au>, mbaker@ucs.adelaide.edu.au (Matthew Baker) writes:
> Experimentation shows that a single process under TOS (GEMDOS, whatever :)
> is limited to around 17 files open at once, and the system buserrors at
> around 40 total open by all processes.

Are you sure your compiler (or more accurately, your compiler's library) isn't the one imposing the "17 open file" limit? I thought that GEMDOS's per-process limit was pretty much the same as the system wide limit. I do know for sure that one program (dviatari) had trouble with MiNT 0.6, which had a 20 file per process limit, but works fine with MiNT 0.9 (which has a 32 file per process limit) and also under TOS, so I would deduce that dviatari opens more than 17 files.

(Most C libraries allow only 20 open streams at a time for I/O; since there are 3 streams (stdin, stdout, and stderr) opened by default, this mean that only 17 fopen() calls could be made successfully, which would explain your result. Using the open() function or the low-level GEMDOS Fopen() function directly should give you the "real" limit on open files.)

> Some questions :
> 1) Is there some way of increasing these numbers?
> (possibly substituting for certain internal functions? yecch)

No. Don't try to do this (seriously)!

> 2) Can MiNT handle more than this number? Browsing the MiNT sources, I find
> that I can't easily determine whether it fully replaces the TOS calls
> (eg open() and so on) or simply manages calling of them.
> (In particular, how much of tosfs.c is still in use?)

MiNT imposes a limit of 32 open files per process. 6 of these are the so-called "standard handles" (like stdin, stdout, etc.), and so there are 26 file handles left for normal use (you could get all 32 by appropriate use of Fforce, if you really have to).

Since MiNT is viewed by GEMDOS as a normal GEMDOS program, you can't have more than N files open on TOS disks at once (where N is the limit imposed by GEMDOS on a single program -- you hypothesize that it's 17 above, but I think it's more like 40). The number of files open on other kinds of disks (e.g. Minix disks, or pipes) is limited only by the amount of memory you have (i.e. if you have 20 processes running, you could in theory have 20x32 = 640 different files open on a Minix disk at once).

> With respect to MiNT - are there differences between TOS and MiNT domain
> processes that will enable a MiNT domain process to do this?
> What _is_ the difference between a MiNT and a TOS domain process anyway?

The only difference between MiNT and TOS domain processes with respect
to opening/closing files is that if you're a MiNT domain process and
you close a standard handle (i.e. one of handles 0-5) it really does
get closed (as under Unix); TOS domain programs automatically re-open
a standard handle to the default for that handle.
In other words:
Fclose(1);
fd = Fcreate("FOO", 0);
redirects the standard output to the file "FOO" if the process is a MiNT
domain one, and fd == 1; if the process is TOS domain (or is running under
"normal" TOS with no MiNT installed) then the standard output is
redirected to the console ("CON:") and fd will be some number >5.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

869. Re: 50Hz on a T. V.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-23 02:24:12 UTC
From: tymbrimi@milton.u.washington.edu
Message-ID: <1992Feb23.022412.8575@u.washington.edu>
Source record: 45568

In article <sourada.698795565@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>At the moment, due to factors beyond my own control :-), I am stuck
>with using a T. V. as a monitor. It's not too bad, but the main problem
>I have is that I can't get my primary T. V. to work with the 50hz
>output of the ST (required for _some_ programs).
>
> [etc...]
>
>Does anyone know a way of folling this one into working correctly with
>50hz? I have tried various little attempts that I knew would fail... I
>

Well, what exactly is the problem you are having? If you have the problem that when you go to 50 Hz, the screen starts flipping and you can't make out a thing, there should be an easy fix. Simple adjust the vertical hold on your TV (I think almost all TV's should have one, on the back usually), this will correct the problem. Of course you will have to adjust it back when you go to 60 Hz but this may be your only fix. Hope this helps!

Oh about your second question why some things work at 50 Hz, it's because in Europe that is the frequency of the power supply, so the TV's and things all work at 50 Hz scan rate I think.

Bye!

> Later,
> Steven Ourada
>
>--
>-----------------
>Steven Ourada Member of the Students for Electronic Freedom
>Ask me how Iowa State University is censoring my Usenet access!
>sourada@iastate.edu

****
Ben Gilbert (tymbrimi@u.washington.edu)
CS Undergrad, University of Washington

870. Re: Strange Mouse Movements

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-23 04:12:38 UTC
From: ec333way@sail.uwaterloo.ca
Message-ID: <1992Feb23.041238.19258@watserv1.waterloo.edu>
Source record: 45569

In article <1992Feb19.064548.29323@cco.caltech.edu> remyh@cco.caltech.edu (Remy Adam Hathaway) writes:
>Why does the ST mouse pointer jump in the opposite direction when the mouse
>is moved quickly?

I _THINK_ the reason for this might be as follows (just a guess mind you):
I think mouse movement is calculated as (previous position - final position) * scale factor.. Now, let's say that the rollers on the mouse have 32 different positions (or maybe 36 would be easier - 10 degrees per position). If the first time the mouse is read the x counter is at position 5 and then at position 7, it is assumed you moved it 2 to the right. However, if you move it fast enough, you will go over the semicircumference and a large movement in one direction will be interpreted as a smaller movement in the opposite direction. Eg. first position 5, you move it FAST right and it wraps around to 2.. Now, it SHOULD have been interpreted (32-5)+2=29 to the right, but instead is seen as 2-5=-3 or 3 to the left.. If this is wrong, please correct, but it seems to be a 'working model' for now.. Of course, that's what Thompson said about his model of the atom.. (or was that Thomson?)..
--
Mattias Hembruch
mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.ca

871. Re: Highspeed serial...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-23 05:16:43 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Feb23.051643.11588@elroy.jpl.nasa.gov>
Source record: 45570

In article <zxmgn01.698532424@mailserv> zxmgn01@mailserv.zdv.uni-tuebingen.de (Philipp Knirsch) writes:
>In <1992Feb19.101039.19637@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>>The ST RS 232 port can only run at a max of 19.2 bps with is current
>>state, there is no way to clock it faster, you have to do hardware mods
>>to make it run faster..
>
>And as i said: I can't test my programm with a RTS/CTS-modem, because i
>don't have one. So, perhaps the guy how emailed me can test it and post

A simpler, better test would be two STs with null modem between them. You would probably find the transferred data to be garbled at regular intervals.

>his experiences. I didn't promise anything, but when you look exactly at
>the documentation of the usart (the universal synchronous/asynchronous
>receiver/transmiter) register of the MFP68901, the 8th bit decides if
>the TC and RC signals are divided by 16 or not. So, i switched this bit off
>and locked how my serial behaved, and the tests proved that it ran
>without problems with 28800 (nearly exactly). But as i don't know if there
>occured any errors, i want someone to test it, so let's wait for it... And
>perhaps i get my Supramodem within the next few months... :-)

I tried this already, hacked up Zmodem source to run at 38.4k, as well as 61k and 300k. On one end, my Mega 4 with Turbo16. On the other, my STe with AdspeedSTe. The connection was recognizable, but useless for filetransfer or even for interactive terminal use, because at some interval several bytes would get garbled. (Actually, dropping Zmodem packet size down to about 64 bytes I was able to avoid the garble problem, but packet processing overhead made the whole process much slower than plain ol' 9600.) The problem, as Richard mentions in another article, is that the no-divide mode is intended for synchronous serial operation, which means you must have an external clock signal accompanying your data bits. Otherwise the chip simply falls out of sync and garbles those data bits... (*)

There's also a slight problem in that there aren't a whole lot of useful data rates you can configure other than 38.4k. Fast modems support 38.4k and 57.6k DTE rates, you might be able to run 38.4 but there's no way to configure the ST for 57.6k, so you can never get the maximum thruput out of a nice new high speed modem (V.32bis/V.42bis). You also cannot get 64k, which means you cannot take advantage of ISDN. Kind of a drag. But if you have a pair of STs to connect, you can match speeds, I guess.

(*) The other possibility which occurs to me is that one of the other regular system interrupts is interfering with the RS232 interrupt handler. One possible solution which I have yet to try is to write a new RS232 routine that is polled rather than interrupt driven. Maybe by selectively

disabling one or more other interrupts (200hz is the only one I can think
of, tho, and that would be bad) the RS232 port could be serviced in time...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

872. Re: Hard Disk Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-23 11:39:19 UTC
From: elmar@lut.ac.uk
Message-ID: <1992Feb23.113919.28391@lut.ac.uk>
Source record: 45574

In article <1964@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>In <1992Feb20.143729.6311@lut.ac.uk> M.A.Rahin@lut.ac.uk (Mohammad A. Rahin) writes:
>
>>My DIY hard disk unit consists of a Seagate ST277N (embedded SCSI
>>controller...After copying about 9/10 files to the hard disk (does not
>>matter which partition) the above r/w problems >appear.
>
>Is your drive properly terminated? Lack of termination can yield
>pseudo-random errors sometimes...
>

I've received quite a few responses through e-mail as well and wish to thank every one for their help. I am also sorry that I did not include some details of my machine configuration which might have complicated the understanding of my problems.

I have a 520 STFM upgraded to a 1040STFM (i.e., 1MB memory & DSDD floppy) with TOS 1.0. I've in the past, for a short time used a Triangle (a UK brand) hard disk with no problems. This Triangle hard disk uses a proprietary host adapter (ACSI to ST506 converter). My hard disk Seagte ST277N is properly terminated and as far as I can tell the parity is set to off. The disk rotates at around the recommended speed (measeured at 3625 rpm with cache off & 80,000 rpm with cache on). Some of the responders thought that I have a STe and suggested that I should check the DMA chip. Since I have a 520 STFM, is it possible that a faulty DMA chip in it will result similar symptoms ? I am going to borrow my friend's Mega ST and test the hard disk with it. Is it also true that the magnetic coating on the platters of Seagate drives is not very reliable ?

>--
> ##
> # Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill #
> # Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201 #
> ############### Opinions expressed are my own and usually wrong ##################

-- Rahin

```
_ _ _ __ _ __ |
' ) ) ) / ) ' ) ) / | Janet : M.A.Rahin@uk.ac.lut
/ / / /--/ /--' __. /_ o ____ | Internet : M.A.Rahin@lut.ac.uk
/ ' (_/ (_ / \_(_/|_/ /_<_/ / <_ |
```

873. Re: 50Hz on a T. V.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-23 13:00:44 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1992Feb23.130044.7570@ericsson.se>
Source record: 45405

sourada@iastate.edu (Steven D Ourada) writes:

>At the moment, due to factors beyond my own control :-), I am stuck
>with using a T. V. as a monitor. It's not too bad, but the main problem
>I have is that I can't get my primary T. V. to work with the 50hz
>output of the ST (required for _some_ programs).

>The interesting thing is, another T. V. of mine works fine with the 50Hz
>output. It is an old (>15yrs!) Quasar... The one that is doesn't work on,
>though, is my new (<2yrs) portable 14".

>Does anyone know a way of folling this one into working correctly with
>50hz? I have tried various little attempts that I knew would fail... I
>don't really know if it's possible, but I'll never know until I ask...

I had a similar problem once with a PAL (as opposed to NTSC) TV. It
displayed 50 Hz screens, but couldn't handle 60 Hz. No wonder, because
in Sweden (where I live) and in many other European countries the
television frame rate is 50 Hz. But still there are European TVs that
can handle both 50 and 60 Hz.

I opened the TV, adjusted it to allow a wider range of frequencies
for vertical synchronisation, and then (voila!) any frame rate worked
fine. If you don't feel like doing it yourself I'm sure you can find
a TV retailer/repairman to fix it. I've even seen a TV set with an
external knob for adjusting this.

>BTW, I'd also like to know why some programs (such as demos) need 50Hz to
>work. Probably something to do with the timing of the program.

Spectrum 512 slideshows have to run in 60Hz mode. I guess that's
the opposite problem.

Anders Skelander | | |
| | |
/ | \
/ | \

874. Re: Highspeed serial...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-23 13:50:04 UTC
From: jbunch@world.std.com
Message-ID: <BK2uFH.IrD@world.std.com>
Source record: 45575

I have a question about all of this high speed talk... I have a modem that supports 38.4 k baud.. I would like to know if there is any concievable way that the STe can talk to it at that speed.. I would like to make a v.32/v.42bis connect.. I have tried the HSPD_384 accessory, but I am not sure what terminal program I should use with it??? Any info????

John.

875. Help

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-23 20:09:47 UTC
From: davidd@cs.mcgill.ca
Message-ID: <1992Feb23.200947.3839@cs.mcgill.ca>
Source record: 45576

I'm trying to teach myself how to program in C, and have a couple
of rather basic questions relating to gcc.

First of all, is there a way around having to type '\r\n' instead
of '\n'? (A macro perhaps?)

Second, what files do I have to include before I can use gem/tos
calls? (I.e. before I can do something like status = Bconstat(2).)

David D'Andrea

876. Re: Hard Drive Q.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-23 23:06:47 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <54882@cup.portal.com>
Source record: 45577

In article: <698571934.0@therip.FidoNet.Org>
Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) wrote...
>Under normal TOS the limit of 1.4 and newer is 32meg period...
>
>The Atari hard drive utilities which I mentioned (But perhaps didnt say enough

>about!?) WILL let you get past this because it is a seperate device driver.
>Since it is a 16bit fat the only way to go above 16 meg is to expand the size
o
>f the clusters as you mentioned. (A cluster is the smallest available size a f
i
>le can take up.. It is normally 1k in pre tos 1.4 and 2k in 1.4and newer I bel
i
>eve. Thats how you get the 16meg and 32 meg.)
TOS 1.4 and newer use EXACTLY the same sector/cluster size as 1.0 & 1.2

The reason TOS 1.4 and newer can support 32meg partitions is because they
fixed a sign-extension bug that was in TOS 1.0 & 1.2. In TOS 1.0 & 1.2 the
sector number was treated as a signed number -32K..+32K so you were limited
to 32K sectors (16K clusters). In TOS 1.4 this was changed to an unsigned
number 0..+64K thus extending the range up to 64K sectors (32K clusters).

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
California could REALLY use 40 days and 40 nights of rain right now!

877. Mac compatibility 030 SST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-24 03:36:43 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Feb23.213643.21024@doug.cae.wisc.edu>
Source record: 45579

Since the SST's are starting to hit everyone right about now, would anyone like to speculate how effective it might be in writing complete machine addressing descriptions about the ST and creating a complete Mac memory addressing scheme for COMPLETE mac hardware addressing compatbility using the 030's onboard MMU?

I would think such a setup would be possible. I have heard of rumors that DAVE also has IN THE WORKS, the ability to use just such a descriptor address map to switch between ST MODE and MAC MODE on the FLY, or even multitask both the ST/Mac machines at once!

My intuition says YES...what does everyone else think?

-Greg

PS: Having to of my favorite machines, the ST and Mac running at the same time is almost too good to be true....especially with a 40-50Mhz 030 plugged in.....sorry passed out for a second..:).

878. Re: Highspeed serial...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-24 05:25:40 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb24.052540.8898@actrix.gen.nz>
Source record: 45580

In article <BK2uFH.IrD@world.std.com> jbunch@world.std.com (John B Bunch) writes:
> I have a question about all of this high speed talk... I have a
> modem that supports 38.4 k baud.. I would like to know if there is
> any concievable way that the STe can talk to it at that speed.. I
> would like to make a v.32/v.42bis connect.. I have tried the
> HSPD_384 accessory, but I am not sure what terminal program I should
> use with it??? Any info????
>
>
> John.
>
>

For one thing there are no Real 38.4 modems, there is a way to compress
TEXT data to give about 36kps by using a V32 bis modem and V42 bis compresion,
I read some good info in a UK, magazine a few mouths back, they fully
tested some H.S. modems, the fastest one was a Codex, it gave 36k with
text data and some 19k with a Ziped File..

Note: These modems only have a line speed of 14.4 kps and some of the
speed is lost with the V42 bis overhead..

You have to change the Hardware clock inputs to get faster data rate
on the Atari...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

879. Dave Small's SST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-24 06:16:51 UTC
From: rdo@sys6626.bison.mb.ca
Message-ID: <si4mgB1w164w@sys6626.bison.mb.ca>
Source record: 45581

This looks very interesting. Does anyone out there have one yet?
Does it really half the time of CPU intensive tasks (for example running
TeX or compiling some C code)?

And, the big question, can it run on a 1040STe or must you by a Mega?

--- (Russell Ochocki) a user of sys6626, running waffle 1.64
E-mail: rdo@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

880. Re: NVDI on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-24 08:01:15 UTC
From: rh0083b@medtronic.com
Message-ID: <1992Feb24.080115.1696@medtron.medtronic.com>
Source record: 45582

In article <1789@ulysse.enst.fr> elendir@inf.enst.fr writes:
> Well, NVDI runs on the TT. BUT IT HAS MANY BUGS ! (At least the version 2.00
>running on my TT). It really sucks in low and medium resolution (The bloc
>drawing is buggy) ; it works FAIRLY well in high ST rez (Though it has problems
>with window scrollers).
> Maybe the version 2.01 has coped with that bugs.
>
> I never tried NVDI with FSM, memory overflow ! (I have only a 2 Mb TT)
>
> Vincent.

Sorry to hear this, NVDI 2.0 works fine on my 1040 with TOS 1.4. I hope
somebody at Bela gets these messages. Anyway, if you find bugs in a
product, report them to the authors as well. They'll appreciate your help
[though they will not always reward you with a free update :-(].

-Roger
(my opinions are my own)

881. Re: Cartridge Slot

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-24 10:07:17 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <3598@mercury.brunel.ac.uk>
Source record: 45583

```
plate@cdsmn.mn.org (Doug Plate) writes:
:
: In the book "ST Internals", it states that the cartridge port is read only
: and that a write to it will cause a bus error. If this is true, how can
: the sound digitizer I have (Replay) input and output through this port?
:
:
: --
: (*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)
: Regards,
: Doug Plate
: plate@cdsmn.mn.org

The ST has 4 memory control lines ROM Select 1, 2, 3, 4.

ROM Select 3 0xFA0000 - 0xFAFFFF
ROM Select 4 0xFB0000 - 0xFBFFFF

(or is it the other way round!).

The Cartridge Port is in memory mapped I/O addresses 0xFA0000 - 0xFBFFFF,
and these ROM Select + address bus + data bus are pins on the Cartridge
Port. Thus when you perform a read operation external logic (such as the
Replay Module) can detect it using the address lines.

-Enjoy
Ian.
```

882. Re: Software overscanning on STE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-24 10:46:54 UTC
From: eker@cwi.nl
Message-ID: <5549@charon.cwi.nl>
Source record: 45588

In article <1992Feb22.031921.15628@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:
> So what? No big deal really. If you want to do something IMPRESSIVE
> you do fast filled 3D in full overscan. It's not hard to do the
> filled 3D, but to do it fast is VERY hard since you will run into
> trouble with the border-code (doing 3D-calculations in full overscan

I've never tried overscan myself - are the interupt timers accurate enough to sync the frequency flicks with the video beam or its it a matter of splitting your code in to linear slices and/or casscades so that exactly the right number of clock cycles are used between frequency flicks?

BTW are there any really impressive overscan demos you could recommend?

> is REALLY hard if you don't know some nice cheats (and good demo-
> programmers do know LOTS of nice cheats)).

Maybe demo programmers would like to share their cheats with comp.sys.atari.st.tech readers...

> Hmm, I don't think you know how the BLiTTER works on the Atari.
> I'm no expert at the BLiTTER, but I can say so much that your
> way of doing it impractical AND impossible. Why use the BLiTTER
> when you can do it faster with the 68000?

I don't have my STE or manuals with me to be certain but I think the blitter would win for scaling factors of >2 - although it can only process four bits of source data per read (only 2^4 half tone regs) it does't have to waste cycles reading machine instructions like the 68000 - Although if you have any code that beats the blitter at 1->4 scaling I'd like to see it.

BTW the blitter seems to be rather under used on the STE (compared with the mileage Amiga coders get out of theirs). This strikes me as odd since the STE blitter should be faster at filled polygons because it doesn't have to read the background except at the ends of each scan line (with a read-modify-write cycle). Of course its crap at doing BLOBs because it any has one source reg...

> Buy yourself an Amiga or a gfx-card!
> To be able to emulate 12 bitplanes (4096 colours) you need to
> use all processortime to switch colour-palettes. There is no
> way (that I know of right now) you can write code that emulates
:
:
> invented a way of cheating the bus, the memory and the
> 68000 I must say that it is IMPOSSIBLE.

A simple calculation shows that neither Amiga or STE has the memory->video bandwidth for true 12 bit colour - They both have about the bandwidth for 8 bit planes - on the STE this is split with 4 bit planes worth of bandwidth actually used for video & the rest going to the 68000. I believe the Amiga can get a 6-2 split with HAM & Halfbrite modes. (Actually these ratios aen't quite right because video requires no memory access during horizontal & vertical retrace)

Actually, all I had in mind was to have up to 4096 colours on screen at once with the restriction of 16 colours per scan line.
Combined with full overscan + interlace plus some fancy dithering & quantising algorithms that took the 16 colours/scan line restriction into account it should be possible to have quite a reasonable GIF viewer - especially if you throw in hardware panning for large GIFs. Maybe one of those demo coding geniuses out in net-land would like to pick up the challenge...

Steven

883. Playing Samples

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-24 10:50:31 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <3600@mercury.brunel.ac.uk>
Source record: 45584

Are there any PD Replay/.AVR sample players + sources??
How do you play-back a sample?

Ian.

E-Mail: cs90ijr@brunel.ac.uk

884. Re: XCONTROL and other questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-24 11:22:21 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Feb24.112221.15263@cs.ruu.nl>
Source record: 45587

>>>>> steve@thelake.mn.org (Steve Yelvington) (SY) writes:

SY> [In article <6895@uqcspe.cs.uq.oz.au>,
SY> warwick@cs.uq.oz.au (Warwick Allison) writes ...]

> Use MACCEL3 from a.a

SY> It's not in the index, unless it was added in the last couple of
SY> weeks.

I think it is in a package called rainbow or so.
--
Piet van Oostrum <piet@cs.ruu.nl>

885. Re: Sample Files

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-24 14:35:14 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Feb24.143514.17615@sun.pcl.ac.uk>
Source record: 45586

In article <silvera.698678723@p4.cs.man.ac.uk> silvera@p4.cs.man.ac.uk (Andrew Silver) writes:
>The .AVR format is used is Microdeal's cheesey 'Quartet' program, for
>constructing voice sets.
>
>
CHEESY?!
Quartet is brilliant.... sorry, but I love it...
Hmm... I have a bog-standard 520STFM expanded to one meg, and I like to hook quartet up to the hifi...

With the loudness on, the hi-filter on, and the treble at a low level you can get some seriously good sounds... and its the only tracker I know of that will play at 16khz....but there are probably others...

Oh, and how about 'revmod_13' (I think thats what its called) in the 'Empire' tracker?

-savage-

I didnt like the provided samples though... except 'bright'. I just resampled the whole voice set I use from my D10. Much nicer.

Edd Deegan
vatec@uk.ac.pcl.sun

>--
>--
>"Space is big. Really big. You just won't believe how vastly hugely mind-
> bogglingly big it is. I mean, you may think it's a long way down the road to
> the chemist, but that's just peanuts to space."

--
==
LOVE is a word, which is often heard. HATE is a word that is not.
Love, so I'm told, is more precious than gold. Love so they tell me, is hot.
But HATE is a verb that to me is superb, and Love's just a pain in the heart.
Any schoolboy in school can love like a fool, but HATING, my friend, is an art.
==

886. Re: Programming and the use of GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-24 15:45:20 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <698946320.27063@minster.york.ac.uk>
Source record: 45590

In article <1992Feb21.145306.29482@newcastle.ac.uk> D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:
>Could some one explain to me the ins and outs of setting up GDOS correctly, I
>sort of understand that the assign.sys file must contain the path for the fonts
>and the that names of the fonts to be used must be placed in list as well under
>each screen rez. (This was extracted from looking at rthe GEMMII assign.sys
>file).

This is correct, and you just do the same for every output device -- screens and printers are all just devices to GEM.

>Is there a printer.sys file for a deskjet500 and if so how do I go about using
>it?

You can get a DeskJet 500 driver from Working Title, UK distributors of Calligrapher. It's free, but it's not Public Domain. (The disk also contains DJ+ and Canon bubble-jet drivers) Just give them a call.

You simply put a line in your ASSIGN.SYS file like this:

21 DESKJET5.SYS

(Substitute the name of the printer driver for DESKJET5.SYS). Follow this line with all the fonts that you have for the Deskjet at 300dpi (any 300 dpi laser fonts will do).

>Thank for the help
>
>Dave J.
>|Janet : D.M.Johnson@uk.ac.newcastle | |
>|ARPA : D.M.Johnson@newcastle.ac.uk | The Mahbharata. |
>|UUCP : ...ukc!newcastle!D.M.Johnson| |

Please keep your .sig a little shorter!

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

887. Re: Cartridge Slot

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-24 15:50:07 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <698946607.27187@minster.york.ac.uk>
Source record: 45391

In article <1992Feb21.161207.26856@cdsmn.mn.org> plate@cdsmn.UUCP (Doug Plate) writes:
>
>In the book "ST Internals", it states that the cartridge port is read only
>and that a write to it will cause a bus error. If this is true, how can
>the sound digitizer I have (Replay) input and output through this port?

It's true -- you get a bus error if you attempt a write.

You can "fake" a write by reading a memory location and placing the data to be written in the low(?) byte of the address. The address decoder on the cartridge spots the read to this "special" address and latches the low byte of the address into the D to A converter.

Sorry this is a little vague, but I don't have the precise details in front of me.

> Regards,
> Doug Plate
> plate@cdsmn.mn.org

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

888. Re: 50Hz on a T. V.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-24 17:04:30 UTC
From: asr@castle.ed.ac.uk
Message-ID: <18410@castle.ed.ac.uk>
Source record: 45589

etxansk@garbo.ericsson.se writes:
>sourada@iastate.edu (Steven D Ourada) writes:
>>BTW, I'd also like to know why some programs (such as demos) need 50Hz to
>>work. Probably something to do with the timing of the program.

> Spectrum 512 slideshows have to run in 60Hz mode. I guess that's
>the opposite problem.

Actually it's exactly the same problem. The demos involved and Spectrum
512 all get extra colours with heavily timing dependent routines. They
have to change colours in exact synch with the refresh of the TV or
monitor. If you have a 50Hz TV and the program thinks you have a 60Hz
then the screen either flickers out of synch or the colours look
wrong or vanish.

This has always been my main niggle with DMJGif. It's never had a little
toggle so it can run at 50Hz, so I can't peek at the picture until it's
finished. Major pain.

So, if you're out there Mr Jones (it is Jones, isn't it?) can we
EuroUsers have a 50Hz mode please?

Thank you for your attention...

--
Angus G Rae ("Cathy" VoiceMail) | JANET: asr@uk.ac.ed.castle
c/o Archie Howitt, Room 1508, | ARPA: asr@castle.ed.ac.uk
JCMB, King's Buildings, |"Tigers don't worry about much, do they?"
Edinburgh |`No. It's one of the perks of being feral.'

889. Re: Software overscanning on STE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-24 20:01:55 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb24.200155.3458@tdb.uu.se>
Source record: 45392

eker@cwi.nl (S.M. Eker) writes:
:[stuff deleted]
: I've never tried overscan myself - are the interupt timers accurate enough
: to sync the frequency flicks with the video beam or its it a matter of
: splitting your code in to linear slices and/or casscades so that
: exactly the right number of clock cycles are used between frequency flicks?

No, the interrupts aren't exact enough. And as far as I know the
68000 ALWAYS finish execution of the current instruction before
jumping through the interrupt-vectors. Just think what happens
when a MUL(S) or DIV(S) is executed.

: BTW are there any really impressive overscan demos you could recommend?

Sorry, but I don't recommend overscan demos. You could have a
look at Dark Side Of The Spoon, but that won't work on MSTE.
I've done some overscan-screens in the future, but I won't
do any more.

: I don't have my STE or manuals with me to be certain but I think the blitter
: would win for scaling factors of >2 - although it can only process four bits
: of source data per read (only 2^4 half tone regs) it does't have to waste
: cycles reading machine instructions like the 68000 - Although if you
: have any code that beats the blitter at 1->4 scaling I'd like to see it.

As I said: I'm no expert at the BLiTTER and I've got no code
that I want to share.

: BTW the blitter seems to be rather under used on the STE (compared
: with the mileage Amiga coders get out of theirs). This strikes me as odd
: since the STE blitter should be faster at filled polygons because it
: doesn't have to read the background except at the ends of each scan line
: (with a read-modify-write cycle). Of course its crap at doing BLOBs because
: it any has one source reg...

The Atari-BLiTTER is not very good at anything compared to
the AMiga-BLiTTER with some exceptions (the bitplane-offset
in the Atari is quite nice, and I don't think the Amiga has
that).

: Actually, all I had in mind was to have up to 4096 colours on screen at once
: with the restriction of 16 colours per scan line.

That's possible to code! You could even have more than 16 colours
per line. 32 without big problems.

: Combined with full overscan + interlace plus some fancy dithering &
: quantising algorithms that took the 16 colours/scan line restriction
: into account it should be possible to have quite a reasonable GIF viewer -
: especially if you throw in hardware panning for large GIFs. Maybe one of
: those demo coding geniuses out in net-land would like to pick up the
: challenge...

Hopefully someone will do it, but full overscan is becoming
less popular since it's hard to get it to work on all
computers.

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

890. Re: XCONTROL and other questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-24 23:09:51 UTC
From: towns@atari.uucp
Message-ID: <1992Feb24.230951.7057@atari.uucp>
Source record: 45402

rh0083b@medtronic.com (Roger Hunen) writes:

|Hello fellow Netlanders!

|I have two problem that I am sure you have the answers for:

| When I have MACCEL2 loaded, the mouse pointer freezes after boot and
| sometimes bombs out as soon as I move the mouse (or press Alt-Cursor).
| Syndrom is addrress error (3 bombs).
There is a new "XControl Compatible" MACCEL (and it is named MACCEL3) that should have been included with XControl. Try getting the "offical" Atari version rather than an edited ARChive. Everything should work fine.

| When I have TOS14FIX loaded, there are 3 bombs when I open the Modem
| CPX.

| My question: for which components do I need a newer version and
| where can I find it?

You need TOS14FX2.PRG.. It was uploaded to GEnie and CompuServe. I would not be suprised if it was available from one of the atari archives here on the net.

|2. I have asked this before, but I want to enter special characters
| under GEM (more specifically in a dialog box). Characters include
| a's, e's and o's with accents. I know GEM can display them, but
| how can I enter them from the keyboard? Is there a TSR utility to
| do this (eg. with Alt-<KP-digit><KP-digit><KP-digit> as on the
| DOS machines?

Funny you should mention this.. TOS 2.06 and TOS 3.06 have a feature that will allow you to enter the values for the keystroke you want. You simply hold down the ALT key and enter the numbers on the keypad. Just another reason to consider upgrading to the latest TOS version!

--
==
John Townsend, TOS Systems Group ames!atari!towns | towns@atari.uucp
Atari Corporation "I want something.. I just don't
#include <disclaimer.h> know what it is!"

891. Re: Dave Small's SST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-25 02:41:02 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Feb24.204103.10034@doug.cae.wisc.edu>
Source record: 45394

In article <si4mgB1w164w@sys6626.bison.mb.ca> rdo@sys6626.bison.mb.ca (Russell Ochocki) writes:
>This looks very interesting. Does anyone out there have one yet?
>Does it really half the time of CPU intensive tasks (for example running
>TeX or compiling some C code)?

Oh yes it does...it would be even better if we had compiler and software tools compiled with 030 options.

The boards are REALLY starting to arrive. Mr. Small is going nutso with shipping these things...

And as usual, it seems that Mr. Small has made another classic in documentation....I hear the SST docs are quite funny.

>
>And, the big question, can it run on a 1040STe or must you by a Mega?
>

There is a version being made for the MEGASTE/STE computers I do believe.

However, your gonna have to ditch the MEga STE's case, 1040STE's as well, as there isn't enough roon for the proposed upgrade.

Kinda sad, I like the way my MEGA STE looks..

>--- (Russell Ochocki) a user of sys6626, running waffle 1.64
>E-mail: rdo@sys6626.bison.mb.ca
>system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

-Greg

892. Re: 4-Channel Samples on an ordinary ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-25 09:44:40 UTC
From: paul@kagaku.se.fujitsu.co.jp
Message-ID: <PAUL.92Feb25094440@nsx.kagaku.se.fujitsu.co.jp>
Source record: 45395

>On the subject of fast audio code I saw an article a couple of days ago
>where some demo writer mentioned using move.b data,(a7)+ in a fast STE routine.
>The idea being (I presume) to skip over the interleaved stereo samples.
>(since a7 is the stack pointer, the 68k has to add 2 rather than 1 when
>incrementing during a byte operation to keep the address even).

You cunt! I'm the demo coder in question, and that was exactly the
idea! I got STe mod-play down to 15.5% processor time (demo coders
usually say 15.5% of the vbl!) for 12.5kHz replay.

>It occurred to me that for added speed it might be better to prepare both
>bytes of stereo data in parallel using say add.w to add two stereo samples
>simaultaneously - anyone tried this? ...

When I was at re-write 15 or so of the replay routine (!!) I considered
something like this. It would be quite easy to get a 2*stereo sample
mod-player going, with such a method, but I couldn't think of any way to
use add.w to process two pairs of mono samples simultaneously and
consequently speed up the routine further. It's quite unlikely that it's
possible to get normal 4*mono mod replay any faster than 15.5% but you
never know... Anyway, since everyone now knows the a7 trick, why not post
any further ideas here? Maybe we can make STe mod-play as effortless as
it is on the Amiga.

Algo of Digital Destiny
--
---
paul@kagaku.se.fujitsu.co.jp | T MINUS 10 MONTHS AND COUNTING...
Room 328, Fujitsu Unoki Dormitory, |
Unoki 2-17-18, Ota-ku, Tokyo 146. |
---

893. Re: Software overscanning on STE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-25 10:06:19 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Feb25.100619.6006@email.tuwien.ac.at>
Source record: 45396

In article <1992Feb22.031921.15628@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:
>eker@cwi.nl (S.M. Eker) writes:

>: BTW are there any GIF viewers that implement software overscan +
>: interlace + 4096 colours?
>
>Buy yourself an Amiga or a gfx-card!
>To be able to emulate 12 bitplanes (4096 colours) you need to
>use all processortime to switch colour-palettes. There is no
>way....[stuff deleted]

There's no use either since GIF files are limited to 8 bitplanes! :)

(Correct me if I'm wrong! :) :) :)

- Zork.

894. Re: Dave Small's SST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-25 12:17:59 UTC
From: atario@cats.ucsc.edu
Message-ID: <29376@darkstar.ucsc.edu>
Source record: 45398

In article <si4mgB1w164w@sys6626.bison.mb.ca> rdo@sys6626.bison.mb.ca (Russell Ochocki) writes:
>This looks very interesting. Does anyone out there have one yet?
>Does it really half the time of CPU intensive tasks (for example running
>TeX or compiling some C code)?
>
>And, the big question, can it run on a 1040STe or must you by a Mega?

Let me assure you, from having seen it do its thing "in the flesh", it WAILS.
In the words of Dave himself (and this is only a slight exaggeration):

"It'll make yer ears bleed!"

If you would like some cold, hard numbers, someone recently posted an extensive timing chart concerning this. Most of the CPU-intensive stuff was in the range of 1000%. That's right, ten times.

I personally watched Mark Booth (one of Dave's associates) at the Glendale show last Sept. put it through its paces. One of his favorite things was to start up Avant-Vektor on a normal vs. SST setup, and simultaneously start each vector-tracing this intricate bitmap of a pair of theater tickets. He traced them on the SST about 8 times in the time it took the normal to do it once. It's *quite* impressive.

--
(_
__)teve

895. Re: 4-Channel Samples on an ordinary ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-25 12:32:13 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1992Feb25.123213.7210@ericsson.se>
Source record: 45419

rjwalsh@maths.tcd.ie (Robert Walsh) writes:

>How exactly does an ordinary, run-of-the-mill Atari, with no fancy sound chips
>like the STE has, play 4 samples at the one time (as in Noisetracker and
>Soundtracker). I tried in vain to disect Noisetracker with MonSt2, but I wasn't
>very sucessful.. The only thing I can think of is that it plays at 4 times the
>speed of a sample, playing a bit from sample 1 the first time, from sample 2 the
>next, and so on. However, I get the impression I'm not right about this, as this
>would surely slow the machine down quite a bit, and the music should sound very
>disjointed, so to speak. I've noticed very little slowing down of the machine
>during playing, and the Sound Tracker blurb says only 28% or so of processor
>time is used to play everything. It sounds OK too. Does anyone know exactly how
>the samples are played? Better still, anyone got any sources, or know where to
>get them?

I don't think you can mix 4 independent digital audio data patterns
by giving each "channel" every fourth time slice. Even replay of 4
different sinewaves (and they're supposed to have a very "smooth"
sound) would sound terrible.

The solution is to prepare output of a sample by adding the 4 data
words together and make them fit into the digital output word length
using division.

I think the standard ST allows replay of 6-bit samples. If this is
true, then a 4-channel system has to use 4-bit samples. (Since the sum
of four 5-bit samples will exceed the 6-bit total.)

The program algorithm goes like this, I hope you understand my use
of pseudo-code. We assume that each buffer with sampled data uses
8-bit words, to make it more like real life:

```
%main loop:
%get word from channel 0 data buffer
%get word from channel 1 data buffer
%get word from channel 2 data buffer
%get word from channel 3 data buffer
%add words together
%divide by 16 to make sum fit into 6-bit output
%use 6-bit result for digital output
%wait for some kind of synchronisation, determines sample speed
%goto main loop
```

My assumptions regarding maximum size of samples and common sample
word length in the ST may be wrong, but I still think this is how
it could be implemented.

Anders Skelander

896. XCONTROL and other question (summary)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-25 12:33:15 UTC
From: rh0083b@medtronic.com
Message-ID: <1992Feb25.123315.2458@medtron.medtronic.com>
Source record: 45400

I got many responses to my query about XCONTROL problems and extended character input. Thank you to all people who pointed me to solutions! My summary of the answers (all files can be obtained from atari@terminator.cc.umich.edu):

1. Extended character input is supported by FormDoIt. Filename is 'utilities/frmdo12d.lzh'.
2. The mouse accelerator problem is solved by MACCEL3. It is part of 'misc/tos_14.lzh'.
3. The working version of TOS14FIX is TOS14FX2. Filename is 'utilities/tosfixes/tos14fx2.lzh'.

Regards,
-Roger

897. Mouse Hangs in GCR

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-25 14:56:10 UTC
From: ronw@cbnewsk.att.com
Message-ID: <1992Feb25.145610.16014@cbnewsk.att.com>
Source record: 45399

Has anyone else had the mouse (whole keyboard actually) stop working while running GCR? I have a Mega and it happens to me at least once a session. Luckily, I found that unplugging the keyboard and plugging it back in gets things running again. It seems the keyboard processor is getting hung. I don't know what you'd do on a 1040!

Ron Wolenty
inuxy!wolenty

898. Re: Software overscanning on STE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-25 16:26:48 UTC
From: terjeve@ifi.uio.no
Message-ID: <TERJEVE.92Feb25172649@kolsaas.ifi.uio.no>
Source record: 45411

In article <5549@charon.cwi.nl> eker@cwi.nl (S.M. Eker) writes:
In article <1992Feb22.031921.15628@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:

[...stuff deleted...]

Actually, all I had in mind was to have up to 4096 colours on screen at once with the restriction of 16 colours per scan line.
Combined with full overscan + interlace plus some fancy dithering & quantising algorithms that took the 16 colours/scan line restriction into account it should be possible to have quite a reasonable GIF viewer - especially if you throw in hardware panning for large GIFs. Maybe one of those demo coding geniuses out in net-land would like to pick up the challenge...

Steven

GIF files are restricted to only 256 colors, so whats the need for a GIF-viewer that can display 4096 color at once ? :-)
And another thing, a truly GOOD GIF-viewer must be able to display 256 colors per scan line, 16 just isn't enough.

--

Terje Vernly
Internet : terjeve@ifi.uio.no
----

899. Re: Lint availble for ST/MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-25 18:36:30 UTC
From: tensmekl@infonode.ingr.com
Message-ID: <1992Feb25.183630.18676@infonode.ingr.com>
Source record: 45401

In article <1992Feb21.211257.34165@spss.com> bobhays@spss.com (Bob Hays) writes:
>
>In article <A1821579349@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
>>
>> > (I have an Atari 1040ST with 2 DS/DD floppies and have not had too much problem
>> > until this:-). Therefore, instead of answering a serious inquiry you have
>> > wasted bandwidth with useless information vis-a-vis the question "where can
>> > I find a lint utility for the Atari ST line."
>>
>> Allan Pratt's response was helpful. It described the best known method for
>> ensuring that Atari C code is correct. In the absence of lint, an ANSI
>> compiler is a reasonable recommendation.
>
>Must beg to differ .... How helpful is it in my case, please? For many
>users, the suggested solution is not a solution at all. Therefore, the flame
>in this case is warrented. His response is only helpful if you have 2Mb+ and
>a hard disk or can afford > $100 for a C compiler.

Calm down... The question is/was the availability of Lint.
The question was not of if the available problem can be run
a minimal ST. If someone sent you the source to lint (unlikly),
would you then be able to compile it and then use it?

I think not. A. Pratt's response *was* helpful. He answerd the query
as posted.

If you intend to use the ST for *serious* work, it would be helpfule
to upgrade your machine (ie memory and/or disk). By the way
the Gnu C compiler cost's way less than $100 (like about $100 less,
it's a freebie

I believe that the problem has to do more with you'r (non-personal you)
inability to use the solution rather than the lack of help offered.
>
>BTW, the original poster did not ask for the best known way to check source,
>but instead for a lint utility. If Allan Pratt begins by saying, "While
>I don't know where to find a lint, if your goal is.... and you have ....
>then I do know a solution, it is ...", then I have much less problem. However,
>I think a comment like that is better suited to email rather than to News since
>it does not directly further the request - where can someone find lint.

If that's what you wanted why didn't you ask in comp.sources.wanted?

>
>> > Now, perhaps someone (even me:-) could port
>> > a lint from DOS over to the ST. If someone can drag up the source and get

>> > it to me (preferably by emailing me an ftp address and file location/name),
>> > I'm willing to give it a try....
>>
>> Read the monthly FAQ posting for comp.lang.c for details about the
>> (un)availability of source code for lint.
>
>Yes, I have. That is why I find all this even more amusing.... :-)

The non-public versions of (lint/c) generally require the use of
yacc and/or lex, which as far as I know are unavailable on the ST
outside of the GNU stuff (which require more memory/disk space)
>
>> >> >I've never heard of a stand-alone lint for the ST.
>> >
>> > You see, this is the biggest waste of all.... First you tell us that the
>> > compiler should do it and then you answer the question by wasting more width
>> > and reader time by saying no, I don't know how to answer your question.
>> > Wonderful....
>>
>> The flame (like most of the flames in this newsgroup) is unwarranted.
>> ``I've never heard of a stand-alone lint for the ST'' is correct and
>> carefully worded. The statement ``there is no lint for the ST'' would be
>> sloppy, since it can't be verified. There's no way to prove that such a
>> thing doesn't exist.
>
>But, you have ignored the fact that the response "I have never heard of a
>stand-alone lint for the ST" does not progress the discussion. I am sure that
>there are thousands of users that have never heard of a lint for the ST - do
>you think it is valuable to use bandwidth for everyone to say "I haven't
>seen one." Does that make News easier to use? No. Your second statement
>is valid but does not apply to the comment I made, i.e. the correctness of
>the statement is not in doubt, only the appropriateness and usefulness.
>
It is useful, to know that such a solution doesn't exisit,
rather than berate the world that someone else hasn't solved
your problems for you.

(I thought the statement was made fairly well. It's pretty
hard to misconstrue such a statement to mean something other
than it's intended meaning.)

--
Kermit Tensmeyer | Intergraph Corporation
SomeWhere in the South (it's a Civilized place) | "It's only MY opinion"

900. Re: Hard Drive Q.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-25 21:17:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A4395@UN.maus.de>
Source record: 45423

In article <698571934.0@therip.FidoNet.Org> Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) wrote:

>>Get the Atari drive utilities 5.0.
>>At this time that would be the only way to do it...
>>Tos 1.2 and older have a limitation of 16 meg per
>>partition and a limit of 16
>>partitions. That would only be 256meg...
>
> MK> This is not correct.
>It is too correct.. Tos 1.2 and older have a limit of 16 meg per drive and
>126
>drive partitions. (And as I forgot and you pointed out the floppies take two
>so

I think you didn't read my message very carefully.

I simply said that all TOS versions support BIG partitions if a harddisk driver newer than AHDI version 3.01 is used.

There is _no_ (reasonable) limit to the partition size in /any/ TOS version, _but_ a limit to the maximum number of logical sectors per partition (something around 32767 sectors).
(BTW: even TOS 1.04 is reported to contain a bug in the buffer managment that can cause problems in certain rare circumstances if more than 32767 sectors are used!)

If you simply increase the "logical sector" size (by combining two or more "physical" 512-byte-sectors into one logical sector), you can have partitions of almost any size (well, almost - the maximum sector size seems to be 32 KByte).

AHDI 3.02 (and newer) do just this.
AHDI/HDX 5.0 may have other advantages, but it's not strictly necessary to use this newer version.

>Under normal TOS the limit of 1.4 and newer is 32meg period...
>The Atari hard drive utilities which I mentioned (But perhaps didnt say
>enough
>about!?) WILL let you get past this because it is a seperate device driver.

What's that - "normal TOS"?
Whenever you add a hard drive, you /have/ to use a seperate device driver - I've yet to see a TOS version with built-in harddisk driver!

>"standard" made by BMS I believe but its different then ataris own.. ICD
>would

>let you partition big partitions but you would have to run AHDI to make
>partitions you could use by AHDI and you cant have more then one driver so
>you
>loose the ICD "ICDBOOT.SYS" software support.)

The current version of ICD's software (5.something) supports Atari's
BGM and XGM partition schemes (not too surprising - they both are
several years old!)

Simply format a drive using Atari's HDX and then install the ICD driver
on top of it...

Bye,
Martin
[Martin_Koehling @ un.maus.de]

901. Atari ST Abacus Books For Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-26 05:52:00 UTC
From: an602@cleveland.Freenet.Edu
Message-ID: <1992Feb26.055200.17752@usenet.ins.cwru.edu>
Source record: 45403
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale

I have the following Abacus ST Books for sale:

Atari ST Internals ISBN 0-916439-46-1
Atari ST Machine Language ISBN 0-916439-48-8
Atari ST GEM Programmer's Reference ISBN 0-916439-52-6

The price is set at $24.00 plus COD shipping for all three.
Please follow-up via E-mail since I do not follow usenet regularly.
Thanks!

Jim Bernatowicz
--
-----------------------------------.-----------------------------------
jbernat@zip.eecs.umich.edu -or- | Jim Bernatowicz
jbernat@caen.engin.umich.edu -or- | Graduate student, CSE
an602@cleveland.freenet.edu | The University of Michigan

902. Re: XCONTROL and other questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-26 09:35:24 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92057.093524HAC041@DJUKFA11.BITNET>
Source record: 45404

>Funny you should mention this.. TOS 2.06 and TOS 3.06 have a feature that
>will allow you to enter the values for the keystroke you want. You simply
>hold down the ALT key and enter the numbers on the keypad. Just another
>reason to consider upgrading to the latest TOS version!

You seem to know more about this feature, so maybe you can answer a
question that I asked some time ago (without much success):

Is there a way to turn this feature off to restore compatibility with
previous TOS versions? Some programs have used ALT-keypad before
for other purposes, which was never forbidden. For example, it is
very frustrating to use a terminal emulator that implements VT100
function keys via ALT-keypad under TOS x.06.

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

903. Re: 50Hz on a T. V.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-26 09:57:11 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Feb26.095711.18191@cs.nott.ac.uk>
Source record: 45420

In article <18410@castle.ed.ac.uk> asr@castle.ed.ac.uk (A Rae) writes:
>etxansk@garbo.ericsson.se writes:
>This has always been my main niggle with DMJGif. It's never had a little
>toggle so it can run at 50Hz, so I can't peek at the picture until it's
>finished. Major pain.
>
>So, if you're out there Mr Jones (it is Jones, isn't it?) can we
>EuroUsers have a 50Hz mode please?

Are you sure about this? DMJGif3 peeks alright at 50Hz; the thing I think
that's stupid is that the SPC3375 viewer doesn't flip Hz rates; I have to do
that manually. Grr... Anyhow, my PC (SuperVGA monitor) is due to arrive RSN, so
I'll be using it to view all my Gifs of Cindy Crawford from now on... :-)
--
`Grave' Dave Gymer | "You're rushing headlong, you've got a new goal, You're
42 St Mary's Park, | rushing headling, out of control, And you think you're
Louth, Lincs, | so strong, but there ain't no stopping, no there's
LN11 0EF, ENGLAND | nothin' you can do about it." - Queen

904. Re: 4-Channel Samples on an ordinary ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-26 10:08:01 UTC
From: eker@cwi.nl
Message-ID: <5568@charon.cwi.nl>
Source record: 45421

In article <PAUL.92Feb25094440@nsx.kagaku.se.fujitsu.co.jp>,
paul@kagaku.se.fujitsu.co.jp (Paul Donnelly) writes:

|> You cunt! I'm the demo coder in question, and that was exactly the

Watch the language!

|> When I was at re-write 15 or so of the replay routine (!!) I considered
|> something like this. It would be quite easy to get a 2*stereo sample
|> mod-player going, with such a method, but I couldn't think of any way to
|> use add.w to process two pairs of mono samples simultaneously and
|> consequently speed up the routine further. It's quite unlikely that it's

The problem is of course that the two samples will need to be played back at
different frequencies (else you could add them together at compile time)
and thus you can't arrange for the next byte of both samples to lie
in locations consective to their respective previous bytes.

|> never know... Anyway, since everyone now knows the a7 trick, why not post
|> any further ideas here? Maybe we can make STe mod-play as effortless as
|> it is on the Amiga.

It's always suprises me how jealous demo coders are of their tricks & hacks -
it seems contrary to the hacker tradition of freedom of infomation and means
that everyone who wants to push their machine to the limits has to reinvent
the wheel... (and some of them rounder than others :-)

I think it would be a good idea if sound & video code was distributed
via this group so that it could be prgressively refined and everyone
could use the fastest
sample / sprite /parallax etc routines. (After all demos aren't commercial.)

Steven

905. Re: 50Hz on a T. V.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-26 12:16:55 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Feb26.121655.6554@cs.hw.ac.uk>
Source record: 45412

In article <sourada.698795565@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>BTW, I'd also like to know why some programs (such as demos) need 50Hz to >work.

This is usually connected with the software overscan nonsense which is almost exclusively used in demos. They toggle the screen frequency at critical times during the screen scanning to force display enable on. This only works for 50Hz native displays and then only on some STs because of chip differences.

I'm quite pleased to see some commercial games that allow you to select the screen frequency (usually by pressing a function key) but they should start up accepting the default frequency of the machine.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

906. Trouble with Signum!2 & HP DeskJet

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-26 14:32:18 UTC
From: harry@issun1.kfk.de
Message-ID: <2444@idtuva.kfk.de>
Source record: 45406
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Path: issun1!harry
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st
Distribution: world
Followup-To:
From: harry@issun1.kfk.de (Harald Kucharek)
Reply-To: harry@issun1.kfk.de
Organization: Kernforschungszentrum Karlsruhe
Subject: Trouble with Signum!2 & HP DeskJet
Keywords:

Hi everybody,

a friend of mine has fixed a HP DeskJet 500 to his 1040ST and now has problems with
Signum!2.

1. If the printer has just been switched on, it isn't responding to printing requests. When
I pulled out the parallel cable and plugged it in again while the ST was hanging, it
started to print. Are there known problems in the timing of the Centronics interface
between a ST and a DeskJet?

2. After printing the first page of a multipage document, the printer just ejects empty
pages, looks like doing formfeeds for eternity.

For detail: He is using Signum!2 V2.01 and the PR30L V2.02.

Perhaps my friend has some hardware problems with the parallel port..., I don't know.

So, if you have or have had (and solved) similiar problems with the same hardware
configuration,
please answer. And if you use the same hardware without any problems, I am also interested
to know this.

Please email answers to me, because usually I am not reading this newsgroup.

Thanks in advance

Harald

--------- Harald Kucharek
| Kernforschungszentrum Karlsruhe
| (Nuclear Research Center Karlsruhe)
| IDT
--------- 7514 Eggenstein-Leopoldshafen
^ Germany
/ \
/ \ Internet: harry@issun1.kfk.de
/ \ Phone : +49 7247 825706
```

/ \ Fax : +49 7247 825786

907. Re: 50Hz on a T. V.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-26 14:50:36 UTC
From: george@electro.electro.com
Message-ID: <1992Feb26.145036.7201@electro.electro.com>
Source record: 45408

In article <1992Feb23.022412.8575@u.washington.edu> tymbrimi@milton.u.washington.edu (Ben Gilbert) writes:
>In article <sourada.698795565@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>>At the moment, due to factors beyond my own control :-), I am stuck
>>with using a T. V. as a monitor. It's not too bad, but the main problem
>>I have is that I can't get my primary T. V. to work with the 50hz
>>output of the ST (required for _some_ programs).
>>
>> [etc...]
>>
>>Does anyone know a way of folling this one into working correctly with
>>50hz? I have tried various little attempts that I knew would fail... I
>>
>
>Well, what exactly is the problem you are having? If you have the problem
>that when you go to 50 Hz, the screen starts flipping and you can't make out
>a thing, there should be an easy fix. Simple adjust the vertical hold on
>your TV (I think almost all TV's should have one, on the back usually),
>this will correct the problem. Of course you will have to adjust it back
>when you go to 60 Hz but this may be your only fix. Hope this helps!
>

Chances are that the vertical control will not have the range required to
lock in the 50hz signal. One of the changes that TV designer's have
experienced is the ever increasing quality of incoming signals
(all cynics may 'harrummmppp!' at this point) however, it is true.
In the olden days , when people used rabbit ears, signals were more apt to
vary and TV's had to be able to lock on the widest range practical.
Some of the old TV's will even lock onto the suppressed-sync type of
scrambled pay TV signals.

Todays signals are *very* accurately controlled (at least a the source)
and therefore allow modern TV's to use chip sets and finely tuned circuits
which provide among other things, a much lower cost in terms of dollars
and wattage.

--

____
|---|---|line--upon--line---|---|---|---| watmath!watcgl!electro!george
|---|--building the foundations-|---|---|---| george@electro.com

908. Re: Mouse Hangs in GCR

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-26 15:13:52 UTC
From: malay@sae.com
Message-ID: <1992Feb26.151352.4986@sae.com>
Source record: 45407

In article <1992Feb25.145610.16014@cbnewsk.att.com>, ronw@cbnewsk.att.com (ronald.g.wolenty) writes:

> Has anyone else had the mouse (whole keyboard actually) stop working while
> running GCR? I have a Mega and it happens to me at least once a session.
> Luckily, I found that unplugging the keyboard and plugging it back in gets
> things running again. It seems the keyboard processor is getting hung. I
> don't know what you'd do on a 1040!
>
>
>
> Ron Wolenty
> inuxy!wolenty
>

I've had the same thing happen on my 1040STe - except I can't unplug my keyboard :(- so I have to cold boot.

Bob Malay

909. Oops! FCOPY3 Streamer fails!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-26 17:43:44 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1992Feb26.134344.1@vaxr.sscl.uwo.ca>
Source record: 45409

Has anyone ever tried using the hard disk streamer in FCOPY3 (a rather excellent PD formatter)??? I recently tried it out and got some strange and entirely intermittent problems:
1) when restoring the data to the drive the program sometimes wrote to to the drive when the buffer filled and sometimes it didn't!
2) when it DID write the files back to the drive the runnable progs (.PRG, .APP, .TOS etc.) would NOT run...I simply got 2 bombs and back to the desktop! The .INF, .CFG etc. files seemed fine though...weird eh!

Has anyone ever had a similar problem and if so...WHAT DID YOU DO?

Possible help in diagnosing: The ONE time I did get the data to write back to the drive was when I ran FCOPY3 as a PRG and not as an accessory (as I normally do). As stated this only worked ONCE and has not worked since!

Don't get me wrong, I think FCOPY3 is a *GREAT* program, especially the speed with which it formats (about 5 secs. for a previously formatted disk or about half the time of a regular format if the disk is new), but this appears to be a MAJOR glitch! I'm just glad I didn't use it to save all my stuff before reformatting my hard drive...boy would I have been peeved!

Thanks in advance for any help etc.,
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless they're wrong!!!
+---------------------------------------+ +--------------------------------+

910. Re: WARNING!!! 3rd Coast Technologies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-26 17:44:28 UTC
From: geoffc@zebedee.UUCP
Message-ID: <6604171@zebedee.UUCP>
Source record: 45416

In article <1992Feb11.120953.1@vaxr.sscl.uwo.ca> richardson@vaxr.sscl.uwo.ca writes:
> I felt it might be useful to post this warning about the service you can expect
> if you deal with the allegedly reputable Third Coast Technologies (UK). I
... etc

Sorry to hear you had such bad service from them; I had excellent service from them when the power supply on my 3rd coast hard disk drive died the year before last. It died just before christmas and since I was going up to my parents who live near to Wigan I took the hard disk with me.
I had phoned in advance and they said it may take a week or so to fix.

After searching the industrial estates of Wigan I eventually found the place and they found the problem (faulty power supply), replaced it (which included making up a new power cable) and the fan and charged me a quite reasonable 60quid. This all happened on December 24th so I was quite impressed.

Sorry you had such bad luck,

Geoffrey
> John Richardson.
>
--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!ukc!axion!tharr!zebedee!geoffc

<- UUCP'd from my ST via tharr; *free* UK public access to Usenet 0234 841503 ->

911. Re: Ghostscript on STE Dies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-26 20:21:16 UTC
From: subiaagb@w350zrztu-berlin.de
Message-ID: <YATZD4D@mailgzrz.tu-berlin.de>
Source record: 45410

In article <1992Feb17.170730.20038@usenet.ins.cwru.edu>, be824@cleveland.Freenet.Edu (Steve Selick) writes:
|>
|> It's been about a month now, and I still haven't gotten Ghostscript
|> to function on my 1040 ste. It will say "initializing...done" and
|> then it just freezes. Any ideas? Should it just start printing
|> the picture on the screen after that?

Yes, but note that the calculation of a picture is a long long process,
Sometimes (with res. of 300 dpi) you'll wait 10,20,30 ... minutes.

At first, try some other pictures, any of them didn't work.
The columbia.ps picture worked fine.

|> -steve <selick@csa.bu.edu>

Did you started gs from the desktop or from a cli?
If you start from a cli you must set some environment variables, see
doc's for this.
If you start from the desktop: gs.ttp and all startup files (gs_init.ps,
gs_fonts.ps ...) must be in the same directory !

ap

912. Playing a Sample

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-26 21:57:54 UTC
From: tucker@obelix.gaul.csd.uwo.ca
Message-ID: <1992Feb26.215754.14040@julian.uwo.ca>
Source record: 45413

Hi, I missed the beginning of this thread where there may actually
have been code given to do this. What I need is assembly code for
playing back an 8-bit sample as found on atari.archive (for now anyways)

Or, could some one point me at the appropriate source on a.a?

Email me at tucker@gaul.csd.uwo.ca or sa_john@vaxi.sscl.uwo.ca;
or post it here, I'll find it.

Thanks in advance.

913. SST on a 1040ST? Re: Dave Small's SST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-26 22:54:18 UTC
From: bwhite@bigbird.cs.ohiou.edu
Message-ID: <5013@oucsace.cs.OHIOU.EDU>
Source record: 45415

In article <1992Feb24.204103.10034@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>In article <si4mgB1w164w@sys6626.bison.mb.ca> rdo@sys6626.bison.mb.ca (Russell Ochocki) writes:
>>And, the big question, can it run on a 1040STe or must you by a Mega?

>There is a version being made for the MEGASTE/STE computers I do believe.

>However, your gonna have to ditch the MEga STE's case, 1040STE's as well,
>as there isn't enough roon for the proposed upgrade.

Umm, will it work on the original and ancient 1040ST (as in, I've got the Revision A board. We're talking old here)? Case size is not a problem since I've got mine in a tower case.

I don't have the cash for an SST now, but in the future it might be an option.

914. ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-26 23:14:53 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992Feb26.231453.14393@ccu.umanitoba.ca>
Source record: 45414

What is the present situation on ethernet hardware and software for atari computers? I have seen some passing references to products from Germany. Does anyone have specifics? I want to connect a few 1040ST's, megaST's and a TT to ethernet to share hard disks.

Info on alternative high-speed networking solutions welcome.

Werner Ens (ens@ccu.umanitoba.ca)
Physics, Univ Manitoba

915. Re: Dave Small's SST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-27 04:07:33 UTC
From: ekrimen@wet.UUCP
Message-ID: <3345@wet.UUCP>
Source record: 45417

In article <1992Feb24.204103.10034@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>>And, the big question, can it run on a 1040STe or must you by a Mega?
>
>There is a version being made for the MEGASTE/STE computers I do believe.

This is true...

>However, your gonna have to ditch the MEga STE's case, 1040STE's as well,
>as there isn't enough roon for the proposed upgrade.

...this is not. STE (520/1040) users will most likely have to get a PC case, but Mega STE users will not. On the other hand, the Mega STE version won't have all of the features as the SST version that is currently shipping because of size constraints.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

916. ST databases

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-27 05:11:34 UTC
From: swanee@megadata.uucp
Message-ID: <1992Feb27.051134.8817@megadata.uucp>
Source record: 45418

Greetings all,
I am currently looking around at databases and would
like to know if anyone out there knows of a good database that I
may be able to get over here downunder. I've been playing around with
Superbase for a while but it is very slow when performing a query on
a reasonable sized database. I've heard 'Phoenix' mentioned but I
know nothing about it, let alone its availability over here.
BTW, I've been trying to do part field matches in Superbase (i.e.
matching a text string with a part of a field) and all it seems to
want to do is match the string to the entire field. This is pretty
useless if you have a 'keywords' field and want a match with only one
keyword from this field. Perhaps I'm just not using it correctly (more
likely). Any clues or advice would be appreciated.
Thanks in advance,

Sla/n go fo/ill,
Risky B.

Geoff Swan _--_|\ swanee@megadata.oz.au
Megadata Pty Ltd / \
2/37 Waterloo Rd, North Ryde, _.--._/ +61-2-805-0899
NSW 2113, Australia. v (AH) +61-2-477-6519

917. TOS 2.xx/3.xx (was: Re: XCONTROL and other questions)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-27 08:44:25 UTC
From: kowa@Informatik.TU-Muenchen.DE
Message-ID: <1992Feb27.084425.26451@Informatik.TU-Muenchen.DE>
Source record: 45422

In article <1992Feb24.230951.7057@atari.uucp>, towns@atari.uucp (John Townsend) writes:
...
> Funny you should mention this.. TOS 2.06 and TOS 3.06 have a feature that
> will allow you to enter the values for the keystroke you want. You simply
> hold down the ALT key and enter the numbers on the keypad. Just another
> reason to consider upgrading to the latest TOS version!
...
> ==
> John Townsend, TOS Systems Group ames!atari!towns | towns@atari.uucp

By the way, what's the difference between TOS 2.06 and TOS 3.06 (or,
more generally, between TOS 2.xx and TOS 3.xx)?

Wolfgang

--
Wolfgang L.J. Kowarschick ! ! / kowa@forwiss.tu-muenchen.de
FORWISS, FG Wissensbasen ! !/
TU Muenchen ! /\ !\ phone: +89/48095-206 (-200)
West Germany !/ \! \ fax: +89/48095-203

918. Re: Memory protection again...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-27 09:55:13 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Feb27.095513.28264@Informatik.TU-Muenchen.DE>
Source record: 45424

In article <sourada.697668732@vincent1.iastate.edu>, sourada@iastate.edu (Steven D Ourada) writes:
|> Well, I didn't get any responses to my query for details about ST/TT
|> memory protection, so I'll ask yes/no questions :-) :
|> Is there any memory protection in the TT other than that which is in the
|> ST (only supervisor mode code can access system variable and hardware
|> registers)?
|> Will there be any in the future (educated guesses also)?
|>
|> Thanks,
|> Steven Ourada

I think there will:

As ATARI stated the MultiTOS will only work with Ataris having a PMMU.
So the will use the PMMU for memory protection.

(better a coredump of oner process then the wonderfull bombs and loosing all your work)

Greetings fro Munich

Ewald

==========
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

919. Re: Memory upgrading

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-27 11:14:25 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Feb27.111425.29812@Informatik.TU-Muenchen.DE>
Source record: 45426

In article <1992Feb13.021409.8566@actrix.gen.nz>, Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
|> In article <1992Feb11.213152.549@rice.edu> vjrao@owlnet.rice.edu (Vinay Julapalli

[...]

|> > Also, what kind of speed of SIMMS would I need to get(80ns,100ns,
|> > 120ns,etc.)? Would they all have to be the same speed? Thanks in advance to
|> > anyone who answers my questions.
|> > --
|>
|> SIMMS go in pairs, so you will nead 2, 1 meg by 8/9 bits, I don't know
|> if the Rams run faster in the 16 mhz mode of a MegaSTE, but the old
|> STE's used the slow 120 ns ones..
|>
|> Check the printing or your SIMMS for the speed info, after the part No.
|> you should see a -80 or a -120 this is the speed info...
|> --
|> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
|> *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
|> *** Kapiti At least I don't Flicker, ***
|> *** New Zealand.. * not like a dying light globe ***

The MegaSTE uses 16 MHz only for the CPU and the cache NOT the memory

Greetings from Munich

Ewald

==========
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

920. Re: 50Hz on a T. V.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-27 11:31:30 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb27.113130.15279@actrix.gen.nz>
Source record: 45425

From memory there was a Pal version of Spectrum 512, ie, 50hz version,
did that not have a 50hz Slide Show...

50/60hz TV's, some TV's divide the line frequency down to get the Frame
frequency, this is a problem as there is no way to change the frame rate,
but I did see once on a circuit of a TV , that one of the IC's had a
switch option for 50/60hz, but this was not connected..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

921. Re: Out of Memory error (STE)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-27 11:49:56 UTC
From: etmbvdb@sunshine17.ericsson.se
Message-ID: <1992Feb27.114956.11718@ericsson.se>
Source record: 45427

In article <PATZOVD@mailgzrz.tu-berlin.de> subiaagb@w350zrz.zrz.tu-berlin.de (Andre Pareis) writes:
>In article <1992Feb13.105120.5779@email.tuwien.ac.at>, kdv_521@eimoni.tuwien.ac.at writes:
>|> >
>|> > I discovered why my MegaSte kept giving "out of memory" messages when I
>|> > booted up or ran a program. I wanted to set up NEWDESK.INF so that I could
>|> > run *.arc, *.zoo, and *.lzh files as applications to the same arc'ing
>
>
>This isn't possible, you can install one file extension with one program only.
>May be later TOS versions allow this, but in TOS 2.05-6 it doesn't work.
>
Yes, it is possible to install more than one file extension to with
one program.
>
>|> > shell. So I set up an application for *.zoo, copied the "G" line twice,
>|> > altered one line from *.zoo to *.arc, and the other to *.lzh.
>
>It's better when you delete these lines from the NEWDESK.INF file, that also
>will not work.
>
When you do a INSTALL APPLICATION, give the file extension *.zoo and
repeat this operation for the *.arc and *.lzh and after that save the
desktop, the specified program is called for each extension. I use
the same way for my compressed files (tos 2.06).

Berry

922. Mint and Geminii

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-27 11:51:14 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1992Feb27.115114.28965@newcastle.ac.uk>
Source record: 45428

Could some one tell me if geminii (v1.2) will run under mint, Are there any problems?, I like the command line that comes with Geminii and also like to be able to use the desktop from time to time. Does the command line let me use the additional features of mint.

Dave J.

D.M.Johnson@newcastle.ac.uk

923. SCC 8530 SDLC-Mode

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-27 13:32:00 UTC
From: Robert_Irrgang@ka.maus.de
Message-ID: <A659@KA.maus.de>
Source record: 45436

Hallo,

please excuse any mistakes.

I need some help in the programming of the ZILOG SCC 8530 in the TT and Mega STE.

I want to use the LAN-Interface in SDLC-Mode, but I have problems with the init of the SCC for SDLC-Mode. My routines use the poll-mode of the SCC, but I can't send or receive anything.

My low-level-routines are like the AplleTalk LAP-Routines (old version).

Has anyone an idea for this problem?

cu
ri

*** Robert Irrgang e-mail: Robert_Irrgang@ka.maus.de

924. Re: Hard Drive Q.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-27 14:49:45 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Feb27.144945.15715@unix.brighton.ac.uk>
Source record: 45430

I hate to break up this continual cross-rectification of wrong ideas but
if you want to have a big drive with 16 tho or 32 tho sectors you _MUST_
have some to convert a 'one 64K-long sector please' into 'the system wants 128
512K sectors' this means the tos thinks there are a ok number of (big) sectors
- sector sizes are held in 2 bytes so.... hmmm thats 65535 sectors each with
65535 bytes (max) = 4194176 ish Kb = 4095.875001 GIGABYTES
The FAT will _STILL_ take up 65535*16 bits = 131070 bytes = 2 sectors !!!
(each sector is 65535 ish bytes remember) so what is the problem all you need
is a driver to do the conversions internally and send out the siggs to the
device.

Domenico De Vitto
ddv@uk.ac.bton.unix

I think that the above is a near the truth, but don't flame me about
"it's 65536 not 65535" or vs.vs (or anything else) 'cause I don't really care.

925. Re: 4-Channel Samples on an ordinary ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-27 16:13:17 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Feb27.161317.22632@wam.umd.edu>
Source record: 45429

In article <5568@charon.cwi.nl> eker@cwi.nl (S.M. Eker) writes:
>In article <PAUL.92Feb25094440@nsx.kagaku.se.fujitsu.co.jp>,
>paul@kagaku.se.fujitsu.co.jp (Paul Donnelly) writes:
>
>|> You <nasty expletive>! I'm the demo coder in question, and that was
>exactly the...
>
>Watch the language!

Yeah; no one needs to read this kind of crap. Keep your misogynystic
profanity to email please.

>>[Paul's experiences with sample playback deleted]
>
>The problem is of course that the two samples will need to be played back at
>different frequencies (else you could add them together at compile time)
>and thus you can't arrange for the next byte of both samples to lie
>in locations consective to their respective previous bytes.

Bingo. Unless you stretch and shrink the samples ahead of time for all
the possible pitches, you need to have a separate timer for each
voice. The ST does have two available timers (A & D), though
coordinating the two to mix the samples doesn't seem easy; I doubt
you'd get very good sound quality, but it could work. Using timer D
would also cost you your RS-232 timing.

If anyone's written a multi-voice sample playback routine *without*
prescaling the samples, I'd be very interested to hear how it's done.
Otherwise the technique is limited to demos and trackers, not
things like games where you need to devote some RAM to annyoning
trivialities like graphics. :-)

>It's always suprises me how jealous demo coders are of their tricks & hacks -
>it seems contrary to the hacker tradition of freedom of infomation and means
>that everyone who wants to push their machine to the limits has to reinvent
>the wheel... (and some of them rounder than others :-)

Agreed.

>I think it would be a good idea if sound & video code was distributed
>via this group so that it could be prgressively refined and everyone
>could use the fastest
>sample / sprite /parallax etc routines. (After all demos aren't commercial.)

With that in mind, I'll mention that you can get assembly code to play
samples (one channel) from atari.archive:atari/sound/players/resound.arc.

Dave Baggett
dmb@wam.umd.edu

926. Re: Mint and Geminii

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-27 16:49:46 UTC
From: "U.Kuehn" <ZW0007@DMSWWU1C.BITNET>
Message-ID: <92058.164946ZW0007@DMSWWU1C.BITNET>
Source record: 45433

In article <1992Feb27.115114.28965@newcastle.ac.uk>, D.M.Johnson@newcastle.ac.uk (Dave Johnson) says:
>
>Could some one tell me if geminii (v1.2) will run under mint, Are there any
>problems?, I like the command line that comes with Geminii and also like to be
>able to use the desktop from time to time. Does the command line let me use
>the
>additional features of mint.
gemini works under mint, I tried it, and had no problems at all.
But to get the additional features (i.e. starting programs to background), you have to do some things on your own, for mupfel does not know about mint.

Ulrich

+--------------+--------------------------+-----------------------+
| Ulrich Kuehn | Internet: | Do they know that they &#65533;
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? &#65533;
+--------------+--------------------------+-----------------------+

927. Re: Out of Memory error (STE)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-27 18:03:06 UTC
From: subiaagb@w350zrztu-berlin.de
Message-ID: <5AUZKGE@mailgzrz.tu-berlin.de>
Source record: 45431

In article <1992Feb27.114956.11718@ericsson.se>, etmbvdb@sunshine17.ericsson.se (Berry van den Biggelaar) writes:
|> In article <PATZOVD@mailgzrz.tu-berlin.de> subiaagb@w350zrz.zrz.tu-berlin.de (Andre Pareis) writes:
|> >In article <1992Feb13.105120.5779@email.tuwien.ac.at>, kdv_521@eimoni.tuwien.ac.at writes:
|> >|> >
|> >|> > I discovered why my MegaSte kept giving "out of memory" messages when I
|> >|> > booted up or ran a program. I wanted to set up NEWDESK.INF so that I could
|> >|> > run *.arc, *.zoo, and *.lzh files as applications to the same arc'ing
|> >

|> When you do a INSTALL APPLICATION, give the file extension *.zoo and
|> repeat this operation for the *.arc and *.lzh and after that save the
|> desktop, the specified program is called for each extension. I use
|> the same way for my compressed files (tos 2.06).

When you install a application with *.zoo and repeat this step, you _must_ delete the text ZOO so that you can type LZH. Now when you do Okay tos will delete the previous installation and install the new one. If you just do a SAVE DESKTOP, the old line for *.zoo will be overwritten.

So I think it is _NOT_ possible to install more than one file extension per application. Try what I said and you will see it.
ap.

928. Re: Dave Small's SST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-27 18:05:25 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb27.180525.14541@tdb.uu.se>
Source record: 45432

ekrimen@wet.UUCP (Ed Krimen) writes:
: In article <1992Feb24.204103.10034@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
: >>And, the big question, can it run on a 1040STe or must you by a Mega?
: >
: >There is a version being made for the MEGASTE/STE computers I do believe.
:
: This is true...
:
: >However, your gonna have to ditch the MEga STE's case, 1040STE's as well,
: >as there isn't enough roon for the proposed upgrade.
:
: ...this is not. STE (520/1040) users will most likely have to get a PC case,
: but Mega STE users will not. On the other hand, the Mega STE version won't
: have all of the features as the SST version that is currently shipping because
: of size constraints.

It looks like you know lots about the SST. Do you also know
which features will be left out in the MSTE-version and when
it will begin to ship (the MSTE version)?

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

929. Re: Dave Small's SST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-27 22:26:54 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Feb27.162654.2655@doug.cae.wisc.edu>
Source record: 45434

In article <1992Feb27.180525.14541@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>ekrimen@wet.UUCP (Ed Krimen) writes:
>: In article <1992Feb24.204103.10034@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>: >>And, the big question, can it run on a 1040STe or must you by a Mega?
>: >
>: >There is a version being made for the MEGASTE/STE computers I do believe.
>:
>: This is true...
>:
>: >However, your gonna have to ditch the MEga STE's case, 1040STE's as well,
>: >as there isn't enough roon for the proposed upgrade.
>:
>: ...this is not. STE (520/1040) users will most likely have to get a PC case,
>: but Mega STE users will not. On the other hand, the Mega STE version won't
>: have all of the features as the SST version that is currently shipping because
>: of size constraints.

I would hate to have to buy another machine to get a FULL SST system.

That would make people very unhappy. I would think Mr. Small is smarter
than that.

>
>It looks like you know lots about the SST. Do you also know
>which features will be left out in the MSTE-version and when
>it will begin to ship (the MSTE version)?
>
>---
>Daniel Eriksson Internet : m91der@tdb.uu.se
>Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
>814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
>SWEDEN Voice : +46 (0)26 72901

-Greg

930. MODs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-28 00:11:28 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <T01TgB1w164w@sys6626.bison.mb.ca>
Source record: 45440

Does anyone know the net address of Pascal Fellerich (the writer of the excellent mod-player, Paula)? Or does anyone know if there is a Paula newer than version 1.5? Thanx.

--- (Trevor Cordes) a user of sys6626, running waffle 1.64
E-mail: genius@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

931. Sozobon 1.33, what happened???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-28 04:44:29 UTC
From: tymbrimi@milton.u.washington.edu
Message-ID: <tymbrimi.699252269@milton>
Source record: 45435

Help!!! Like I mentioned several weeks ago, I installed Sozobon 1.33 (Heat-n-Serve) on my TOS 1.0 520STFM w/ 2.5 megs, it worked flawlessly for a few weeks, and I have just been learning to program it for VDI and whatnot.

This is the problem : The assembler program is broken!?!? Whenever I try to run the assembler (I usually just run CC.TTP and it runs the assembler, JAS.TTP, for me), the computer gets a bus error (2 bombs) and I get this message from the assembler :
Fatal error <no files open>: couldn't open source files...

(Well that was the general idea, it might have been slightly different.. :)
I have checked through all the environmental variables, they are OK, and I am calling the program right (CC file.c lib.a etc...), but the main weird thing is that it worked perfectly two weeks ago!

Can anyone provide some insight into this problem, I am looking forward to doing some neato GEM programming and I don't want to have to download and un-arc that whole entire thing again.

Thanks!

P.S. I got the new Atari Explore and ST Format from Britain, they both have the STBook pictured, it looks cool... Also they had an interview with a guy from Lexicor (Prism Paint, Chronos, etc) that had some cool ideas in it, not the least of was the mention of the Leonardo card, 24bit true color, WOW!

****
Ben Gilbert
tymbrimi@u.washington.edu
****

932. Re: 50Hz on a T. V.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-28 05:09:34 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.3iSeVyuaE0Q@jonh.wimsey.bc.ca>
Source record: 45437

In <1992Feb26.121655.6554@cs.hw.ac.uk>, Neil Forsyth writes:
>In article <sourada.698795565@vincent1.iastate.edu> sourada@iastate.edu
>(Steven D Ourada) writes:
>>BTW, I'd also like to know why some programs (such as demos) need 50Hz to
>>work.
>
>This is usually connected with the software overscan nonsense which is almost
>exclusively used in demos. They toggle the screen frequency at critical times
>during the screen scanning to force display enable on. This only works for
>50Hz native displays and then only on some STs because of chip differences.
>
>I'm quite pleased to see some commercial games that allow you to select the
>screen frequency (usually by pressing a function key) but they should start
>up accepting the default frequency of the machine.
>
The real reason has nothing to do with demos toggling the scan bit.
It's the simple fact that the North American TV's don't lock to 50hz
very well. Even some of the 60hz monitors sold by Atari don't lock,
though most can be adjusted to find an accepable compromise between 50
and 60 hz. TV's on the other hand are becoming less adjustable, as the
adjustment is taken over by automatic circuitry, which isn't designed
with the expectation of seeing a 50hz scan frequency. It's nice that
some games allow the toggle, but many UK games companies consider the
NA games market so trivial, they won't even bother making this conc-
ession to the North American market.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

933. Re: ST databases

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-28 07:17:12 UTC
From: schwenk@priamos.informatik.uni-stuttgart.de
Message-ID: <18688@ifi.informatik.uni-stuttgart.de>
Source record: 45438

I'm using ADIMENS ST Plus for a long time, even for business.
It is not the fastest but if you have less than 5000 sets in a file
it nearly works at real-time (with a good harddisk). ADIMENS is not
supported any more but Application Systems Heidelberg bought the
license and developped with the same developpers from ADIMENS the
new Phoenix Database System. For me it's the best database
momentarily at the market. But if you wait a little longer, there
will be a very fast database called 1stBase which is very new.

Mail, if you have further questions

Friedemann
email: schwenkreis@informatik.uni-stuttgart.de

934. Re: Playing a Sample

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-28 09:29:06 UTC
From: robin@castle.ed.ac.uk
Message-ID: <18561@castle.ed.ac.uk>
Source record: 45348

In article <1992Feb26.215754.14040@julian.uwo.ca> tucker@obelix.gaul.csd.uwo.ca (John Tucker) writes:
>Hi, I missed the beginning of this thread where there may actually
>have been code given to do this. What I need is assembly code for
>playing back an 8-bit sample as found on atari.archive (for now anyways)

I think nt_comp at a.a has source for playing samples, I could be wrong though!

Robin

935. Re: Lint availble for ST/MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-28 10:02:14 UTC
From: bkr@drdhh.hanse.de
Message-ID: <1992Feb28.120214.10963@drdhh.hanse.de>
Source record: 45360

bobhays@spss.com (Bob Hays) writes:
>You see, this is the biggest waste of all.... First you tell us that the
>compiler should do it and then you answer the question by wasting more width
>and reader time by saying no, I don't know how to answer your question.
>Wonderful....

Think you should wonder if anybody likes to give answer to your
questions, my dear.

>Have fun! - Bob

Sure I had.

--
bkr@drdhh.hanse.de - Bjoern Kriews - Stormsweg 6 - D-2000 Hamburg 76 - FRG

"Finally, some good software for a PC." -- Steve Jobs on NeXTstep '486

936. Re: Out of Memory error (STE)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-28 10:03:38 UTC
From: terjeve@ifi.uio.no
Message-ID: <TERJEVE.92Feb28110338@kolsaas.ifi.uio.no>
Source record: 45350

In article <5AUZKGE@mailgzrz.tu-berlin.de> subiaagb@w350zrztu-berlin.de (Andre Pareis) writes:

[..stuff deleted..]

So I think it is _NOT_ possible to install more than one file extension
per application. Try what I said and you will see it.
ap.

Oh yes, it is possible.
Here is the bottom part of my DESKTOP.INF file :

```
#F FF 04 @ *.*@
#D FF 01 @ *.*@
#P 03 04 C:\MINIVIEW.TTP@ *.*@
#G 03 FF *.APP@ @
#G 03 FF *.PRG@ @
#F 03 04 *.TOS@ @
#P 03 04 *.TTP@ @
#P 03 04 G:\PACK\UNARC.TTP@ *.ARC@
#G 03 04 G:\PACK\UNLZH17.PRG@ *.LZH@
#G 03 04 G:\GRAPHICS\GEMVIEW.PRG@ *.PC?@
#G 03 04 G:\GRAPHICS\GEMVIEW.PRG@ *.PI?@
#G 03 04 G:\GRAPHICS\GEMVIEW.PRG@ *.IMG@
#G 03 04 G:\GRAPHICS\GEMVIEW.PRG@ *.GEM@
#G 03 04 G:\GRAPHICS\GEMVIEW.PRG@ *.IFF@
#G 03 04 G:\GRAPHICS\GEMVIEW.PRG@ *.TNY@
#G 03 04 G:\GRAPHICS\GIFFER.TTP@ *.GIF@
#G 03 04 G:\GRAPHICS\GEMVIEW.PRG@ *.SP?@
#P 03 04 G:\GRAPHICS\CONVRT2X.TTP@ *.CVG@
#G 03 04 G:\PACK\DCX_PLUS.PRG@ *.ZOO@
```

Firstly GEMVIEW has been installed with 7 different extensions, and
then I have installed MINIVIEW so that it will start up when files with
unknown extensions are encountered.
When you double-click on a file, the DESKTOP.INF file is read from the
bottom. If the extension isn't found in the bottom line, the previous
line is tested ... and so on.
however, this can't be done from the desktop-menu, you will have to
use a text-editor to edit it.

--

Terje Vernly
Internet : terjeve@ifi.uio.no
----

937. 2nd drive on MSTE Host adaptor?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-28 10:07:15 UTC
From: oli@math.rwth-aachen.de
Message-ID: <oli.699271635@ernie>
Source record: 45439

Are there any experiences about connecting a second SCSI drive to
the internal host adaptor of the Mega STE? How many drives will
the adaptor support?

Oliver
--
Heute hack ich, morgen crack ich, uebermorgen hol ich mir dem SysOp sein Login.
Ach wie gut dass niemand weiss, dass ich oli@math.rwth-aachen.de heiss.

938. Re: 4-Channel Samples on an ordinary ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-28 10:51:40 UTC
From: eker@cwi.nl
Message-ID: <5598@charon.cwi.nl>
Source record: 45341

In article <1992Feb27.161317.22632@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:

|> Bingo. Unless you stretch and shrink the samples ahead of time for all
|> the possible pitches, you need to have a separate timer for each
|> voice. The ST does have two available timers (A & D), though
|> coordinating the two to mix the samples doesn't seem easy; I doubt
|> you'd get very good sound quality, but it could work. Using timer D
|> would also cost you your RS-232 timing.

I don't think coordinating two timers is really practical. Anyway I think you may be confusing sampling frequency with the frequency present within the sample (what I was refering to).

|> If anyone's written a multi-voice sample playback routine *without*
|> prescaling the samples, I'd be very interested to hear how it's done.
|> Otherwise the technique is limited to demos and trackers, not
|> things like games where you need to devote some RAM to annyoning
|> trivialities like graphics. :-)

I've never coded a sample playback routine & I don't have my STe with me to try now; but this is how I think you do it...

The basic idea is to play all samples back a fixed frequency (say 12.5KHz) and change the pitch by skipping data.

You first need to have your sample recorded (or interpolated to) a frequency (say 100KHz) much higher than your constant playback frequency. Now if the original pitch was say middle C and you play it back at 12.5KHz you'll be a couple of octaves low. But if you play it back and only use every 4th sample you'll be back at your original pitch. And if you play it back and use every 6th sample you'll increase the pitch by a perfect 5th (in this case G above middle C). The general formula is (assuming an even tempered scale)

$$\text{step_size} = 2^{\frac{(x/12)\ \text{rec_freq}}{\text{play_freq}}}$$

where x is the number of semi-tones you want to raise (-ve to lower) the pitch.

Now you can see why the rec frequency should as large a multiple of the playback
frequency as you can afford the RAM for - it minimises rounding errors and improves pitch accuracy. If you round the step size to an integer you're likely to get substatial errors in pitch - better to scale the step size by a power of 2 and scale the current position in the sample table back when

you actually fetch the sample byte - if you have cpu time to burn you could even
try interpolating adjacent sample bytes using the fractional part of the current position.

Now since all samples will have the same play back frequency (regardless of actual
pitch) you can add them together with out difficulty. On a ST I believe there are only 3 * 16 levels of amplitude available so you will need a look up table to do the convesion. On the STe there are two 8-bit channels available and you can use the DMA to do double buffering - you only have to run an interupt rountine when one the current buffer is empty. The interupt code should switch the DMA reg to the 2nd buffer (which contains fresh data) and refil the old one. In this way you only have to use a small fraction of the CPU time to do sound precessing in the background.

Note that since you are skipping data by different values for each (virtual) channel there it no fancy way (at least that I can think of) to arrange the data in memory so that you can process two consecutive sets of bytes using the 68k's word instructions - this was my original point.

Paul claimed 15.5% vbi for (I think) two mono samples at 12.5KHz. This gives about (96cpu cycles & 24mem cycles) / (computed sample byte) which seems a
little slow for linear code - but perhaps he is doing some fancy processing to keep up the sound quality. By the way if you want to loop samples you should scale your sample so that the loop is a power of 2 to avoid wrap-around checking.

Steven

939. Re: ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-28 11:11:35 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <699275495.1120@minster.york.ac.uk>
Source record: 45349

In article <1992Feb26.231453.14393@ccu.umanitoba.ca> ens@ccu.umanitoba.ca writes:
>What is the present situation on ethernet hardware and software for
>atari computers? I have seen some passing references to products from
>Germany. Does anyone have specifics? I want to connect a few 1040ST's,
>megaST's and a TT to ethernet to share hard disks.

You can fit any "eurocard" style VME bus Ethernet card to a TT or Mega STE.
You'll have to find a driver for it, and I can't help there -- the people I
know with ethernet cards run Unix SVR4 (sort of a _big_ ethernet driver :-))

>Werner Ens (ens@ccu.umanitoba.ca)
>Physics, Univ Manitoba

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

940. Re: Out of Memory error (STE)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-28 15:44:10 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Feb28164410@orion.laas.fr>
Source record: 45346

>>>>> Regarding Re: Out of Memory error (STE); subiaagb@w350zrztu-berlin.de (Andre Pareis) adds:
AP> So I think it is _NOT_ possible to install more than one file extension
AP> per application. Try what I said and you will see it.

At least in good ol' TOS 1.0 and 1.02 it was easy to do! Maybe the
Install menu item does not allow this, but manually editing
DESKTOP.INF worked well enough for me: MG was called on all *.H, *.C,
*.G, and *.INF files.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

941. NVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-28 16:13:38 UTC
From: elendir@inf.enst.fr
Message-ID: <1801@ulysse.enst.fr>
Source record: 45351

rh0083b@medtronic.com (Roger Hunen) writes:
-> In article <1789@ulysse.enst.fr> elendir@inf.enst.fr writes:
-> > Well, NVDI runs on the TT. BUT IT HAS MANY BUGS ! (At least the version 2.00

-> Sorry to hear this, NVDI 2.0 works fine on my 1040 with TOS 1.4. I hope
-> somebody at Bela gets these messages. Anyway, if you find bugs in a
-> product, report them to the authors as well. They'll appreciate your help
-> [though they will not always reward you with a free update :-(].

Well, it was not exactly my TT, but the magazine's one. We ran SIM CITY with NVDI, it was really a mess : as the mouse moved through the screen, it left an area of garbage... And it has got some problems with a software called "Le Redacteur", but here I suspect the word processor to be faulty.

I think we reported the bugs in the test article we made.

Ciao.

20 100

--

Warning : Device /dev/coffee_machine not responding.
Please fix and reboot.

942. Re: 4-Channel Samples on an ordinary ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-28 16:36:49 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Feb28.163649.4440@wam.umd.edu>
Source record: 45342

In article <5598@charon.cwi.nl> eker@cwi.nl (S.M. Eker) writes:
>I don't think coordinating two timers is really practical. Anyway I think you
>may be confusing sampling frequency with the frequency present within
>the sample (what I was refering to).

Hmm? I don't follow this. If you want to play back samples at different pitches you need to scale your samples to all the possible pitches you want to play, either in precalculation or in real-time. You can either FFT them to change the frequency domain directly (very slow without hardware support) or just stretch and shrink them. The latter techqniue also aliases the sound, so you get a different timbre. Hence the "munchkin effect." But it does have the virtue that it can be done very quickly, which is why it's used in most sampling keyboards (if not all) and computer programs.

But the point is that to play four voices simultaneously at four potentially different pitches (like a tracker does) you need to either prescale the samples ahead of time and store them in a big table (possible in a tracker where the only advertised function is to play music but not in a game where you have code and RAM devoted to gameplay and graphics) or scale them in real time by changing the playback frequency.

The reason you can't do the latter is that you don't have four inependent timers on the ST. That means at least some of the samples will have to be played back at the same frequency. Hence you need to do some kind of software scaling.

At least, that's what I meant to say.

>The basic idea is to play all samples back a fixed frequency (say
>12.5KHz) and change the pitch by skipping data.

A friend of mine has dubbed this the "Car Wars" method because it's just like the movement system in the Steve Jackson wargame of the same name.

The problem with the Car Wars method is that you'd have to run your base timer incredibly fast to get accurate timing. As you mentioned in passing, to get the next half step of pitch you multiply frequency by the 12th root of 2. That's not a big number (approx 1.06), so the difference between notes at lower frequencies is very small. (e.g., A = 440Hz, A♯ = 466.4 under on popular tuning system) The Car Wars method is not going to get you accurate differences of 16.4 cycles per second.

> The general formula is (assuming an even tempered scale)
>
> (x/12) rec_freq
>step_size = 2 -------------
> play_freq
>

Yeah, but let's try some real numbers. Asume a base frequency of 250kHz. This is impossibly fast for an 8 MHz ST, but lets assume everyone has Dave Small's 50 MHz SST board for the sake of argument. Look at succesive divisions of two (kHz):

250, 125, 62.5, 31.25, 15.625, 7.8125, 3.90625, 1.953125, .976, .488, .244, .122, .061, .03, .015, .0075

So you see that our A and A♯ would both map to 488Hz, as would most other notes in that octave. In fact, you only have 15 distinct pitches across the whole audio spectrum!

But actually there's a bit more to the Car Wars method as my friend describes iut, and perhaps this is what you were getting at: There's no reason you always have to divide by two, since you're really just skipping a certain number of sample each iteration. So you can divide your main clock by 2, 3, 4, 5 ... with no problem -- it's all addition anyway. This will give you some more accuracy.

You can also skip different amounts each time; e.g., skip 2, then 3, then 2, etc. This might produce an even slowdown when taken across the whole sample.

It seems possible to write a 4-voice sample player using this kind of Car Wars table-driven technique but I'm not sure the results would be that great. That's why I was curious to hear if anyone had tried scaling the samples in real-time like this.

Dave Baggett
dmb@wam.umd.edu

943. Tape Backup

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-28 17:11:54 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Feb28.171154.5382@umbc3.umbc.edu>
Source record: 45343

Hi.. I need a program for the ST that will work with a Tape backup drive.
I would like to just get a SCSI tape drive, and backup my HD onto it, freeing
up my SyQuest carts for more important things.

I saw a program for the IBM once that would let you go through the programs
on the tape and selectively retreive things. That would be best case..

If anyone knows of a program.. please drop me some mail.. Thanks..

--

---------------\ Paul Danckaert | ac999108@umbc5.umbc.edu /------------

944. Re: Out of Memory error (STE)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-28 17:41:05 UTC
From: ec333way@sail.uwaterloo.ca
Message-ID: <1992Feb28.174105.17291@watserv1.waterloo.edu>
Source record: 45345

>delete the text ZOO so that you can type LZH. Now when you do Okay tos
>will delete the previous installation and install the new one. If you just
>do a SAVE DESKTOP, the old line for *.zoo will be overwritten.
>
>So I think it is _NOT_ possible to install more than one file extension
>per application. Try what I said and you will see it.
> ap.
It is QUITE possible, as I have been doing it for YEARS on both tos 1.0 and now 1.2... The easiest way to do it is this: install the app for ONE of your extensions ONLY.. Save your desktop.. Then pull up your desktop.inf file in your favourite editor.. Simply copy the line where it contains your app for each extension you need. Then, change the extension for each different one, and resave your desktop.inf.. Voila!
(here's what I mean - let's assume your app is called arc.prg)
desktop.inf looks like:
..... (bunch of stuff)
#03 #04 @arc @arc.prg (just a sample - info is NOT accurate)
you copy it 5 times, and then it looks like:
#03 #04 @arc @c:\path\arc.prg (this lets you run it from a different dir)
#03 #04 @zoo @c:\path\arc.prg
@lzh
@zip

etc... If you still have problems, I can send you my desktop.inf file..
btw, only use c:\path\filename.ext if you're using a hard drive.. If you're only going to be doing this off floppy (I would assume you have an hd), then don't bother with the path and just put the archiver on the root dir..

Mattias Hembruch
mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.ca
--
Mattias Hembruch
mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.ca

945. Need help installing GNU C++ (G++)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-28 18:03:04 UTC
From: cmedley@wam.umd.edu
Message-ID: <1992Feb28.180304.7255@wam.umd.edu>
Source record: 45344

I've been trying (on and off) to try to get the G++ package installed on my Mega ST 2. I've got a 105MB HD, so disk space is no problem, but I only have 2MB of RAM (soon to be 4MB).

My problem is that I'm completely lost (still!) as to the proper environment variables used, and where all the files from each particular archive go. If someone could email me a description of their G++ installation and a listing of the files and directories so I could see how this should go (and to check for omissions in my own), this would be greatly appreciated.

Also, the error that has led me to this point of frustration is that when I do:

g++ average.cc

<average.cc is a simple 1K program to average some integers... no biggie>

I always get:

xfile.o: vfscanf not defined

<there may be some underscores omitted from the vfscanf name...>

Thanks in advance for any help...

946. Re: 2nd drive on MSTE Host adaptor?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-28 19:49:06 UTC
From: ttpui@bnr.ca
Message-ID: <7524@bnr-rsc.UUCP>
Source record: 45347

In article <oli.699271635@ernie> oli@math.rwth-aachen.de (Oliver Bonten)
writes:
>Are there any experiences about connecting a second SCSI drive to
>the internal host adaptor of the Mega STE? How many drives will
>the adaptor support?
>
>Oliver
>--
>Heute hack ich, morgen crack ich, uebermorgen hol ich mir dem SysOp sein
Login.
>Ach wie gut dass niemand weiss, dass ich oli@math.rwth-aachen.de heiss.
>
I too would be VERY intersted in knowing you can attach more than one
drive to the Mega STe host adapter. I tried to find out myself and
had no luck. Also there are some dip switches on the board, I played
with them and had 2 drive connected, but had no luck. Please keep me
informed also.

regards,
Anthony Paul

ttpui@bnr.ca

947. MegaSTE Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-29 04:00:32 UTC
From: vjrao@owlnet.rice.edu
Message-ID: <1992Feb29.040032.15597@rice.edu>
Source record: 45352

I just bought a MegaSTE and am experiencing a couple of problems with it:

1) In monochrome mode, faint vertical bars are present on the screen
(especially noticeable at 8mhz).

2) On some sound demos, the sound has static/noise.

3) The right edge of the screen screen shifts over to the left after running
certain picture viewer programs.

I believe some others were also experiencing some of these symptoms on their
machines not too long ago. Does anyone know what could be the cause of any
of these problems? I have returned my first machine for another, and although
less noticeable, this new machine seems to have the same problems as the other
one. It seems there are a lot of MegaSTE's that have these problems and I
wonder if anyone at Atari has anything official to say about this. Thanks in
advance.

--
****
Vinay Julapalli Rao vjrao@owlnet.rice.edu
****

948. Re: Need help installing GNU C++ (G++)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-29 08:05:42 UTC
From: rosenkra@convex.com
Message-ID: <1992Feb29.080542.5948@convex.com>
Source record: 45353

In article <1992Feb28.180304.7255@wam.umd.edu> cmedley@wam.umd.edu (ENiGMA Software) writes:
>My problem is that I'm completely lost (still!) as to the proper
>environment variables used, and where all the files from each particular
>archive go. If someone could email me a description of their G++
>installation and a listing of the files and directories so I could see
>how this should go (and to check for omissions in my own), this would
>be greatly appreciated.

i am enclosing my startup file for gulam (gulam.g) that includes everything you need for GCC and G++. note that you do need GCC, too, to run G++. i think u need the cpp and certainly the libraries and probably thus the header (*.h) files. i don't have just g++, so i could not tell you which pieces of GCC are needed. with 105 MB as you claim to have, this should be no problem. when in doubt, get everything u can...

obviously, you will have different directory structure. the really important things are:

PATH for non-gnu executables (dirs)
GNUINC for GCC headers (dirs)
GNULIB for *.olb and startup crt0.o (dir)
GCCEXEC prefix for executables (see below)
GXXINC for G++ headers (dirs)
env_style for extended args (this is usually needed for
> 128 char command lines which gcc.ttp gens)

i think both gcc and g++ also use TEMP (which i set to my 1 MB ramdisk). i use GNU make 3.60 which i hacked up slightly. works fine. needs env_style in gulam. your shell may vary.

also be careful when unpacking the executables. the files MUST be named gcc-*.ttp, and NOT gcc_*.ttp (underscore for dash). zoo may have a problem with these. if u get the underscore, just mv the file(s).

good luck...

-bill
rosenkra@convex.com

```
#============================================================================
# startup file for gulam, megafile60+sh204 91/7/23 wjr
#
# for mega with ramdisk (drive J:). 2 daisychained hard drives.
# megafile has C:,D:,E:,F: and sh204 has G:,H:,I:
#
# this includes support for GCC and G++ (at bottom)
```

```
#=============================================================================
#

# gulam customization environment variables...
#set show_mem 1
set verbosity 2
set gulam_help_file g:\gulam\gulam.hlp
#set dir_cache 1
set baud_rate 9600
set sz_rs232_buffer 4096
set history 100
set histfile g:\gulam\history.g
# this also sets environment $HOME
set home g:\

# timezone (RCS needs the colon, which is POSIX, else it uses GMT)
# this may screw up my own stuff and possibly zoo. you can't have
# everything...
#setenv TZ EST5EDT
setenv TZ :EST5EDT

# well-know places
setenv TEMP j:\tmp
setenv TMPDIR j:\tmp
setenv INCDIR c:\include
setenv BINDIR c:\bin
setenv LIBDIR c:\lib
setenv MANDIR c:\man
setenv MANPATH c:\man
setenv ETCDIR c:\etc

# for madmac...
setenv MACPATH 'c:\include\mac;c:\include;c:\include\sys'

# for aln v 2/90...
setenv ALNPATH c:\lib

# for nroff...
setenv TMACDIR j:\bin

# for gnuplot...
setenv GNUHELP c:\local\lib\gnuplot.gih
setenv SHELL c:\local\bin\g_shell.ttp
setenv GNUTERM gem

# for ghostscript...
setenv GS_LIB e:\gs,e:\gs\ps,e:\gs\fonts
# use this for v2.2:
#setenv GS_LIB e:\gs,d:\gs22\ps,e:\gs\fonts
# (i moved 2.2 to the 2.1 directory, more or less replacing it)

# this interferes with man(1):
#setenv PAGER c:\usr\bin\less.ttp
```

```
# unless this is used:
setenv MANPAGER j:\bin\manpager.ttp

# misc stuff...
setenv LOGNAME rosenkra
setenv USER rosenkra
#setenv SHELL c:\gulam1.prg
setenv EDITOR j:\bin\emacs.ttp
setenv TERM s0
setenv TERMCAP $ETCDIR\termcap

setenv LESS -mC

#============================================================================
#
# aliases...
alias acc 'gem gemacc'
alias al alias
alias bez e:\games\bez
alias bonw 'c:\bin\stty fg 000 bg 777 blink'
alias cpr 'cp -r +t'
alias cpt 'cp +t'
alias d dirs
alias dff 'c:\bin\df'
alias das gem dasm2
alias env printenv
alias gnu emacs
alias hi history
alias ll 'ls -lF'
alias llr 'ls -lRF'
alias lo exit
alias lr 'ls -RF'
alias ls 'ls -F'
alias m man
alias mcat 'j:\bin\cat'
alias mf mem
alias pkl 'c:\usr\etc\peekl'
alias pkw 'c:\usr\etc\peekw'
alias po popd
alias pu pushd
alias Rm 'rm'
alias rm rm -i
alias Rr 'c:\bin\rm -r'
alias rr 'c:\bin\rm -ir'
alias t less
alias trm 'pushd c:\local ; gem uniterm ; popd'
alias uncompress compress -d
alias wonb 'c:\bin\stty fg 777 bg 000 blink'

#============================================================================
#
```

```
# prompt will be:
# commandnum cwd>
#
# [ESC]bn sets foreground color where n is char 0x20+color
# ' ' = white (0x20)
# '!' = red (0x21)
# '"' = green (0x22)
# '#' = black (0x23)
# (for mono, anything non-white is black so this works both ways)
# [ESC]cn sets background color
# [ESC]p sets reverse video
# [ESC]q sets normal video
#
# color/mono version:

# original prompt
#set prompt '$ncmd $cwd 257'
# my long-term prompt. it screws things up...
#set prompt 'c b!p$ncmd $cwd>qc b# $u'
# this is better...
set prompt '033p$ncmd $cwd>033q'
set prompt_tail ' '

# mono only version:

#set prompt 'p$ncmd $cwd>q $u'

#==============================================================================
#
# startup...

cd g:\gulam
cls
date

alias date 'j:\bin\date'

echo 'NOTE: date aliased to j:\bin\date'
echo 'NOTE: TMACDIR set to j:\bin'
echo 'NOTE: MANPAGER set to j:\bin\manpager.ttp'

# Article 24192 of comp.sys.atari.st:
# From: ljdickey@aftermath.waterloo.edu (L.J.Dickey)
# Newsgroups: comp.sys.atari.st
# Subject: Re: Why wont GCC work ???
# Keywords: GCCEXEC
# Message-ID: <1990Nov20.134147.19663@aftermath.waterloo.edu>
# Date: 20 Nov 90 13:41:47 GMT
# Organization: University of Waterloo
# Lines: 39
#
# >>I am having a heck of a time getting GCC working on our 4 Meg 1040ST
# >>with TOS1.2 here at work.
```

```
# > [...]
# >This happened to me when I first got GCC, the problem is that you have not
# >set your enviroment variables correctly. The vital ones are:
# >
# >GNULIB The location of the library ( .olb ) files.
# >GNUINC The location of the include ( .h ) files
# >GCCEXEC The location of the GCC executables
# >
# I made modest modifications to the gnu.g file supplied by J. Bammi,
# and had complete success the first time I used the GCC compiler.
# My modification of his file starts with:

setenv PATH .,g:\gcc\bin,j:\bin,c:\bin,c:\usr\bin,c:\usr\ucb,d:\rcs\bin,e:\gs\bin,c:\lib\e
macs,c:\lib,c:\etc,c:\usr\etc,c:\local\bin,c:\local,c:\rcs,c:\spell,c:\fed,c:\degas

# set up commands for gcc and gas
#
alias gcc g:\gcc\bin\gcc
setenv gcc g:\gcc\bin\gcc.ttp
alias gas g:\gcc\bin\gcc-as
setenv gas g:\gcc\bin\gcc-as.ttp
alias gcpp g:\gcc\bin\gcc-cpp
setenv gcpp g:\gcc\bin\gcc-cpp.ttp

alias gnm g:\gcc\bin\gcc-nm
setenv gnm g:\gcc\bin\gcc-nm.ttp
alias gar g:\gcc\bin\gcc-ar
setenv gar g:\gcc\bin\gcc-ar.ttp
alias gld g:\gcc\bin\gcc-ld
setenv gld g:\gcc\bin\gcc-ld.ttp
alias gsize g:\gcc\bin\gcc-size
setenv gsize g:\gcc\bin\gcc-size.ttp
alias gsize68 g:\gcc\bin\size68
setenv gsize68 g:\gcc\bin\size68.ttp
alias gmake g:\gcc\bin\make360
setenv gmake g:\gcc\bin\make360.ttp
# experimental version...
alias xgmake g:\gcc\bin\make360
setenv xgmake g:\gcc\bin\make360.ttp
alias gstrip g:\gcc\bin\xstrip
setenv gstrip g:\gcc\bin\xstrip.ttp
alias gprof g:\gcc\bin\gprof
setenv gprof g:\gcc\bin\gprof.ttp

# bison (supposed to find files in $GNULIB)
#
alias bison g:\gcc\bin\bison
setenv bison g:\gcc\bin\bison.ttp
#setenv BISON_SIMPLE g:\gcc\lib\bison.sim
#setenv BISON_HAIRY g:\gcc\lib\bison.hai
```

```
# Flex (put flexlib.olb in $GNULIB)
#
alias flex g:\gcc\bin\flex
setenv flex g:\gcc\bin\flex.ttp
#setenv FLEX_DEF g:\gcc\flexdef.skl
#setenv FLEX_FAST g:\gcc\flexfast.skl
# note: flex v2.3 p7 was patched to look for g:\gcc\flex.ske

#
# NOTE: beginning with gcc V1.37, GNUINC and GNULIB can be
# ',' or ';' seperated list of dirs.
# gcc-cpp looks for GNUINC first, if not found then GNULIB
#
# note: zoo packs/unpacks file "gcc-cpp.ttp" as "gcc_cpp.ttp" so rename it
# to have the dash...
#
setenv GNUINC g:\gcc\include,c:\include
setenv GNULIB g:\gcc\lib,c:\lib
setenv GCCEXEC g:\gcc\bin\gcc-
setenv TEMP j:\tmp

# for g++
setenv GXXINC g:\gcc\include+,g:\gcc\include,c:\include

# for extended args...
set env_style mw

rehash
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com
```

949. Sound/Picture Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-29 13:28:41 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb29.132841.2414@actrix.gen.nz>
Source record: 45354

Some time back there were a few postings on sound a screen problems
with Mega STE's or was it STE's..

If the problem did concern STE's, what are the best programs to show
these faults..

I have just managed to get myself a very cheap STE, at a shop clear out
sale, say $230US for a 520 STE, it looks like I don't have the DMA
hard disk problem, but I would like to know about the DMA sound problems
and the screen problems that I think that I have read about..Thanks...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

950. Re: Hard Drive Q.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-29 21:57:32 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <699427140.0@therip.FidoNet.Org>
Source record: 45291

```
* Original Area: Matrix
* Original From: michael smith (3:680/842)
* Original To : Rod.Fulk@f24.n228.z1.FidoNet.Org (1:228/24)

In a message of <19 Feb 92 12:51:28>, Rod.Fulk@f24.n228.z1.FidoNet.Org (1:228/24.0)
writes:
[in Area 'COMP.SYS.ATARI.ST.TECH']

R> Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk), via *IXgate 3:713/602
R>
>>
>> GP> Greg
>> Get the Atari drive utilities 5.0.
>> At this time that would be the only way to do it...
>> Tos 1.2 and older have a limitation of 16 meg per
>> partition and a limit of 16
>> partitions. That would only be 256meg...
R>
MK>> This is not correct.
R> It is too correct.. Tos 1.2 and older have a limit of 16 meg per drive and
R> 126 drive partitions. (And as I forgot and you pointed out the floppies
R> take two so you really only have 224meg available out of the box.)
R> Tos 1.4 by its self only handles 32meg so it can handle at a maximum
R> 32megx14 which would be 448meg.

It is not correct. The difference between 1.02 and 1.04 is the use of an int as opposed to
an unsigned int for the storage of logical sector numbers.

MK>> Even TOS 1.00 supports partitions bigger than 16 MByte if you're using
MK>> a newer (>= 3.02) AHDI.
MK>> AHDI simply increases the _logical_ sector size to keep the nuber of
MK>> sectors below 32768.
MK>> The number of partition is limited by GEMDOS, which currently supports
MK>> only 16 logical drives; since the first two are always floppy disks,
MK>> there are 14 drives remaining...
R>
>> Even using tos 1.4 or newer would only allow you to use a little more..
>> 16 partitions of 32meg or roughly 512meg..

You are ignorant of something _very_ funadmental here...

Not to mention the fact that TOS 1.04+ lets you go all the way up to drive Z:,
giving you 24 partitions...

MK>> The maximum size of a single partition is something like 512 MByte or
MK>> 1 GByte (I don't know at the moment).
```

R> Under normal TOS the limit of 1.4 and newer is 32meg period...
R>
R> The Atari hard drive utilities which I mentioned (But perhaps didnt say
R> enough about!?) WILL let you get past this because it is a seperate device
R> driver. Since it is a 16bit fat the only way to go above 16 meg is to
R> expand the size of the clusters as you mentioned. (A cluster is the
R> smallest available size a file can take up.. It is normally 1k in pre tos
R> 1.4 and 2k in 1.4and newer I believe. Thats how you get the 16meg and 32
R> meg.) With the AHDI 5.0 you can have drives of size 1gig.. Perhaps its as
R> big as 4gig, not sure. But then you replace or suppliment the normal hard
R> drive support of the Tos version you currently have with the AHDI and all
R> should work fine.
R> Remember you still have 14 drives available (And this includes any ram
R> drives too...) So you could essentially have 14gig if you had the
R> drives..
R> BUT if you use the AHDI you loose the original manufacturers hard drive
R> utilities. I am waiting for atari to come out with a 32 or 64bit fat like
R> dos 5 has. With its 32bit fat tables the IBM can have 4gig partitions and
R> they do not have large clusters. I think they use 1k clusters or maybe 2k
R> clusters.

Ah. You don't understand at all. TOS has ___NO___ hard disk support whatsoever. There is no 'inherent hard disk driver' in TOS...
The problem with other manufacturer's drivers not handling BGM partitions is the fault of the 3rd party manufacturer, not the 'limitations' of TOS.
Cluster size should never vary from 2 logical sectors... You are wrong there too, in that there is no 'cluster size in TOS x.xx' - TOS has no say in what the cluster size will be, and will happily handle any reasonable value you give it.

I Reiterate... There _IS_NO_'NORMAL'_HARD_DISK_SUPPORT_ AHDI is the driver for atari drives, if you use an ICD, then you use ICDBOOT, if you use a MAXXON, thenm you use CBHD, etc etc...

R> On yea, one last point. With a one gig drive and using it as one partition
R> you are talking of clusters that are quite big. If you figure that a 16
R> meg partition has a 1k cluster (I am gussing here, its been a while..)

Too bloody right it has.

R> That would be 16384 clusters available with tos. (If the actual size was
R> 2k per sector then figure that 8192 clusters are available.) If you divide
R> that into the size partition you are using you can see how big the
R> clusters are likely to be. With 16384 clusters available a 1gig drive
R> would use aprox 64k per cluster.(At the 8192 available it would be more
R> like 128k per cluster.) And remember that I said a cluster is the smalles
R> unit the drive can access.. That would mean each dirrectory would take up
R> 64k(128k) and a file that took only two actual bytes on the drive would
R> still take up 64k(128k) and that drive will fill up quick with ALOT of
R> dead space. Anyone using a disk with partitions over 16meg at this time
R> really needs to either use one big partition for all big files or use as
R> many partitions as they can. I hope atari decides to make a dos 5.0
R> compatible fat and then the bigger drives will be alot easier to use on

R> the st.

Well, that's the biggest crock I've read in quite a long while!

With TOS 1.00 and 1.02 you have a maximum of 16K clusters. With TOS 1.04+ you have 32K. Messy-DOS 5.00 still uses expanded cluster sizes.

R> I wrote this message based on information I read in abucus books, the
R> atari dev. docs I have and over 5 years of reading about the ST on the
R> various networks. I would take everything I said to be true unless someone
R> at atari says otherwise.

I'd say it was mostly bullshit myself. No offence, you're just _wrong_.

Incidentally, if you're interested in learning something about the subject, try getting your hands on Klaus' book Sheibenkleister II - assuming you can manage German OK.

R> In closing I will point out again that under OTHER drivers tos 1.2 and
R> older has a limit of 16 meg per partition and tos 1.4 and newer have a
R> limit of 32meg. The AHDI WILL work with ANY of the tos versions (1.0 or
R> newer) and will allow quite large partitions with the only penaltys being
R> that you loose the original drivers that came with your host adapter and
R> you have bigger cluster sizes. (As of this writing I do not believe ANY of
R> the drive manufacturers have drivers built into their software that are
R> compatible with the atari large partitions. There was another large
R> partition
R> "standard" made by BMS I believe but its different then ataris own.. ICD
R> would let you partition big partitions but you would have to run AHDI to
R> make partitions you could use by AHDI and you cant have more then one
R> driver so you loose the ICD "ICDBOOT.SYS" software support.)

That about the ICD drivers is rubbish as well. Do you have an ICD adapter? Have you ever bothered to upgrade your software? for a _long_ time now they have supported the BGM partition format, not to mention the extended partitioning scheme that lets you have 12 partitions per drive, rather than 4.

R> * Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)
R> --- *IXgate.
R> * Origin: Rod.Fulk@f24.n228.z1.FidoNet.Org (via IXgate 3:713/602)

Personally, I like IXgate better :)

(please understand, the above is _not_ a flame. If you wish, reply to it in c.s.a.s.t.t - it would be best carried there, but I give you the option of not doing so.)

\`miff` /|\

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

951. 1040ST bus timing questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-02-29 23:20:17 UTC
From: bwhite@bigbird.cs.ohiou.edu
Message-ID: <5044@oucsace.cs.OHIOU.EDU>
Source record: 45355

I have a few questions about the 1040ST bus timing, relating to a piece of hardware I'm designing (and may actually have the money to make someday :-)) This all pertains to the lines available at the cartridge port.

1) I assume that the address information is valid before and after the read is performed (i.e., address is valid before data must be valid, and is valid after data may change). Graphically, ...

```
_____________________________
SELECT _______//// \\\\_______________
_______________
DATA ____________///// \\\\\_____________________
```

where SELECT is the UDS / LDS and the appropriate ROMx output, and DATA just shows where it's valid.

1a) How long is address information guaranteed to be fixed?
1b) How long after address information is valid until the data must be valid?
1c) How long must data information be valid?

2) If the LDS (or UDS) line goes active (low), may data be placed on the cartridge port bus even if ROM3 and ROM4 are both inactive (high), or must one of them be active as well?

3) If the 68000 accesses the cartridge port memory in byte-only move mode (used for memory-mapped I/O), does only one of {UDS, LDS} go active (low)? Or do they both go low anyway?

Thank you for your time.

-- Bill White
bwhite@oucsace.cs.ohiou.edu

952. Re: Hard Drive Q.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-01 01:34:30 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <699427140.1@therip.FidoNet.Org>
Source record: 45292

RF> * Original From: michael smith (3:680/842)
RF> * Original To : Rod.Fulk@f24.n228.z1.FidoNet.Org (1:228/24)

I was not aware that TOS 1.04 got the 32meg by just changing the int it used..
But still.. Without using the new atari HDX you can not get bigger then 16meg on 1.0, 1.02 and any other version before 1.04. 1.04 allows for 32meg without going to a "big" partition format.

Logical sector size and Clusters are the same thing...
The HD driver decides what size this is.
(Tos does TOO have HD support even if it IS limited. You can boot a drive
and get access to drive C without any special drivers as long as it is strickly compatible with the Atari driver. I agree that it is not suggested to use this but it DOES work.. I Have done this with my ICD as well as my Megafile 30. You can not access drive D or anything else though without a driver loaded.)

MS> You are ignorant of something _very_ funadmental here...

MS> Not to mention the fact that TOS 1.04+ lets you go all
MS> the way up to drive Z:,
MS> giving you 24 partitions...
Since when? As a registered developer I never got any information on the fact that Tos 1.04 has more then 16 total drives available? However it wouldnt do the original poster any good since he was running Tos 1.0.

MS> Ah. You don't understand at all. TOS has ___NO___ hard
MS> disk support whatsoever. There is no 'inherent hard
MS> disk driver' in TOS...
Oh yea? Remove your boot software on a HD with a normal partition on it and reboot your machine.. Drive C can be accessed. Although no other partition can be. I have done this in the past when the driver software died and I needed somethign quick like the original driver software which was in a directory on the HD. I was told by someone though that its not a good idea to use this since you could trash your drive but its there non-the less.

MS> The problem with other manufacturer's drivers not
MS> handling BGM partitions is the fault of the 3rd party
MS> manufacturer, not the 'limitations' of TOS.
I never said the BGM partitions had anythign to do with TOS other then being a special device driver. Last I had heard the 3rd party drives did NOT support
BGM partitions with their software yet.. (I was running ICDBOOT 4.2.2 last time I looked at it.) Beckmeyers (sp?) had his disk tools working with it but I dont think his drivers worked with it. At that time you had to run big partitions with the HDX drivers..

MS> Cluster size should never vary from 2 logical
MS> sectors... You are wrong there too, in that there is no
MS> 'cluster size in TOS x.xx' - TOS has no say in what the

MS> cluster size will be, and will happily handle any
MS> reasonable value you give it.
For one thing I was guessing on the difference between <1.04 and 1.04+ and their cluster sizes. (I said so too..) I never said cluster sizes were different at any time either. I know damn well what clusters are.. Just not how big they are for sure on the ST nor how many there are...

MS> I Reiterate... There _IS_NO_'NORMAL'_HARD_DISK_SUPPORT_
MS> AHDI is the driver for atari drives, if you use an ICD,
MS> then you use ICDBOOT, if you use a MAXXON, thenm you use CBHD, etc etc...
There is too hard drive support... It may not be fully there but it DOES work a little. My understanding was that the drivers from ICD and such extended this built in system. And the newer BIG partitions replaced the whole shemoo.

MS> Well, that's the biggest crock I've read in quite a long while!
MS> With TOS 1.00 and 1.02 you have a maximum of 16K
MS> clusters. With TOS 1.04+ you have 32K. Messy-DOS 5.00
MS> still uses expanded cluster sizes.

You should get out more often..
Besides, I said in the message I didnt have the exact figures but I know that it uses big clusters. The actual size is irrelivent the idea of them existing is what is relivent. So what if its 16k clusters or 32k clusters.
The smallest file you can use though is still 16/32k. No matter if this file is 2 bytes in size. That still will eat up a big drive alot quicker then using a few smaller partitions with smaller cluster sizes.

One last note to you...
In your message you attack me personally as if I was an idiot. With jerks like you I can see why anyone would want to go to another platform.
So what if I was doing it from memory instead of from book facts. The original poster was interested in the basic facts. I admit my post may not have been extremly accurate but you can correct my statements without attacking me personally. For the purpose it was intended for it was acurate enough.

Besides it doesnt change the fact that with pre tos 1.04 versions your limited to 16 meg. WIth 1.04 and newer your limited to 32meg. UNLESS you use the bigger partitions that have to be specially supported. And even then the cluster sizes are larger with larger partitions. YOu still have the problem of small files taking up ALOT of space and wasting most of it.

I can't help it that here inthe USA all our information is out dated... I shouldnt have to learn german to know how to setup a stupid hard disk..

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

953. Re: MegaSTE Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-01 05:39:14 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Feb29.233914.20628@doug.cae.wisc.edu>
Source record: 45356

In article <1992Feb29.040032.15597@rice.edu> vjrao@owlnet.rice.edu (Vinay Julapalli Rao) writes:
>I just bought a MegaSTE and am experiencing a couple of problems with it:
>
>1) In monochrome mode, faint vertical bars are present on the screen
> (especially noticeable at 8mhz).
>
>2) On some sound demos, the sound has static/noise.
>
>3) The right edge of the screen screen shifts over to the left after running
> certain picture viewer programs.
>
>I believe some others were also experiencing some of these symptoms on their
>machines not too long ago. Does anyone know what could be the cause of any
>of these problems? I have returned my first machine for another, and although
>less noticeable, this new machine seems to have the same problems as the other
>one. It seems there are a lot of MegaSTE's that have these problems and I
>wonder if anyone at Atari has anything official to say about this. Thanks in
>advance.
>
>
>
>
>
>--
>**
>Vinay Julapalli Rao vjrao@owlnet.rice.edu
>**

The problem is very common, the solution, a new GST SHIFTER chip. A friend
of mine had an extra 1040STE laying around and exchanging the chips
solved the problem...of course, now his 1040STE works rather poorly.

I got the idea from a post from sweeden. We decided to give it a try
since the poster said the solution fixed the problem.

-Greg

954. Tape Backup

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-01 06:58:24 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <699448141.9@therip.FidoNet.Org>
Source record: 45293

a> Hi.. I need a program for the ST that will work with a Tape backup drive.
a> I would like to just get a SCSI tape drive, and backup
a> my HD onto it, freeing
a> up my SyQuest carts for more important things.

a> I saw a program for the IBM once that would let you go through the programs
a> on the tape and selectively retreive things. That would be best case..

a> If anyone knows of a program.. please drop me some mail.. Thanks..

a> --
Try Berkly Micro Systems...
I would leave you mail but replying to a message like this in mail is kinda hard with this software.

They have a tape backup program which should be available now..
I have the number around here somewhere...
If you want to know the current status you can call and ask for Chris.. Hes supposed to be the guy working on it.

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

955. comp.sys.atari.st.mint?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-01 15:05:32 UTC
From: sigrorn@icemark.uucp
Message-ID: <YiNhvLGMGhY@icemark.uucp>
Source record: 45359
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anybody yet been thinking on the formation of a new newsgroup,
comp.sys.atari.st.mint in which the growing number of MiNT questions and
answers could be posted?
(I do not think upon this for disliking these articles, but for I want to
have them separated from the rest, since I'm (nearly) most interested in
the MiNT-articles...)

yours,

Benedikt
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

...when fits of creativity run strong, more than one programmer or writer has
been known to abandon the desktop for the more spacious floor.
- Fred Brooks, Jr.

956. MiNT & Sozobon 1.33i `make'

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-01 19:57:34 UTC
From: bigham@hercules.acpub.duke.edu
Message-ID: <1594@news.duke.edu>
Source record: 45357

[I never can decide whether questions like this should go here or in the parent group. I've seen then in both places.]

I'm running MiNT 0.92 and whatever version of MiNTshel comes bundled with it (probably about the best I can manage on a 1MB machine), and I'm having a few problems, all of which seem to center round argument passing:

- sed108st from a.a seems to get confused frequently. A command as simple as:

```
sed 's/^a/b/' file1 >file2
```

confuses it; it tries and fails to read the file 's/^a/b/', and then crashes with an address error. If I proceed the command with a -e, it works properly, but that shouldn't be necessary, should it? Maybe with the new Sozobon mintlibs I'll try recompiling it and see what happens.

- And speaking of Sozobon, I'm also discovering interesting behavior with the `make' program from Sozobon 1.33i. When I attempt to run one of the MiNT file utils like `mv' from a makefile, the program gets _exactly_ the same arguments (typically none) as were passed to `make', right down to having "c:\sozobon\bin\make.ttp" in argv[0]. Worse, this also happens with some, but not all, programs I've compiled with Sozobon (notably, the Gnu flex port screws up, but the Gnu byacc port works fine).

Ideas?

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1991 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

957. Re: 1040ST bus timing questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-02 02:14:13 UTC
From: swanee@megadata.uucp
Message-ID: <1992Mar2.021413.11631@megadata.uucp>
Source record: 45358

In article <5044@oucsace.cs.OHIOU.EDU>, bwhite@bigbird.cs.ohiou.edu (Bill White) writes:
> I have a few questions about the 1040ST bus timing
>
> 1a) How long is address information guaranteed to be fixed?
> 1b) How long after address information is valid until the data
> must be valid?
> 1c) How long must data information be valid?
>
> 2) If the LDS (or UDS) line goes active (low), may data be placed on the
> cartridge port bus even if ROM3 and ROM4 are both inactive (high), or must
> one of them be active as well?
>
> 3) If the 68000 accesses the cartridge port memory in byte-only move mode
> (used for memory-mapped I/O), does only one of {UDS, LDS} go active (low)?
> Or do they both go low anyway?
>

In answer to you questions:

The address and data information come directly from the 68k and the
ROMx select lines are from address decoders which return DTACK to the
68k internally. The DTACK return is delayed internally to compensate
for the fact that the port was originally designed for use with EPROMs.
UDS and LDS may be used with the select lines to select only one of
two eight bit devices onto the bus if desired.

A couple of assumptions and guesses can be made; that the address decoder
is gated along with address strobe (AS) and that the time from select
going active (ROMx) to data ready (on a read cycle) is of the order of
250 - 300ns (ROM timing when the ST's were developed around mid '80's).

From the 68k data book (at 8MHz):
i) DTACK low to data in (setup time) = 90ns max.
ii) UDS/LDS high to data invalid (hold time) = 0ns min.
iii) AS/DS width low = 240ns min.
iv) data in to clk low = 15ns min.
v) clk low to AS/DS high = 70ns max.

So in answer to your questions, the address information is guaranteed to
be fixed for at least 240ns. In reality it's probably closer to 500ns
given the setup time and the minimum AS time. The data must be valid 90ns
after DTACK has been returned if there are no internal delays. This is
probably closer to 250ns given that it's a ROM port. The data information
must be valid for (ii+iv+v) = 85ns min.

Under no circumstances can data be placed on the bus without one of the ROMx lines being active. UDS/LDS are toggling all the time when addressing other devices, and the cartridge port bus is not buffered (a contentious design issue).

To my knowledge byte instructions only affect the data strobe corresponding to that particular byte (UDS or LDS).

Sla/n go fo/ill,
Risky B.

Geoff Swan _--_|\ swanee@megadata.oz.au
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NSW 2113, Australia. v (AH) +61-2-477-6519

958. Re: Dave Small's SST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-02 05:59:38 UTC
From: ekrimen@wet.UUCP
Message-ID: <3354@wet.UUCP>
Source record: 45363

In article <1992Feb27.180525.14541@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>ekrimen@wet.UUCP (Ed Krimen) writes:
>: ...this is not. STE (520/1040) users will most likely have to get a PC case,
>: but Mega STE users will not. On the other hand, the Mega STE version won't
>: have all of the features as the SST version that is currently shipping because
>: of size constraints.
>
>It looks like you know lots about the SST. Do you also know
>which features will be left out in the MSTE-version and when
>it will begin to ship (the MSTE version)?

All I know is what I read about it on GEnie, and then I don't even get that
right sometimes. :^) At this point, no one really knows what's going to be
in the 520/1040/MSTE version, not even George Richardson, its designer,
because it's still in the planning stage. He said recently that
the TOS sockets will be removed, the FPU support may be removed,
the bus for stuff like Chromax would most likely be removed, and there
would only be room for 4 SIMMs (4meg Fast-RAM or 16megs Fast-RAM when 4meg
SIMMs come out). Your best bet though is just to wait to see what evolves,
or get a TT. I'm planning on the latter for myself.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

959. Re: MegaSTE Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-02 06:11:34 UTC
From: ekrimen@wet.UUCP
Message-ID: <3356@wet.UUCP>
Source record: 45364

In article <1992Feb29.040032.15597@rice.edu> vjrao@owlnet.rice.edu (Vinay Julapalli Rao) writes:
>I just bought a MegaSTE and am experiencing a couple of problems with it:
>
>1) In monochrome mode, faint vertical bars are present on the screen
> (especially noticeable at 8mhz).
>
>2) On some sound demos, the sound has static/noise.
>
>3) The right edge of the screen screen shifts over to the left after running
> certain picture viewer programs.

I get #1 sometimes when I boot the Mega STE, but it then it goes away after a few seconds. I think I read somewhere that it may be hard drive interference if you have an external one.

#2 is a reported problem as well. I don't hear it much at all any more. Someone speculated that as the computers get older, this problem goes away. I've had mine since July. The problem may also depend on the program/demo you're using.

Atari knows about #3. Bill Rehbock asked people on GEnie to report about it a few months ago. We haven't heard anything since. I think they were planning on offering a software fix. This only happens with a few programs.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

960. Using GNU Make with TOS 2.06 / Varied Grumbles

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-02 06:50:45 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <29789@sdcc12.ucsd.edu>
Source record: 45361

I just received TOS 2.06 yesterday, so I've been working feverishly to set things up "just right" - so far, so good, except that I'd like to run GNU make when I double-click on a Makefile. And GNU Make doesn't like the fact that it's passed "e:\usr\nut\makefile" or whatever - is there a way to force the desktop to just run the program without passing a parameter? [I realise that I could modify Make, or write a "wrapper" shell, but why do it if the desktop can handle it?]
Is there a document describing what all of the options in NEWDESK.INF mean?
Does Atari beta-test its OS releases? [I've found numerous "little bugs" - nothing major, but little things which would normally be taken care of by a healthy beta testing stage. Maybe when I get my '030 and a real MMU I can fix all these problems by making myself a RAM version of TOS. Until then, though, I suppose I must plod onward! :-)
What say we bash down Atari's door and demand a RAM-loadable version of the OS? Perhaps ala TOS 1.0 (disk)? Maybe with periodic "hard updates" cast into ROM? I can't imagine Atari's too worried about people stealing RAM copies of TOS and running illegal ST emulators! (And people worried about OS-modifying viruses can stick with the ROM versions). This way people wouldn't be locked into using bugs which should otherwise be fixed... If Atari thinks that I'll pay another $60 for TOS 2.07, they're crazy.

-- adam

[Don't think I'm all negative about TOS 2.06 - I love it, and it's quite a change from 1.62... Well worth the $60 and having to solder the jumpers to my motherboard, since Atari didn't spend the extra $0.10 to put standard Pee-Cee jumper blocks inside...]
--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

961. VDI functions, Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-02 09:48:32 UTC
From: tymbrimi@milton.u.washington.edu
Message-ID: <tymbrimi.699529712@milton>
Source record: 45362

Hi all, I hope this isn't a really stupid question, but I am just getting started programming VDI/AES and whatnot, bear with me...

I have been programming some examples from "ST Application Programming" on such things as drawing line, polyfills, etc with the VDI functions, and have come across a curious phenomena :

1) The program does an opnvwk() and appl_init() etc, using all the proper methods for setting up handles and virtual workstation. The program itself uses simply the v_pline function to draw an endless series of random lines. The program always compiles fine, and will run perfect *right* after a warm boot, no error/bombs at all. However, sometimes the program will stop working, it will bomb out with 2 or 3 bombs, and sometimes it draws the lines, but only in approx a 5x5 pixel in the top left of the screen. Is there something I am not doing correctly to close my previous program, why do I have to reset to fix the problem?
2) This on a related note, why can I not get this program to do anything in low res? It runs fine in medium res, and I have it all set up so it always knows the screen coords from v_opnvwk() and is not plotting anywhere it shouldn't be. Shouldn't the program simply run the same in low res, with the same VDI calls? I am confused, it does not do anything whatsoever in low res.

Ok that is all for now, it looks promising so far but I feel I have to know the answers to these problems before I go on, I am very interested in making "good" GEM programs that conform to all the necessary standards so as not to have any weird things happen and be portable to anyone's ST/TT/whatever.

E-mail replies ok, but maybe you should post because I know there are others just getting started on Sozobon, this might be a helpful point for them.

****
Ben Gilbert
tymbrimi@u.washington.edu
****

962. Re: 2nd drive on MSTE Host adaptor?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-02 11:24:00 UTC
From: eugen@hpbbi4.BBN.HP.COM
Message-ID: <7120009@hpbbi4.BBN.HP.COM>
Source record: 45376

In comp.sys.atari.st.tech, ttpui@bnr.ca writes:

In article <oli.699271635@ernie> oli@math.rwth-aachen.de (Oliver Bonten)
writes:
>Are there any experiences about connecting a second SCSI drive to
>the internal host adaptor of the Mega STE? How many drives will
>the adaptor support?
>
I too would be VERY interested in knowing you can attach more than one
drive to the Mega STe host adapter. I tried to find out myself ...

Me too.

Also, did anyone successfully connect a Quantum PD425S to the Mega STE
instead of the default Seagate ST157N.

I tried it and got an error during the partition process.

Any ideas ??

Comments are welcome.

Regards,
eugen@hpbidpe2.bbn.hp.com
(Rosenmontag: 11:20 UTC)

Das einzig POSITIVE heute ist ------ mein Aids-Test !!!

963. BIOS Parameter Block

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-02 14:11:49 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Mar2151149@orion.laas.fr>
Source record: 45367

I noticed that the BIOS Parameter Block (BPB) has a 16-bit flags field
as last entry. Does it have any other values other than 0 or 1 in its
specifications?

Also, have any of the fields been promoted to `unsigned int' since the
maximum disk/partition sizes have been increased?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

964. Stop me before I really make a fool out of myself

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-02 14:55:19 UTC
From: tensmekl@infonode.ingr.com
Message-ID: <1992Mar2.145519.8999@infonode.ingr.com>
Source record: 45365

When I bought my STe 1040, I also bought 2 (1 Meg Simms) to upgrade my memory to what I thought would be 2 1/2 megs of memory. After frustrating over the problems for a while, I poped the cover off the 1040 ST/E and took a look inside. I found the sims slots under the power supply cover. I found two simms in the slot. I thought that I would see 4 simms, (2 of 1 Meg Simms in slot 1 and 3) and (2 of 256k Simms in slots 2 and 4)

Before I call the vendor, and rant and rave about my missing sims, I would like to know that I'm really missing something.

Yea, Yea I know, just add two more 1 mega simms and all my problems go away.

PS. I sat down at a local show and saw the TT in action running X windows and Unix V.4, impressive. The only critcal problem might be disk swapping. The guy from Atari, mentioned that IDE drives might be available for the TT machine. Hot!

--
Kermit Tensmeyer | Intergraph Corporation
SomeWhere in the South (it's a Civilized place) | "It's only MY opinion"

965. Re: VDI functions, Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-02 16:12:00 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <P7N1gB1w164w@ersys.edmonton.ab.ca>
Source record: 45369

tymbrimi@milton.u.washington.edu (Ben Gilbert) writes:

> Hi all, I hope this isn't a really stupid question, but I am just getting
> started programming VDI/AES and whatnot, bear with me...
>
> I have been programming some examples from "ST Application Programming"
> on such things as drawing line, polyfills, etc with the VDI functions, and
> have come across a curious phenomena :
> just getting started on Sozobon, this might be a helpful point for them.
>
> **
> Ben Gilbert
> tymbrimi@u.washington.edu
> **

I have had a problem something like yours, but it had nothing at all to
do with GEM. The problem was with the fsize function. It would compile
fine, taking argv[1] as the parameter and a long integer as the return
value, but when the program executes all kinds of garbage is displayed on
the screen, with a little message about too many parameters, and then I
get two bombs. That makes no sense at all to me. Fopen accepts argv[1]
as the filename to be opened, so why shouldn't fsize?

I am using Sozobon 1.33i, by the way.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "I'm the broken spoke in the Wheel Of >>
<< Time! Do you have a problem with that?" >>
<< -- >>

966. Re: 4-Channel Samples on an ordinary ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-02 16:53:19 UTC
From: eker@cwi.nl
Message-ID: <5618@charon.cwi.nl>
Source record: 45368

In article <1992Feb28.163649.4440@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:

|>
|> A friend of mine has dubbed this the "Car Wars" method because it's
|> just like the movement system in the Steve Jackson wargame of the
|> same name.
|>
|> The problem with the Car Wars method is that you'd have to run your
|> base timer incredibly fast to get accurate timing. As you mentioned in
|> passing, to get the next half step of pitch you multiply frequency by
|> the 12th root of 2. That's not a big number (approx 1.06), so the
|> difference between notes at lower frequencies is very small. (e.g., A
|> = 440Hz, A♯ = 466.4 under on popular tuning system) The Car Wars
|> method is not going to get you accurate differences of 16.4 cycles per
|> second.
|>
|> > The general formula is (assuming an even tempered scale)
|> >
|> > (x/12) rec_freq
|> >step_size = 2 -------------
|> > play_freq
|> >
|>
|> Yeah, but let's try some real numbers. Asume a base frequency of
|> 250kHz. This is impossibly fast for an 8 MHz ST, but lets assume
|> everyone has Dave Small's 50 MHz SST board for the sake of argument.
|> Look at succesive divisions of two (kHz):
|>
|> 250, 125, 62.5, 31.25, 15.625, 7.8125, 3.90625, 1.953125,
|> .976, .488, .244, .122, .061, .03, .015, .0075
|>
|> So you see that our A and A♯ would both map to 488Hz, as would most
|> other notes in that octave. In fact, you only have 15 distinct pitches
|> across the whole audio spectrum!
|>
|> But actually there's a bit more to the Car Wars method as my friend
|> describes iut, and perhaps this is what you were getting at: There's
|> no reason you always have to divide by two, since you're really just
|> skipping a certain number of sample each iteration. So you can divide
|> your main clock by 2, 3, 4, 5 ... with no problem -- it's all addition
|> anyway. This will give you some more accuracy.
|>
You seem to have misunderstood my suggestion slightly - I certainly wasn't

suggesting only using powers of 2 as skip values - in my example the skip value was 6 - definitely not a power of 2. And I pointed that if you just round to an integer you do get substantial pitch errors.

The power of 2 stuff is for scaling the current position in the sample table -effectively you keep extra fractional bits and only round off when you fetch your sample.

|> You can also skip different amounts each time; e.g., skip 2, then
|> 3, then 2, etc. This might produce an even slowdown when taken
|> across the whole sample.

Exactly! Actually I just got email from paul@kagaku.se.fujitsu.co.jp which I'm including below. (He's got a problem with his news feed.) He gives a rather more accurate and elegant solution to the problem than keeping extra fractional bits. (I'm kicking myself for not of having thought of it! (I did my PhD on rasterization algorithms...))

Steven

\begin{Paul's email}
From paul@kagaku.se.fujitsu.co.jp Mon Mar 2 08:26:10 1992
Received: by charon.cwi.nl with SMTP; Mon, 2 Mar 1992 08:26:00 +0100
Received: from fdm.fujitsu.co.jp by fwide.fujitsu.co.jp (4.1/2.7W-fujitsu/1.1)
id AA07274; Mon, 2 Mar 92 16:25:35 JST
Received: by fdm.fujitsu.co.jp (5.65/6.4J.6)
id AA23307; Mon, 2 Mar 92 16:14:04 +0900
Received: by fs3260.sss.se.fujitsu.co.jp (4.1/6.4J.1)
id AA10024; Mon, 2 Mar 92 15:55:45 JST
Received: from kagaku.kagaku.se.fujitsu.co. (kagaku1.ARPA) by
sysgi.sysgi.se.fujitsu.co.jp (4.12/6.4J.2)
id AA29843; Mon, 2 Mar 92 14:51:35 JST
Received: from nsx.kagaku.se.fujitsu.co.jp (nsx.ARPA) by
kagaku.kagaku.se.fujitsu.co.jp (4.12/6.4J.2-e50)
id AA00436; Mon, 2 Mar 92 14:49:19 JST
Received: by nsx.kagaku.se.fujitsu.co.jp (4.1/6.4J.2)
id AA02425; Mon, 2 Mar 92 14:41:46 JST
Return-Path: <paul@kagaku.se.fujitsu.co.jp>
Message-Id: <9203020541.AA02425@nsx.kagaku.se.fujitsu.co.jp>
To: eker@cwi.nl
Subject: 4-track samples
Date: Mon, 02 Mar 92 14:41:45 +0900
From: Algorhythm <paul@kagaku.se.fujitsu.co.jp>
Status: R

I'm the person who called you a "cunt!" last week! I guess I should have toned down my language (like someone suggested "c*nt" (!!)) - sorry, but this is the way I speak in normal life, and I was really expressing surprise and admiration at the accuracy of your guess.

Well, you posted to the net how you thought multiple sample code could be written. Maybe I can help you out of a few difficulties here (I

have written at least 20 versions of such code)...

>The basic idea is to play all samples back a fixed frequency (say
>12.5KHz) and change the pitch by skipping data.

Yes, you've got the basic idea right.

>You first need to have your sample recorded (or interpolated to) a frequency
>(say 100KHz) much higher than your constant playback frequency. Now if the
>original pitch was say middle C and you play it back at 12.5KHz you'll be a
>couple of octaves low. But if you play it back and only use every 4th sample
>you'll be back at your original pitch. And if you play it back and use every
>6th sample you'll increase the pitch by a perfect 5th (in this case G above
>middle C). The general formula is (assuming an even tempered scale)
>
> (x/12) rec_freq
>step_size = 2 -------------
> play_freq

if you think about it, you will see that this 100Hz thing is
impractical. If you scale by 4 times, and use constant integer like
every 5th sample, you will find the pitch is nowhere near accurate
enough. Effectively, the fractional part of (rec_freq/play_freq) is
limited to 2 bits, which is not even close to enough. But even
4*exploded data would take up far too much memory for most
applications. Even in demos, 100k is a lot to splash out on music, and
that's about what you need for a reasonable 10 minutes of music,
without such scaling. In my tracker code, and anyone elses I've looked
at, what's used is a Bresenham error type algorithm to decide which
value to play now. E.g. for a rate of 2.5 times the original
frequency, you would skip 1 value, then 2, then 1, then 2 etc. My
code gives a pitch accuracy of int +16 bits compared to the int +2
bits in your method. In one version of the code, I was prepared to use
int +8 bits to gain an extra register, and slight speed advantage, but
the pitch innacuracy *was* slightly noticable, at least to my ears. At
a later rewrite, the speed advantage disappeared, so I went back to
+16 bits. Your method does improve the signal-to-noise ratio slightly
for some pitches. Consider with my method, the pitch of +7 semitones:
(like rec_freq=c play_freq=g). This is the worst case, as it is almost
1.5 * rec_frec (BTW not exactly, as you said, though your formula is
correct 2^(7/12) <> 1.5). With 1.5, the skips would be 0, 1, 0, 1
etc., adding high frequency jaggy noise. How noticable this noise is
depends on the sample, sometimes it doesn't actually sound bad, (like
for sounds that are already distorted anyway), but with your
oversampling, or interpolation, say doubling the frequency (and sample
size), and corresponding scaling up by 2 my Bresenham errors, the
signal-to-noise ratio could be improved. However in terms of
effect/cost, I don't think it is worthwhile to implement this in most
cases. It could be done simply using a good sample editor, and
subsequenly rewriting that line of the mod file one octave higher, if
you like.

>Now since all samples will have the same play back frequency (regardless
>of actual
>pitch) you can add them together with out difficulty. On a ST I believe there
>are only 3 * 16 levels of amplitude available so you will need a look up
>table to do the convesion. On the STe there are two 8-bit channels available
>and you can use the DMA to do double buffering - you only have to run
>an interupt rountine when one the current buffer is empty. The interupt
>code should switch the DMA reg to the 2nd buffer (which contains fresh data)
>and refil the old one. In this way you only have to use a small fraction of
>the CPU time to do sound precessing in the background.

As an STe owner, I must confess to being not so proficient with the ST playback method. I was wondering about the 3*16 amplitude levels. By experimenting with ST playback, I've noticed that channel 1,2,3, cannot be exchanged without introducing a strange hiss: e.g. 13, 11, 8 does not seem to be the same as 8, 11, 13 . It seems that the largest value must always go to the first channel, the next largest to the second channel etc. Is there any significance in this that you know of? Do the channels have slightly different weights? How were these values arrived at - maybe someone used an oscilliscope, and tried every possible combination of values on the three channels to get an approx. linear scale with approx. 8 bit accuracy?? There is a often included in ST routines a Volume-Boost button, where a different channel amplitude table is used. What are the exact characteristics of these tables? Wouldn't it be possible to have a larger table than 256 entrys, and then make some sort of whole tune, real-time volume scaler based on the existance of such a louder amp. table?

I've heard reports from INF. of our crew. He's in Luxembourg, and said GUNSTICK of ULM has come up with a way to play 8-track samples on the STF with just one write to the sound chip instead of the normal two! He's implemented a routine that plays 2 mod files at once!! This sounds just a tad unbelievable to me; I wonder if anyone knows any better?

As for STe code, in my routine, I used 3 buffers so I could put the routine in the vbl. This is because the dma chip doesn't shift an exact integer number of values per vbl.

>Paul claimed 15.5% vbi for (I think) two mono samples at 12.5KHz. This
>gives about (96cpu cycles & 24mem cycles) / (computed sample byte) which
>seems a little slow for linear code - but perhaps he is doing some
>fancy processing to keep up the sound quality. By the way if you want
>to loop samples you should scale your sample so that the loop is a
>power of 2 to avoid wrap-around checking.

I'm afraid you're in a bit of a dream-world here! I said 15.5% vbl for 4, yes FOUR mono samples at 12.5KHz. It was 48 cycles per 2 tracks I think, plus some extra code for the tune etc. just a couple of instructions. And of course it's linear code. Bear in mind for example that TCB tracker code has worse quality playback, clocks in at over 38% processor time, while it permanently uses up 2 data registers, and 5 address registers! I'd say in this light, my code is just a bit

better wouldn't you?!!! To get this speed, there was a slight omission I had to make - no looping of samples There may still be some way to get looping without sacrificing too many cycles, using some more self-modifying-code. I'm working on the user-interface of my ultimate sample-editor plus full-tracker at the moment but I think I'll have a look at my replay code again some time this week, and see if I can't get looping implemented.

***

By the way, you sound like a good enough coder to join our demo crew. Are you interested? Could you tell me what age you are, what you do or whatever? (I posted a description of our crew last week). We are also going to market our own games plus other software in the future, while at the same time having a lottafun! We want to become famous like the Bitmap brothers, and we intend to launch straight onto the next new home computer whatever it is instead of waiting 5 years like we did with the ST! Really, really, think about it; I promise you, we're gonna be famous!

My net-news reading system is a real mess here, and I've just been told I can't use it again this week. If you want, you can post any of this mail to the news.

ALGO
\end{Paul's email}

967. Re: MiNT & Sozobon 1.33i `make'

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-02 17:04:38 UTC
From: steve@thelake.mn.org
Message-ID: <A1486035042@thelake.mn.org>
Source record: 45366

[In article <1594@news.duke.edu>,
bigham@hercules.acpub.duke.edu writes ...]

> - And speaking of Sozobon, I'm also discovering interesting behavior with the
> `make' program from Sozobon 1.33i. When I attempt to run one of the MiNT
> file utils like `mv' from a makefile, the program gets _exactly_ the same
> arguments (typically none) as were passed to `make', right down to having
> "c:\sozobon\bin\make.ttp" in argv[0]. Worse, this also happens with some,
> but not all, programs I've compiled with Sozobon (notably, the Gnu flex port
> screws up, but the Gnu byacc port works fine).
>
> Ideas?

Just guesses, since I'm not running MiNT:

-- You ran MAKE from some sort of shell that supports either the
Atari ARGV or the Mark Williams standard for extended argument
passing.

-- MAKE, since it was compiled with a library that knows nothing
about those protocols, left the command-line image in the
environment, which was inherited from MAKE by the child process (mv).

-- The child process ignored the TOS command line and read the
(outdated) extended arg information instead. This suggests to me that
the child process was compiled using a library that understands the
same protocol as your shell, and not the same library used to compile
Sozobon.

This is a pain in the aft region. A couple of people have said they
are working on updated, MiNT-aware libraries either based on dLibs or
based on MINTLIB. If/when they become available, they'll provide ARGV
support and this sort of problem should go away. Meanwhile, I'll
print out your note (and this response) and snail-mail it to Ian
Lepore.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

968. Hard Drive write errors.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-02 19:19:25 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92062.141925JJL101@psuvm.psu.edu>
Source record: 45370

I am not that familiar with my recently purchased (used) HD setup yet.
It includes a conner 44 meg and a syquest 44 meg removable drive with
an ICD adapter. I will often get write errors, and sense: 4 messages
when copying stuff on either drive. I assume this is a problem in my setup
but not sure where. The copying will stop, say data on disk may be damaged
(on the destination drive), then says disk full. The disk is definitely
not full. And if I simply attempt to copy what was not copied before this
I will be able to copy quite a few more before I get the sense error and
write errors. I have write verify on, and ICD utils 5.4.2 I think it is.
Since it works fine with continued copying, I assume it is in the setup I
have somewhere. Can anyone give me some info on what might be wrong or
where I might look for info?

Thanks in advance!

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
- j.lehett2 Genie address

969. Book Review - Profibuch ST/STE/TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-02 21:06:35 UTC
From: ACPS7048@RyeVm.Ryerson.Ca
Message-ID: <92062.160636ACPS7048@RyeVm.Ryerson.Ca>
Source record: 45340

I would like to take Mr. J. Wine's message a little further and review the german edition. For further information on the english edition please read my other message posted in the comp.sys.atari .st conference. With the help of all ST Users the book might be published in the near future.

This is the original message that I received from Mr. Jankowski who is one of the authors. The second part is the translation to the german message (it was translated to "fit" the english language):

Mr. Jankowski writes:

Hi Mark!

Ich freue mich, dass Ihnen das Profibuch gefaellt.

Leider ist es uns Authoren bisher noch nicht gelungen, SYBEX davon zu ueberzeugen, eine englische Uebersetzung anzubieten. Ich werde Ihre Mail aber gerne zum Anlass nehmen, um eine neue Anfrage bei SYBEX-Deutschland zu starten. Vieleicht koennen Sie ja mal bei SYBEX-USA (in Kanada gibt es glaube ich keine Niederlassung?) eine Anfrage starten. Es koennen ja dann sein, da SYBEX-USA mal bei SYBEX-Deutschland wegen einer Uebersetzung anfragt!

Beste Gruesse
HDJ

Hi Mark!

I am glad that you enjoy the book (Profibuch).

Unfortunately we [authors] have not been able to convince SYBEX, to offer a english translation. However, I would like to take your inquiry as an opportunity to reopen this case at SYBEX-Germany and perhaps you could initiate an inquisition at SYBEX-USA. Per chance, SYBEX-USA might then petition SYBEX-Germany for an english translation.

Sincerely,
Hans-Dieter Jankowski
==========

Review of the
ATARI Profibuch ST-STE-TT
by Mark Kovarski

Author(s): Hans-Dieter Jankowski
Dietmar Rabich
Julian F. Reschke
Edition : 10th Edition 1991 (September)
ISBN : 3-88745-888-5
Pages : 1492 pages
Publisher: SYBEX-VERLAG GmbH
Vogelsanger Weg 111
D-4000 Duesseldorf 30
Tel.:(0211)61 80 2-0
Telex: 8 588 163
Fax: 0211/6180227

Summary: The "ATARI Profibuch ST-STE-TT" (original title) is also refered as the "Atari Bible" which provides in-depth information on all series of Atari computers and is a must for every programmer and enthusiast.

REVIEW:
Over the last few months I have seen discussions going on several different conferences and different networks. The contents ranged from "What are the TT resolutions?" to "How many HD's can the SCSI-adaptor on the MSTE run?". Question like this can be easily answered if you have access to the ATARI Profibuch ST-STE-TT. The book consists of 1492 pages which are devided 5 parts. They are:

PART 1 - TOS - The Atari Operating System
PART 2 - The Hardware
PART 3 - The Hardware of the TT
PART 4 - Appendix
PART 5 - Index

Each individual part is than subdivided into different chapters. The are as following:

PART 1 - TOS -The Atari Operating System

Chapter 1: BIOS and XBIOS
Chapter 2: GEMDOS
Chapter 3: VDI-Operating System Routines
Chapter 4: AES-Operating System Routines
Chapter 5: XCONTROL
Chapter 6: Guidelines to Programming and Users Usage

PART 2 - The Hardware

Chapter 1: The Central Processing Unit
Chapter 2: The Graphics System
Chapter 3: The Sound Generator
Chapter 4: The MFP 68901
Chapter 5: The Serial Port
Chapter 6: The Parallel Port

Chapter 7: The ACIA in the ST
Chapter 8: The Floppy-Disk-Interface
Chapter 9: The Atari Computer System Interface (ACSI)

PART 3 - The Hardware of the TT

Chapter 1: Faster, higher, further - The MC68030 Processor
Chapter 2: Even Faster - The MC68882 Coprocessor
Chapter 3: ROM and RAM in the TT
Chapter 4: The TT Videocontroller
Chapter 5: And because it was so beautiful - Additional MFP in the TT
Chapter 6: A step in the right direction - The TT-SCSI-Port
Chapter 7: Serial but faster! - The SCC makes it possible
Chapter 8: The VME-Bus in the TT/MEGA STE
Chapter 9: The SCU in the TT/MEGA STE
Chapter 10: The clock in the TT
Chapter 11: Further on the TT

PART 4 - APPENDIX

Has everything from BIOS, XBIOS and GEMDOS Error messages to the pin layout of the chips. It goes even further and has much more.

PART 5 - INDEX

It is the entire index of the book with 46 pages in length.

This book is the number 1 selling ST book in germany and other european countries and it is understandably why. It has just everything you ever wanted to know about not only the ST but the STE/MSTE/STE/TT and even the Stacy computer. It is used virtually by all programmers in europe like Mr. Markus Fritze (author of Turbo Assembler), and Mr. Karsten Isakovic (author of SysMon) and many more.
The book is very structuarly organized and very easy to understand. The index is very well designed and anything can be found within seconds. The authors have also not only taken already available information and put it in the book but also double checked the existing sources and included not available information as well.
The TOS versions that are covered range from TOS 0.00 to 3.05. The are also many programming tricks and guidelines included that will enrich every programmers knowledge.
The second part which deals with the harware of the Atari series of computers has a very detailed description of the parts that are inside the Atari. Many schematics are included thus making it every hackers dream to built his own paddle controller or connect a PC keyboard to the ST.
Part 3 is the new addition to this book - The TT. It goes into the TT's 68030 and all the old/new parts of this computer. As

the chapter before, schematic are also included.
The STE/MSTE don't fall short and are also detailed described in it.
As a conclusion I have to say that this book is a masterpiece of literature. Prior to this I have used the "Atari ST Internals" by Abacus Software, the " Technical Reference Guide - Atari ST, Volume 3" by COMPUTE!Books, and the "Atari ST GEM Programmer's Reference" by Abacus Software. Even though you'll be able to find the information in all three books, you won't be lucky in obtaining any information on the STE,STE or the TT. They are just to outdated and cover only the ST computer. I have used the "Atari Profibuch ST-STE-TT" for a while now and I am truly amazed at the quality of it. It is surprising to see a book of this magnitude for the Atari since I am usually used to seeing similar literature only for the PC. The authors have done an outstanding job and hopefully a english edition will be published soon so the english readers can enjoy it as much as I did.
If you have comments/question please feel free to mail them to me.
Sincerely,
Mark Kovarski

Bitnet: ACPS7048@RYERSON
Ryerson Polytechnical Institute
Toronto, Ontario
Canada

970. Re: Hard Drive write errors.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-02 22:12:19 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar2.221219.7092@umbc3.umbc.edu>
Source record: 45371

Hm... I have a SyQuest 44 Meg drive also, although I have a ST-296N 84 Meg with it. I had some trouble getting everything working smoothly until all the resistor packs and the ID settings were just right. You may want to double and then triple check those.

Also, see if you can get another cartridge for the SyQuest and try that out.

Check ALL the connections.. it sounds stupid, but I opened my HD case one time, bumped a cable loose (slightly!) and had trouble for a while, until I pushed every cable nice and tight.

Hope it helps some....

--

----------\ Paul Danckaert | ac999108@umbc5.umbc.edu /----------

971. QC1438 14 inch monochrome monitor ??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-02 22:48:43 UTC
From: charltn@ccu.umanitoba.ca
Message-ID: <1992Mar2.224843.17587@ccu.umanitoba.ca>
Source record: 45372

I recently ordered a new monochrome monitor for my 1040 ST after
the untimely death of my SM125. I ordered the monitor from Atari
Canada in Toronto. Today I called to inquire about the status of
the order and was told that since the SM125 was no longer available
they would be shipping a QC1438 14 inch monochrome monitor. Does
anyone know anything about this monitor? Is it a recommended buy, or
should I be looking at something else. Any information or advice
would be appreciated.
Thnx jim... charltn@ccu.umanitoba.ca
Jim Charlton Chemistry, University of Manitoba

972. Repost: IBM Emulation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 00:14:52 UTC
From: rickhall@boulder.Colorado.EDU
Message-ID: <1992Mar3.001452.10389@colorado.edu>
Source record: 45373
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know of an IBM emulator that will work
on the TT that supports either EGA or VGA graphics?
I want to do Windows programming, but do not want
CGA or HGA.

Richard Hall

Richard Hall - University of Colorado at Boulder

"Life's like holding water in your hands,
No grip is tight enough to keep it in." - me

973. Re: SST on a 1040ST? Re: Dave Small's SST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 01:15:38 UTC
From: ekrimen@wet.UUCP
Message-ID: <3361@wet.UUCP>
Source record: 45375

In article <5013@oucsace.cs.OHIOU.EDU> bwhite@bigbird.cs.ohiou.edu (Bill White) writes:
>Umm, will it work on the original and ancient 1040ST (as in, I've got the
>Revision A board. We're talking old here)? Case size is not a problem since
>I've got mine in a tower case.
>
>I don't have the cash for an SST now, but in the future it might be an
>option.

It will work right now in a 1040ST if you have it in a tower case. Someone
on GEnie has it connected to a 520ST motherboard.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

974. Re: Dave Small's SST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 02:29:31 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Mar3.022931.16429@u.washington.edu>
Source record: 45374

In article <3354@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>...
>in the 520/1040/MSTE version, not even George Richardson, its designer,
>because it's still in the planning stage. He said recently that
>...

FINALLY! A netter who knows the difference between "its" and "it's" --
kudos!

>
>--
> ||| Ed Krimen
> ||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
> / | \ E.KRIMEN (GEnie)

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

975. Re: comp.sys.atari.st.mint?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 02:58:17 UTC
From: ziggy@grafted.UUCP
Message-ID: <uBF2gB1w161w@grafted.UUCP>
Source record: 45397
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>
> If a group such as this were created, could new versions of MiNT be
> posted to the group? If they could, then such a group would be useful.
> If not, then I don't think a new group would be needed. After all, the
> number of questions about MiNT may be growing, but are there enough to
> support a newsgroup? How would a group such as this get created?
>
>
I dont know about the mechanics, but I think a pole is in order
to see if there ** IS ** enough support to make the attempt worth it..
( plase add my name on the 'yes' list..... )
Tony.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
-= newsfeeds available, contact robert@towers.rn.com =-
```

976. Re: 4-Channel Samples on an ordinary ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 04:21:22 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7012@uqcspe.cs.uq.oz.au>
Source record: 45377

dmb@wam.umd.edu (David M. Baggett) writes:

>You can skip different amounts each time; e.g., skip 2, then
>3, then 2, etc. This might produce an even slowdown when taken
>across the whole sample.

Good idea. This sounds like a very good application for a
Bresenham Algorithm. Just map input to X and output to Y.
Or is it vice versus :-], don't you just love Bres., but really
it would be simpler than Line Bres, since you'll only use one,
possibly two octants (half quadrants) rather than all 8 which
must be carefully catered for with line drawing.

Warwick
--
_-_|\ warwick@cs.uq.oz.au / And now for something ruder...
/ * <-- Computer Science Department,/
_.-._/ University of Queensland, / Derma tamper noh whoa surra thetch.
v Brisbane, Australia. /

977. Re: background noise on MSTE's

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 05:17:38 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <44T2gB1w164w@sys6626.bison.mb.ca>
Source record: 45382

I've noticed noise problems with my TT. With my ghetto plugged into my RCA outs on my TT, I get subtle noise in the background. As different things appear on the screen, the noise gets louder/higher-pitched or quiter. The noise is louder the whiter (ie, the more white) there is on the screen. Does this have to do with my TT monitor (which is on the TT) or some internal circuitry in the TT which is too close to the RCA out wires? Is this the same problem that others have been experiencing?

--- (Trevor Cordes) a user of sys6626, running waffle 1.64
E-mail: genius@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

978. Re: 2nd drive on MSTE Host adaptor?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 08:10:43 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Mar3.081043.13850@email.tuwien.ac.at>
Source record: 45379

In article <7524@bnr-rsc.UUCP>, ttpui@bnr.ca writes:
>In article <oli.699271635@ernie> oli@math.rwth-aachen.de (Oliver Bonten)
>writes:
>>Are there any experiences about connecting a second SCSI drive to
>>the internal host adaptor of the Mega STE? How many drives will
>>the adaptor support?
>>
>>Oliver
>>--
>>Heute hack ich, morgen crack ich, uebermorgen hol ich mir dem SysOp sein
>Login.
>>Ach wie gut dass niemand weiss, dass ich oli@math.rwth-aachen.de heiss.
>>
>I too would be VERY intersted in knowing you can attach more than one
>drive to the Mega STe host adapter. I tried to find out myself and
>had no luck. Also there are some dip switches on the board, I played
>with them and had 2 drive connected, but had no luck. Please keep me
>informed also.
>
Please tell me too if you find out anything!!!

Marinos.
(kdv_521@eiaida.tuwien.ac.at)

979. Re: Memory upgrading

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 08:16:56 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Mar3.081656.13996@email.tuwien.ac.at>
Source record: 45380

In article <1992Feb27.111425.29812@Informatik.TU-Muenchen.DE>,
seibert@Informatik.TU-Muenchen.DE (Ewald Seibert) writes:
>
>In article <1992Feb13.021409.8566@actrix.gen.nz>, Roger.Sheppard@actrix.gen.nz (Roger
Sheppard) writes:
>|> In article <1992Feb11.213152.549@rice.edu> vjrao@owlnet.rice.edu (Vinay Julapalli
>
> [...]
>
>|> > Also, what kind of speed of SIMMS would I need to get(80ns,100ns,
>|> > 120ns,etc.)? Would they all have to be the same speed? Thanks in advance to
>|> > anyone who answers my questions.
>|> > --
>|>
>|> SIMMS go in pairs, so you will nead 2, 1 meg by 8/9 bits, I don't know
>|> if the Rams run faster in the 16 mhz mode of a MegaSTE, but the old
>|> STE's used the slow 120 ns ones..
>|>
>|> Check the printing or your SIMMS for the speed info, after the part No.
>|> you should see a -80 or a -120 this is the speed info...
>|> --
>|> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>|> *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>|> *** Kapiti At least I don't Flicker, ***
>|> *** New Zealand.. * not like a dying light globe ***
>
>
>The MegaSTE uses 16 MHz only for the CPU and the cache NOT the memory
>
Doesn't the bus use 12 MHz? Then maybe 80ns rams would be faster?
Marinos (kdv_521@eiaida.tuwien.ac.at)

980. Re: Stop me before I really make a fool out of myself

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 10:56:22 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <699620182.10249@minster.york.ac.uk>
Source record: 45295

In article <1992Mar2.145519.8999@infonode.ingr.com> tensmekl@infonode.ingr.com (Kermit Tensmeyer) writes:
>When I bought my STe 1040, I also bought 2 (1 Meg Simms) to upgrade my
>memory to what I thought would be 2 1/2 megs of memory. After frustrating
>over the problems for a while, I poped the cover off the 1040 ST/E and
>took a look inside. I found the sims slots under the power supply cover.
>I found two simms in the slot. I thought that I would see 4 simms,
>(2 of 1 Meg Simms in slot 1 and 3) and (2 of 256k Simms in slots 2 and 4)
>
>Before I call the vendor, and rant and rave about my missing sims, I would
>like to know that I'm really missing something.
>
>Yea, Yea I know, just add two more 1 mega simms and all my problems go away.

I'm confused. What's the problem here?

If you're saying that you have 2.5MB of SIMMs but only 1MB of memory (according to what your memory tester tells you), then I think this is the solution:

The STE MMU prefers to have the same amount of memory in each bank. If you have 2MB in one bank and 0.5MB in the other, it will configure to a 1MB machine. What you need is SIMMFIX.PRG, which reconfigures your STE for 2.5megs. You can get it from atari.archive and PD libraries.

>PS. I sat down at a local show and saw the TT in action running X windows
>and Unix V.4, impressive. The only critcal problem might be disk swapping.

Tell me about it :-)

>Kermit Tensmeyer | Intergraph Corporation
>SomeWhere in the South (it's a Civilized place) | "It's only MY opinion"

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

981. Re: MiNT & Sozobon 1.33i `make'

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 11:20:14 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Mar3.112014.25366@cs.nott.ac.uk>
Source record: 45381

In article <1594@news.duke.edu> bigham@hercules.acpub.duke.edu writes:
>[...]
>- And speaking of Sozobon, I'm also discovering interesting behavior with the
> `make' program from Sozobon 1.33i. When I attempt to run one of the MiNT
> file utils like `mv' from a makefile, the program gets _exactly_ the same
> arguments (typically none) as were passed to `make', right down to having
> "c:\sozobon\bin\make.ttp" in argv[0]. Worse, this also happens with some,
> but not all, programs I've compiled with Sozobon (notably, the Gnu flex port
> screws up, but the Gnu byacc port works fine).
>
>Ideas?

This is because Sozobon doesn't know about the ARGV standard. What happens is:
1. The shell puts ARGV into the environment and runs make.
2. Make struts it's stuff, and then runs mv, with the old ARGV still
intact.
3. mv finds ARGV, and thinks, "Hey, an ARGV, these must be my
arguments."

What I did was to use a precompiled GNU make to build a new pdmake with the
MiNTlib port to Sozobon I did (which is now on a.a as pl18, but you'll need
a few additional patches to compile it under 1.33i, which should appear in
pl19). Thus, the new make knows about ARGV, and doesn't pass it through.

I remember first meeting this problem over a year ago when I first started
experimenting with MiNT, in the days before I could run the GCC. The way I
solved it then was to run make via a weeny little program which simply strips
the environment of ARGV and then runs make. I don't have the program still,
I'm afraid, but it was real easy to write.
--
`Grave' Dave Gymer | __====__ Are _you_
42 St Mary's Park, | ========= / as spaced
Louth, Lincs, | ____ / out as
LN11 0EF, ENGLAND | =========/- these guys?

982. Re: 50Hz on a T. V.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 11:48:01 UTC
From: lunnon@design.fen.qut.edu.au
Message-ID: <lunnon.699623281@wattle.qut.edu.au>
Source record: 45386

Roger.Sheppard@bbs.actrix.gen.nz writes:

>From memory there was a Pal version of Spectrum 512, ie, 50hz version,
>did that not have a 50hz Slide Show...

Some time ago I wrote a spectrum viewer that shows spu files in either
50/60Hz automatically. Unfortunately it does not handle spc files :-(
I uploaded it to a.a just now look for showspu.zoo (a zoo2.1 archive)

R.Lunnon@qut.edu.au

983. Re: VDI functions, Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 12:11:26 UTC
From: steve@thelake.mn.org
Message-ID: <A1634539619@thelake.mn.org>
Source record: 45388

```
[In article <P7N1gB1w164w@ersys.edmonton.ab.ca>,
mforget@ersys.edmonton.ab.ca (Michel Forget) writes ... ]

> I have had a problem something like yours, but it had nothing at all to
> do with GEM. The problem was with the fsize function. It would compile
> fine, taking argv[1] as the parameter and a long integer as the return
> value, but when the program executes all kinds of garbage is displayed on
> the screen, with a little message about too many parameters, and then I
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

This is puzzling. There's no runtime check on this, so I can't imagine where
such a message could be coming from. Can you post an example program that
exhibits this behavior?

> get two bombs. That makes no sense at all to me. Fopen accepts argv[1]
> as the filename to be opened, so why shouldn't fsize?
>
> I am using Sozobon 1.33i, by the way.

The following compiles and executes fine.

/* filesize.c: print the size in bytes of a file to stdout */

#include <stdio.h>

int
main(argc,argv)
int argc;
char *argv[];
{
long fsize();
if (argc<2)
{
usage();
return -1;
}
printf("fsize(%s): %ld\n",argv[1],fsize(argv[1]));
}

usage()
{
fprintf(stderr,"Usage: filesize <filename>\n");
}
---
Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve
```

984. Re: QC1438 14 inch monochrome monitor ??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 14:06:06 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar3.140606.3840@actrix.gen.nz>
Source record: 45383

In article <1992Mar2.224843.17587@ccu.umanitoba.ca> charltn@ccu.umanitoba.ca (Jim Charlton) writes:
> I recently ordered a new monochrome monitor for my 1040 ST after
> the untimely death of my SM125. I ordered the monitor from Atari
> Canada in Toronto. Today I called to inquire about the status of
> the order and was told that since the SM125 was no longer available
> they would be shipping a QC1438 14 inch monochrome monitor. Does
> anyone know anything about this monitor? Is it a recommended buy, or
> should I be looking at something else. Any information or advice
> would be appreciated.
> Thnx jim... charltn@ccu.umanitoba.ca
> Jim Charlton Chemistry, University of Manitoba
>

Well the New mono monitors that have bean quoted a few times are the
SM 144 for the ST/E line of computors and the SM 147 for the TT line,
I don't know about the Mega STE, the SM 147 does not have a speaker,
they are claimed to be 14" monitors, but from what I have read they
are no biger than my SM 125, ie, 12" diagonal screen size...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

985. ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 14:14:04 UTC
From: lunnon@qut.edu.au
Message-ID: <1992Mar3.091404.43497@qut.edu.au>
Source record: 45378

I've been messing around with some ARGV startup code and revelations
have come to light like :

gnu exec does not do ARGV properly:

This means that recently released shells do not do argv right
but then it could be my fault... hence this message.

Brief ARGV

telltale command tail size of 127 to be placed in basepage
buffer if ARGV used.

in environment

VAR1.
VAR2.
...

ARGV=IOVEC\0argv[0]\0argv[1]\0 ... argv[n]\0\0

From what I can see this varies from the mwc definition in
2 fundamental ways.

1. The requirement for the command tail length to be set to 127
2. argv[0..n] are separated by nul characters rather than spaces
(to allow args with embedded spaces).

GULAM being mwc fails
ALL the other shells (except maybe bash which doesn't work for me)
fail to put the 127 in but I'm not yet sure about the spaces instead
of nuls.

Question: does ANYBODY know of a shell and a make utility that does
the ATARI _STANDARD_ ARGV or do I have to implement a kludge just
because everyone else has

until then

aaaarrrrgggggg V

BOB
R.Lunnon@qut.edu.au

986. SIMM's (was Re: Dave Small's SST)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 14:28:15 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Mar3152815@orion.laas.fr>
Source record: 45385

>>>>> Regarding Re: Dave Small's SST; ekrimen@wet.UUCP (Ed Krimen) adds:

Ed> would only be room for 4 SIMMs (4meg Fast-RAM or 16megs Fast-RAM when 4meg
Ed> SIMMs come out).

Seriously though, 4 meg SIMMs are already out!! There exist even 16
meg SIMMs! Do you mean that they're incompatible with the SST?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

987. Re: Mint and Geminii

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 14:47:31 UTC
From: godot@uni-paderborn.de
Message-ID: <1992Mar3.144731.14846@uni-paderborn.de>
Source record: 45384

In article <1992Feb27.115114.28965@newcastle.ac.uk>, D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:
|>
|> Could some one tell me if geminii (v1.2) will run under mint, Are there any
|> problems?, I like the command line that comes with Geminii and also like to be
|> able to use the desktop from time to time. Does the command line let me use the
|> additional features of mint.

Not yet, if you mean, the mupfel could work in the background while working with the desktop.

Frank

988. Re: MegaSTE Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 15:25:08 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Mar3.152508.12967@echo.philips.nl>
Source record: 45389

vjrao@owlnet.rice.edu (Vinay Julapalli Rao) writes:

>I just bought a MegaSTE and am experiencing a couple of problems with it:

>1) In monochrome mode, faint vertical bars are present on the screen
> (especially noticeable at 8mhz).

>2) On some sound demos, the sound has static/noise.

>3) The right edge of the screen screen shifts over to the left after running
> certain picture viewer programs.

Yes, I was one of the posters on the net about these things.
Although Lars-ERik (Norway) found the solution of the SHIFTER Chip.

I got a new shifter chip from Atari (Netherlands/Benelux),
but unfortunately, it didnot repair anything!

I never tried to play sounds with my MEGA STE, but I sure do have the
screen flip problem. ALL MEGA STEs do have these problems!!!!
Atari told me, that they knew the problem (september last year) and
that's why they gave me the new chip. In fact they gave it to
my local dealer which replaced (it was sockened) the chip, as
my MEGA STE was still under warranty then...
They told me that theywould come back on this, but I never heard anything
anymore, leaving me (and everybody else!) with a faulty machine.

I can immediately reproduce the effect with some drawing programs.
I do not have the list handy, but I know that at least DEGAS
(no, not degas elite) has it. I also remember a program that
was on the disk of the commercial version of fast copy pro program that
did it too.

Just start up those programs, flip a few times from drawing page
to command page and visa versa, and voila, there it is.
In most situations, only one flip is sufficient to get it.

Sorry,
no solution from atari yet.

John

--

--
John Janssen Email: johnj@echo.philips.nl
The Netherlands

989. Re: VDI functions, Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 15:32:08 UTC
From: george@electro.electro.com
Message-ID: <1992Mar3.153208.551@electro.electro.com>
Source record: 45297

In article <tymbrimi.699529712@milton> tymbrimi@milton.u.washington.edu (Ben Gilbert) writes:
>Hi all, I hope this isn't a really stupid question, but I am just getting
>started programming VDI/AES and whatnot, bear with me...
>

This is not a stupid question. In fact, you've come to the right place to be guided to asking the right question. Others may be able spot the difficulty immediately, but for myself, I would request some more information.

You seem to have the basic procedures. I would ask you to reduce your code to the most basic test code that still produces the problem and then post or e-mail it. (For example, if you don't need the 'spiro-graph' function call to crash the program, leave it out.)

I've written a demo program which sounds very similar to what you describe. I'll dig it up for you if you'd like.

--

____
|---|---|line--upon--line---|---|---|---| watmath!watcgl!electro!george
|---|--building the foundations-|---|---|---| george@electro.com

990. Re: Dave Small's SST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 16:14:05 UTC
From: malay@sae.com
Message-ID: <1992Mar3.161405.16200@sae.com>
Source record: 45387

In article <1992Mar3.022931.16429@u.washington.edu>, mpark@milton.u.washington.edu (Michael Park) writes:

```
|> In article <3354@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
|> >...
|> >in the 520/1040/MSTE version, not even George Richardson, its designer,
|> >because it's still in the planning stage. He said recently that
|> >...
|>
|> FINALLY! A netter who knows the difference between "its" and "it's" --
|> kudos!
|>
|> >
|> >--
|> > ||| Ed Krimen
|> > ||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
|> > / | \ E.KRIMEN (GEnie)
|>
|>
|> --
|> Ciao-abunga! +-------------------------------------+
|> Michael Park | This space intentionally left blank |
|> mpark@u.washington.edu +-------------------------------------+
```

And a lot of them don't know the "i" before "e" rule, either!

Bob Malay

991. Decoding GSTMCU rom outputs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 16:53:05 UTC
From: dba@jet.uk
Message-ID: <1992Mar3.165305.5976@jet.uk>
Source record: 45296

hi

I have a question about the GSTMCU chip in the STE.

What are the decoded address ranges of the GSTMCU I/C outputs:

pin output used address range
L14 ROM0 no ??
N15 ROM1 no ??
K13 ROM2 XROM2 $E00000->$E3FFFF Tos 1.6, 1.62, 2.06
K14 ROM3 XROM3 $FA0000->$FAFFFF Cartridge port
L15 ROM4 XROM4 $FB0000->$FBFFFF Cartridge port
J14 ROM5 no ??
J13 ROM6 no ??

The interesting thing is that the Tos ROMS are 1Mbit devices but the
I/C holders are 32 pin which means that 4Mbit devices could be used if
the wiring is changed!
Think about it - a UNIX kernel in ROM, with its own filesystem for
/dev/tty perhaps?

Time to get out the old logic probe!

thanks
dennis

--
_. .________________________. .____
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel (0235) 528822 Ex 4871
~-----~ +----+ +-+ dba@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

992. Re: MegaSTE Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 19:54:05 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Mar3.135405.1274@doug.cae.wisc.edu>
Source record: 45390

In article <1992Mar3.152508.12967@echo.philips.nl> johnj@echo.philips.nl (John Janssen) writes:
>vjrao@owlnet.rice.edu (Vinay Julapalli Rao) writes:
>
>>I just bought a MegaSTE and am experiencing a couple of problems with it:
>
>>1) In monochrome mode, faint vertical bars are present on the screen
>> (especially noticeable at 8mhz).
>
>>2) On some sound demos, the sound has static/noise.
>
>>3) The right edge of the screen screen shifts over to the left after running
>> certain picture viewer programs.
>
>Yes, I was one of the posters on the net about these things.
>Although Lars-ERik (Norway) found the solution of the SHIFTER Chip.
>
>I got a new shifter chip from Atari (Netherlands/Benelux),
>but unfortunately, it didnot repair anything!
>
>I never tried to play sounds with my MEGA STE, but I sure do have the
>screen flip problem. ALL MEGA STEs do have these problems!!!!
>Atari told me, that they knew the problem (september last year) and
>that's why they gave me the new chip. In fact they gave it to
>my local dealer which replaced (it was sockened) the chip, as
>my MEGA STE was still under warranty then...
>They told me that theywould come back on this, but I never heard anything
>anymore, leaving me (and everybody else!) with a faulty machine.
>
>I can immediately reproduce the effect with some drawing programs.
>I do not have the list handy, but I know that at least DEGAS
>(no, not degas elite) has it. I also remember a program that
>was on the disk of the commercial version of fast copy pro program that
>did it too.
>
>Just start up those programs, flip a few times from drawing page
>to command page and visa versa, and voila, there it is.
>In most situations, only one flip is sufficient to get it.
>
>Sorry,
>no solution from atari yet.
>
>John
>

>--
>
>--
>John Janssen Email: johnj@echo.philips.nl
>The Netherlands

MMm, well, since it worked for a friend of mine, I suppose I will have to get the manufacture date, and serial number when on spring break.

If I make it through my mid terms and don't die of exhaustion...it will take a week to recover anyway, I'll post the results as soon as possible.

-Greg

993. Tos + Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 20:01:09 UTC
From: NCOYNE@ESOC.BITNET
Message-ID: <92063.200109NCOYNE@ESOC.BITNET>
Source record: 45307

Hi,
I've been reading this News group again and I have some questions that
maybe someone could be bothered to help me with.

1. I've seen lots of mentions about Tos upgrades, how can I tell which
version of Tos I have in my machine?, I brought it in UK in 1988.
How do I go about a Tos upgrade?. Is this a hardware instalation.

2. I would like a hard drive, what is the best and cheapest route to go.
I was thinking along the lines of building my own.

3. Memory upgrade,at the moment I have 1meg but I would like to 2.5mb
I have the 32 40256 soldered in ram chips at the moment.

Thanks

Nick Coyne. European Space Operations Center, Darmstadt, Germany

NCOYNE@ESOC

994. Re: SIMM's (was Re: Dave Small's SST)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 22:43:03 UTC
From: atario@cats.ucsc.edu
Message-ID: <29920@darkstar.ucsc.edu>
Source record: 45294

In article <RALPH.92Mar3152815@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>>>>>> Regarding Re: Dave Small's SST; ekrimen@wet.UUCP (Ed Krimen) adds:
>
>Ed> would only be room for 4 SIMMs (4meg Fast-RAM or 16megs Fast-RAM when 4meg
>Ed> SIMMs come out).
>
>Seriously though, 4 meg SIMMs are already out!! There exist even 16
>meg SIMMs! Do you mean that they're incompatible with the SST?

The SST has slots for 8 SIMMs of fast ram, and still uses the (necessary)
slower, normal Atari ram, allowing up to 12 meg (4 slow, 8 fast). I would be
extrememly surprised if it was able to use any SIMMs above 1 meg (it adds to
the complexity of a device).

__
(_
__)teve

995. ST and Rainbow TOS ???s

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-03 22:44:53 UTC
From: freds@hpcc01.corp.hp.com
Message-ID: <1550006@hpcc01.corp.hp.com>
Source record: 45326

Does anyone know of a patch for
a MEGA ST using the rainbow TOS 1.4

I have installed the 1.4 TOS about
a year ago and found that a few of my older
programs no longer run. Various errors.

Even some games have quit, such as Gold runner.

I would need to be able dial in with a 1200 baud modem
or get the patch on floppy.
This is because I am on a protected system at HP that
excludes FTP and all the other goodyies to NON-HP
systems. Even at that I'm on a disc less node in a cluster.

Oh second item:

Does anyone have a phone number for the atari ST systems
in Sunnyvale?? (Not voice)

My email address is freds@hpprsd1.mayfield.hp.com

or try freds@15.3.33.115

Thanks

Fred Saavedra
(415) 691 5720 In MT View California

996. AtariExplorer On-line addresses?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-04 01:55:59 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <1FF4gB1w164w@sys6626.bison.mb.ca>
Source record: 45299

```
Does anyone have a CompuServe or Internet address for ANY of the
editorial staff of AtariExplorer?
Thanks.

+---------------------------------------------------------------------+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---------------------------------------------------------------------+
```

997. Comeau C++

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-04 01:56:08 UTC
From: steve@thelake.mn.org
Message-ID: <A251926628@thelake.mn.org>
Source record: 45302
Cross-posted to: comp.sys.atari.st.tech,ctdl.lang.c++

I ran across the following press release and thought it might be
of interest. I have no personal knowledge of the product.

COMEAU RELEASES ENHANCED VERSIONS OF MULTI-PLATFORMED C++
Support for ANSI C++ Templates Now Available

Comeau Computing announced today the availability of Comeau C++ 3.0, its multiplatformed C++. Comeau C++ 3.0 provides C++ template support and other enhancements. The product will begin shipping February 17, 1992.

The new release includes support for ANSI C++ templates which further support the promise of OOP by enhancing the code reuse capabilities of C++.

"Comeau continues its tradition of being the first to support the latest developments in C++," said Greg Comeau, CEO of Comeau Computing. "The high quality and timeliness of Comeau C++ 3.0 will hurl Comeau further into its leadership role in the overall C++ marketplace."

Comeau C++ 3.0 will be the only version of C++ supporting templates classes and template function on a number of platforms. Templates, descriptions of families of common functionality, allow developers to write a generic description once. Templates also reduce the amount of code developers need to write.

Comeau Computing also announced its intent to provide support for numerous back-end C compilers and additional ports of Comeau C++ 3.0.

"Comeau C++ was the first to support C++ 2.0 and for over a year was the only vendor to support the C++ 2.1 specification. Continuing in this tradition, Comeau's leadership role and commitment to C++ and object-oriented programming and technology is upheld with our support of templates and other post-2.1 C++ features," said Comeau.

COMEAU C++ ALLEVIATES TRANSITIONS

C++ provides a bridge for C programmers to enter object-oriented programming and obtain other serious improvements. Comeau C++ 3.0 provides another bridge to allow C programmers access to this technology and to increase their productivity. Comeau C++ 3.0's strong compatibility with ANSI C and ANSI C++ is a steppingstone toward this goal. C++ programmers gain the ability to express their algorithms in a more natural manner while still retaining the efficiency of C. Furthermore, C programmers can move to C++ without having all their code break and they can learn Comeau C++ in a tiered transition.

Furthermore, Comeau C++ is designed with cross platform and cross operating systems capability in mind. Consistency across implementations is of the utmost importance. Previous versions of Comeau C++ supported MS-DOS, all UNIX 386's, SCO UNIX 386, SCO XENIX 386, the AT&T 3B2, AmigaDOS, AT&T UNIX PC 7300 & 3B1, the Sun-3, and the IBM RS/6000 AIX. Comeau C++ 3.0 adds support for the Sun SPARC, and others to include the Atari ST, UNIX SVR4, MS-Windows, and OS/2.

"This diversity has been an important concern to our user base. They want to develop source code here and and then go use it there. They want to specify generic interfaces to ensure portability. They need compilers on their target machines. They want to be assured that what worked on the source machine will work on the target with no hassles or strings attached. Not only do we address these considerations, but we guarantee them." commented Comeau.

C COMPILER SUPPORT

Comeau C++ 3.0 is a licensed port of AT&T's cfront, the de facto standard C++. Comeau C++ 3.0 is a full and true compiler that performs full syntax checking, full semantic checking, full error checking and all other compiler duties. Input C++ code is translated into internal compiler trees looking nothing like C++ or C. Instead of generating an internal proprietary intermediate code from these trees to be used by a proprietary back end code generator, Comeau C++ 3.0 generates C code as its output. Besides the technical advantages of C++, the C generating aspects of products like Comeau C++ 3.0 have been touted as a reason for C++'s success since it was able to be ported to a large number of platforms due to the common availability of C compilers. The C compiler is used merely and only for the sake of obtaining native code generation.

COMEAU COMPUTING

Comeau Computing is a leading international software house dedicated to C++ and OOP featuring timely and robust spec compatible C++ ports for various platforms and operating systems. Comeau is also involved in C++ libraries, toolkits, debuggers, browsers, and training.

What is the "3.0" in Comeau C++ 3.0 With Templates?

The Major Features of Comeau C++ 3.0:

* Multi-platform, multi-OS capability.
* Support for proposed ANSI C++ template classes and template functions
* Support for nested types (the transition model initiated with
Comeau C++ 2.1 is now complete).
* Source and link compatible with Comeau C++ 2.0 and Comeau C++ 2.1.
* Improved architecture, reworked internals and better organization.
* Support for overloaded prefix and postfix increment and decrement.
* Support for constructor and destructor syntax for built-in types.
* Support for protected derivation.
* Support for fully default argument'ed constructors initializing arrays.
* Completed transition in support of dominance to data.
* Completed transition in support of access specifiers in unions.
* Argument matching transition complete.
* Operator overloading transition complete.

* Many anachronistic transition models are complete and diagnose as errors.
* Continuing the transition: many +w diagnostics are now default diagnostics.
* Support for an unlimited number of nested include files (unlimited to the "extent of intent" as, for example, your C preprocessor may have limits).
* Improvements to the ANSI C +a1 option controlling input and output.
* Further ARM/ANSI C++ compliance.
* Strengthening due to more powerful C++ test suites.
* Bug fixes.
* Under MS-DOS, the Comeau C++ 3.0 compiler proper will use the now industry standard DPMI protocol (previous versions supported VCPI).
* Continues it support of 32-bit processing.
* Free technical support.
* Low price.

Third Party Support

Comeau C++ receives support from third-party library and tool vendors. Furthermore, Comeau C++ is the choice of compiler to use by many C++ text book publishers and C++ training groups. Comeau C++ 3.0 will continue to receive this support.

How do I order Comeau C++ 3.0 With Templates?

If you currently possess a version of Comeau C++ 2.1, ordering of Comeau C++ 3.0 With Templates is as follows:

o if your license is > 60 days old, cost is 50% of the purchase price you paid
o if your license is <= 60 days old, cost is 25% of the purchase price you paid

(Either way provide us with your 2.1 serial number).

If you do not possess a version of Comeau C++ 2.1, ordering Comeau C++ 3.0 With Templates can be obtained by contacting us through those mechanisms listed below.

Orders will follow previous Comeau policy (prepaid, US dollars, etc).

Contact:

Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418-3214 Marge Behrens 718-945-0009 (voice) or 718-441-2310 (fax) BIX: comeau, Compuserve: 72331,3421 Usenet: attmail.com!csanta!c++ Prodigy: tshp50a

---

998. Monitors for a TT!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-04 05:48:46 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Mar4.054846.28982@a.cs.okstate.edu>
Source record: 45298

Well... I just made it to the point where I can afford a multisync and get the two (ST) monitors off my desk... However, I'm also within spitting distance of being able to afford a:

TT

or a:

SST with a graphics card...

My problem is... I want the 1280x1024 resolution of a TT in mono mode! but I don't care to kiss color goodbye! Is there a box I can put between my TT and a multisync that can feed the mono signal to it in a form that can be used? If not... I recon the SST will do the job. But I'll sure miss the ports!!! (megatalk? maybe....)

jc

999. Re: 1040ST bus timing questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-04 08:42:42 UTC
From: rincewind@discworld.uucp
Message-ID: <H.nb1nhwL01Wo@discworld.uucp>
Source record: 45317

In <5044@oucsace.cs.OHIOU.EDU>, Bill White writes:
>I have a few questions about the 1040ST bus timing, relating to a
>piece of hardware I'm designing (and may actually have the money to make
>someday :-)) This all pertains to the lines available at the cartridge
>port.
>
>1) I assume that the address information is valid before and after the
>read is performed (i.e., address is valid before data must be valid, and
>is valid after data may change). Graphically, ...
>
> _____________________________
>SELECT _______//// _____________
> _____________
>DATA ____________///// ____________________
>
>where SELECT is the UDS / LDS and the appropriate ROMx output, and
>DATA just shows where it's valid.
>
> 1a) How long is address information guaranteed to be fixed?
> 1b) How long after address information is valid until the data
> must be valid?
> 1c) How long must data information be valid?
>
>
>2) If the LDS (or UDS) line goes active (low), may data be placed on the
>cartridge port bus even if ROM3 and ROM4 are both inactive (high), or must
>one of them be active as well?
>
>3) If the 68000 accesses the cartridge port memory in byte-only move mode
>(used for memory-mapped I/O), does only one of {UDS, LDS} go active (low)?
>Or do they both go low anyway?
>
1c) the data must be hold as long as ROMx/ Data Strobe are active.
2) There must ALWAYS be one of the ROMx lines active, otherwise you will get
bus conflicts which may lead to defective hardware.
3) On word accesses, both go low. On byte accesses, only the appropriate one
goes low. However, it is possible (and does not cause any damage) to put a
whole data WORD on the bus, even if only a byte read is requested. This may
simplify bus logic.

cu
--
Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165

Univ.: michaels@messua.informatik.rwth-aachen.de (use this for long mails!)
Home: tornado!discworld!rincewind@urmel.informatik.rwth-aachen.de
Maus: Michael Schwingen@AC3 IRC: Rincewind

1000. Re: VDI functions, Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-04 10:08:53 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <iPw4gB2w164w@ersys.edmonton.ab.ca>
Source record: 45301

steve@thelake.mn.org (Steve Yelvington) writes:

> This is puzzling. There's no runtime check on this, so I can't imagine where
> such a message could be coming from. Can you post an example program that
> exhibits this behavior?
>
> The following compiles and executes fine.
>
> /* filesize.c: print the size in bytes of a file to stdout */
>
> #include <stdio.h>
>
> int
> main(argc,argv)
> int argc;
> char *argv[];
> {
> long fsize();
> if (argc<2)
> {
> usage();
> return -1;
> }
> printf("fsize(%s): %ld\n",argv[1],fsize(argv[1]));
> }
>
> usage()
> {
> fprintf(stderr,"Usage: filesize <filename>\n");
> }
> ---
> Steve Yelvington Marine on St. Croix, Minnesota, USA
> steve@thelake.mn.org umn-cs!thelake!steve

Okay. The code you posted only differs from the code I wrote in one
significant way. I didn't have the "long fsize()" declaration in my
code. Other than that, nothing was really different for that function
call. I also used the ltoa function to convert the long value returned
by fsize to a string, but even after removing the segment of code to show
the value and convert it the program still bombed. The error message
might have come from Geminii. When Geminii bombs out (frequently, with
some programs) it pops up an alert to tell the user about the error. But
since the file was a program file, rather than a TOS file, it should have
shown an alert instead of text and it should have not shown all that
garbage. I'll re-code the program from the bottom up (I destroyed most

of it trying to figure out what was going wrong) and I'll let you know how it works. I'm not a C programming God (Grin!) so it may be I am doing something exceptionally stupid and relying on C to be friendly and tell me about it. At any rate, I'll find out and let you know.

(I wonder if it could be Geminii causing the problem? I've noticed that it bombs out on the strangest programs. ST Zip 1.1 and UUE.TTP are two that come to mind. They run fine from the desktop but bot at all from Gemini. Very strange.)

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "I'm the broken spoke in the Wheel Of >>
<< Time! Do you have a problem with that?" >>
<< -- >>

1001. Re: Hard Drive Q.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-04 11:06:48 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Mar4.110648.14063@email.tuwien.ac.at>
Source record: 45300

In article <699427140.1@therip.FidoNet.Org>, Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
> RF> * Original From: michael smith (3:680/842)
> RF> * Original To : Rod.Fulk@f24.n228.z1.FidoNet.Org (1:228/24)
>
>I was not aware that TOS 1.04 got the 32meg by just changing the int it used..
>But still.. Without using the new atari HDX you can not get bigger then 16meg on 1.0, 1.02 and any other version before 1.04. 1.04 allows for 32meg without going to a "big" partition format.
>
>Logical sector size and Clusters are the same thing...
>The HD driver decides what size this is.
>(Tos does TOO have HD support even if it IS limited. You can boot a drive
>and get access to drive C without any special drivers as long as it is strickly compatible with the Atari driver. I agree that it is not suggested to use this but it DOES work.. I Have done this with my ICD as well as my Megafile 30. You can not access drive D or anything else though without a driver loaded.)
>
>
> MS> You are ignorant of something _very_ funadmental here...
>
> MS> Not to mention the fact that TOS 1.04+ lets you go all
> MS> the way up to drive Z:,
> MS> giving you 24 partitions...
>Since when? As a registered developer I never got any information on the fact that Tos 1.04 has more then 16 total drives available? However it wouldnt do the original poster any good since he was running Tos 1.0.
>

I think MetaDOS does that...

>
> MS> Ah. You don't understand at all. TOS has ___NO___ hard
> MS> disk support whatsoever. There is no 'inherent hard
> MS> disk driver' in TOS...
>Oh yea? Remove your boot software on a HD with a normal partition on it
>and reboot your machine.. Drive C can be accessed. Although no other
>partition can be. I have done this in the past when the driver software
>died and I needed somethign quick like the original driver software which
>was in a directory on the HD. I was told by someone though that its not
>a good idea to use this since you could trash your drive but its there
>non-the less.
>

That's logical isn't it? How else would you be able to read the driver software from harddisk every time you boot? The driver would have to be on a floppy disk!

[flames deleted! :)]

Marinos.

1002. Re: Hard Drive Q.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-04 11:22:10 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92064.112210ONM07@DMSWWU1A.BITNET>
Source record: 45303

In article <699427140.0@therip.FidoNet.Org>, Rod.Fulk@f24.n228.z1.FidoNet.Org
(Rod Fulk) says:
>You are ignorant of something _very_ funadmental here...
>
>Not to mention the fact that TOS 1.04+ lets you go all the way up to drive Z:,
>giving you 24 partitions...

This is wrong. All current GEMDOS versions can only handle 16 logical drives.
You need a GEMDOS replacement (MiNT) or a GEMDOS extension (MetaDOS) to
get more.

Don't even _try_ to get more without these programs -- this will scramble
internal GEMDOS structures. Use the return value from Dsetdrv() (LONG!) to
find out which drives are there.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

1003. Re: Hard Drive Q.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-04 11:29:08 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92064.112908ONM07@DMSWWU1A.BITNET>
Source record: 45305

In article <699427140.1@therip.FidoNet.Org>, Rod.Fulk@f24.n228.z1.FidoNet.Org
(Rod Fulk) says:
>Logical sector size and Clusters are the same thing...

Wrong. Normally, one cluster contains 2 logical sectors.

>(Tos does TOO have HD support even if it IS limited. You can boot a drive
>and get access to drive C without any special drivers as long as it is
>strickly
>compatible with the Atari driver. I agree that it is not suggested to use this
>but it DOES work.. I Have done this with my ICD as well as my Megafile 30. You
>can not access drive D or anything else though without a driver loaded.)

Wrong again. Sorry, but you must be dreaming.

>Since when? As a registered developer I never got any information on the fact
>that Tos 1.04 has more then 16 total drives available? However it wouldnt do e
>th
>original poster any good since he was running Tos 1.0.

True. There is _no_ official info about that.

>I never said the BGM partitions had anythign to do with TOS other then being a
>special device driver. Last I had heard the 3rd party drives did NOT support
>BGM partitions with their software yet.. (I was running ICDBOOT 4.2.2 last
>time
>I looked at it.) Beckmeyers (sp?) had his disk tools working with it but I t
>don
>think his drivers worked with it. At that time you had to run big partitions
>with the HDX drivers..

At least in Germany, _all_ major companies support Ataris extended harddisk
partition scheme.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

1004. Re: ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-04 11:41:04 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92064.114104ONM07@DMSWWU1A.BITNET>
Source record: 45304

In article <1992Mar3.091404.43497@qut.edu.au>, lunnon@qut.edu.au says:
>Question: does ANYBODY know of a shell and a make utility that does
>the ATARI _STANDARD_ ARGV or do I have to implement a kludge just
>because everyone else has
>
>
>until then
>
>aaaarrrrgggggg V
>
> BOB
> R.Lunnon@qut.edu.au
>

Gemini. Since version 1.1 (1989!).

_____________________________ cut here _____________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong _____________________________

1005. Re: VDI functions, Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-04 13:24:36 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <PR64gB1w164w@ersys.edmonton.ab.ca>
Source record: 45308

steve@thelake.mn.org (Steve Yelvington) writes:

[some very useful information that I took out here to save space]

> Steve Yelvington Marine on St. Croix, Minnesota, USA
> steve@thelake.mn.org umn-cs!thelake!steve

Aha! I found out what the problem was, I think. I'm inept! :)
Actually, it has to do with the way I was passing parameters. The
function wanted a pointer to something, and I just gave the identifier.
I had several more bugs that had the exact same circumstances while I was
trying to figure out the problem, but it seems to be working now. I just
need some more work on how to supply functions with the exact stuff they
want. I wish C was a little more like Pascal in that it enforces
typecasts. If a function wants a pointer to an array of integers, the
compiler forces you to give it that and nothing else. Anyway, as I said,
the problem was caused by a mistake on my part. I still don't know why
ST Zip and UUE bomb out, though...Another day! :)

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "I'm the broken spoke in the Wheel Of >>
<< Time! Do you have a problem with that?" >>
<< -- >>

1006. Re: 4-Channel Samples on an ordinary ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-04 14:02:18 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92064.090218EENG6801@RyeVm.Ryerson.Ca>
Source record: 45328

For all who are interested.
I've a file called NTREPLAY.ARC that contains a MOD player at 17KHz.
This is in assembler, I compiled it and it works. It uses some tables
for the samples (??) Quartet style (??). If you'ld like to have it
send me E-mail. The sound is very clear when using this program,
when playing some MODs there is (most of the time) more different
sounds then with other programs (I don't know if the program makes it
up or MODs contains more sounds then most players can reproduce)

```
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

1007. Re: Hard Drive Q.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-04 14:43:16 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.tTw5_F2S6Xw@jonh.wimsey.bc.ca>
Source record: 45309

In <699427140.0@therip.FidoNet.Org>, Rod Fulk writes:
>
>Well, that's the biggest crock I've read in quite a long while!
>
And also
>
>I'd say it was mostly bullshit myself. No offence, you're just _wrong_.
>
But of course....
>
>(please understand, the above is _not_ a flame. If you wish, reply/
to it in c.s.a.s.t.t - it would be best carried there, but I give/
you the option of not doing so.)
>
Rod, please remember those carriage return's. Just because your editor
word wraps doesn't mean everyone else's does.

Now, while the article you responded to here was a little incoherant,
the poster was essentially correct. BGM partitions are done by increasing
the sector size, and as a cluster, by definition, is 2 sectors, the
cluster size is increased. Thus large cluster sizes are an ineffecient
way of storing small files and large amounts of space are potentially
wasted.

As to having to use Atari's HDX to format drives, this is true, as
Atari refuses to support the Supra/ICD extended partition scheme , and
will damage data on a drive formatted with those utilities.

Also, the 16 - 32 meg change was done in TOS 1.4, so there must be
some hard drive support in TOS.

Now a question for some one who knows a bit more about hard drive
formatting. I'm running a usenet node on a Syquest cart. As most Usenet
messages are about 2k, would formatting the cart to 1k sectors, making
clusters 2k reduce fragmentation on the expire, add, expire cycle?
It would seem if most articles fit in a single cluster, they'd be
less likely to fragment as the new articles were written in the
unallocated clusters. Of course a 2056 byte article would use 4k, which
would be a bit wasteful. What if I made the clusters 4k?

Also, would another cart formatted with the normal 512 sectors confuse
the driver software?

--
John Henders jhenders@jonh.wimsey.bc.ca

1008. Re: QC1438 14 inch monochrome monitor ??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-04 15:32:10 UTC
From: malay@sae.com
Message-ID: <1992Mar4.153210.18003@sae.com>
Source record: 45306

In article <1992Mar3.140606.3840@actrix.gen.nz>, Roger.Sheppard@bbs.actrix.gen.nz writes:
|> In article <1992Mar2.224843.17587@ccu.umanitoba.ca> charltn@ccu.umanitoba.ca (Jim Charlton) writes:
|> > I recently ordered a new monochrome monitor for my 1040 ST after
|> > the untimely death of my SM125. I ordered the monitor from Atari
|> > Canada in Toronto. Today I called to inquire about the status of
|> > the order and was told that since the SM125 was no longer available
|> > they would be shipping a QC1438 14 inch monochrome monitor. Does
|> > anyone know anything about this monitor? Is it a recommended buy, or
|> > should I be looking at something else. Any information or advice
|> > would be appreciated.
|> > Thnx jim... charltn@ccu.umanitoba.ca
|> > Jim Charlton Chemistry, University of Manitoba
|> >
|>
|> Well the New mono monitors that have bean quoted a few times are the
|> SM 144 for the ST/E line of computors and the SM 147 for the TT line,
|> I don't know about the Mega STE, the SM 147 does not have a speaker,
|> they are claimed to be 14" monitors, but from what I have read they
|> are no biger than my SM 125, ie, 12" diagonal screen size...
|>
|>
|> --
|> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
|> *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
|> *** Kapiti At least I don't Flicker, ***
|> *** New Zealand.. * not like a dying light globe ***

Somebody is out to lunch here! I own a SM147 (the manufacturer's model number is QC1438) and it is indeed a 14" Paperwhite VGA display with no speaker. I have been using this monitor for about a month now and I have no complaints - its much easier on the eyeballs instead of lookin' at that SM124 tiny screen and the Spectre GCR Mac screen is huge (almost like a Sun desktop :))

Bob Malay

1009. Re: VDI functions, Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-04 18:16:18 UTC
From: steve@thelake.mn.org
Message-ID: <A1644763236@thelake.mn.org>
Source record: 45313

[In article <iPw4gB2w164w@ersys.edmonton.ab.ca>,
mforget@ersys.edmonton.ab.ca (Michel Forget) writes ...]

> Okay. The code you posted only differs from the code I wrote in one
> significant way. I didn't have the "long fsize()" declaration in my
> code.

The declaration is absolutely necessary; without it, C assumes that
fsize returns an int. With Sozobon C, that's 16 bits. The returned
value would be truncated.

> Other than that, nothing was really different for that function
> call. I also used the ltoa function to convert the long value returned
> by fsize to a string, but even after removing the segment of code to show
> the value and convert it the program still bombed.

Be very careful that you get the arguments to ltoa right. Why do I say
that? Because I just ran a test to make sure ltoa works properly, and I
managed to bollix up the arguments. :-)

The right way:

```
#include <stdio.h>

char *ltoa();

main()
{
char buf[128];
long l;
l = 12345678L;
printf("l = %ld\n",l);
printf("l = %s\n",ltoa(l,buf,10));
/* number, buffer, radix */
}
```

It's easy to swap buf and l, or forget the radix.

> The error message
> might have come from Geminii. When Geminii bombs out (frequently, with
> some programs) it pops up an alert to tell the user about the error.

Gemini (Mupfel) complains any time a program passes a garbage value
to Pterm(). If a program exits ungracefully -- i.e., reaches the end
of main() without either calling exit() or specifically returning a
value -- there may be trash in register d0, and the C runtime startup
code (dstart.o) will pass that trash to Pterm(). It gets back to Gemini,
and you get an error message. A program that actually bombs also may leave

trash in d0, which I suppose is the theory behind Gemini's error dialog.

> (I wonder if it could be Geminii causing the problem? I've noticed that
> it bombs out on the strangest programs. ST Zip 1.1 and UUE.TTP are two
> that come to mind. They run fine from the desktop but bot at all from
> Gemini. Very strange.)

That's probably a separate problem. When testing the beta versions of the Heat and Serve C package, I tried it from Gemini and got bombs right away. The problem turned out to be something in either the dLibs startup code or in the dLibs memcpy routine. Ian fixed it, and I don't know the details, nor do I know why it manifested itself with Gemini and not with the Desktop or other most shells.

If you run a program that was compiled with the original, ancient release of dLibs, it'll bomb under Gemini (and also with some other programs, such as Micro RTX). If you run a program that was compiled with any of the updated versions of dLibs from a.a.u.e, or the library that comes with the Heat and Serve package, you won't get bombs on program launch. I don't know about ST Zip, but I'm certain that there are a couple of versions of UUE.TTP floating around that date back to the original dLibs and contain the fatal bug.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1010. Need source code for file selector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-04 18:43:09 UTC
From: johnl@stardent.com
Message-ID: <1992Mar4.184309.9261@avs.com>
Source record: 45310

I would like to use a customized file selector dialog box for my
application. It should look pretty much like the standard one but
I'd like extra buttons so a user can view different groups of files
by clicking on a button rather than using the keyboard.
For example, buttons:
*.NEO
*.PI1
etc.
would allow the user to see different types of image files and ignore
the rest.

Could anyone provide some hints on how to do this or point me in the
direction of some source code? Is the scrolling file list really a
"window?" I've done a fair amount of work with GEM but can't figure out
how to place a window on top of a dialog box. If it's not a window,
what is it?

Please send replies by direct e-mail because our newsfeed is very
flakey. Sometimes we get news OK. Sometimes we don't for a long time.

Thanks!

johnl@avs.com
--
John Langner johnl@stardent.com
Advanced Visual Systems Inc. uunet!avs!johnl
300 Fifth Ave. (617) 890 4300 x2122
Waltham, MA 02154 U.S.A. (617) 890 8287 (fax)

1011. Improve your emacs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-04 19:23:43 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.699737023@vega>
Source record: 45311

Recently I tried emacs 18.57, as ported by Scott Kolodzieski
(scott@sparc1.stevens-tech.edu), on my friends TT with a big mono
monitor and I found that a display is really slooow.
A reason for that turned out to be fairly simple. Emacs goes
to a great length to optimize display routines and adjust them
to all kind of terminals. It takes its information about
the terminal from a termcap entry. If you will tell there
that adding or deleting a line is free then, well, it behaves
accordingly. To inform emacs that these operations have actually
some cost - insert some amount of padding (it does not mean that
you terminal is really doing any padding at all; just makes
costs non-zero). Numbers after '=' sign are doing that and '*'
means that these are costs per display line.

Effect of this change were immediate and a display, even though
still not a speed daemon, improved markedly. Also status line
stopped jumping up and down a screen instead of stayin' put on
its rightful place. Padding values are taken from my ceiling
and I had not time to experiment so it is quite possible that
you will get better results with a different set. In this case
please post your results here.

Please remember that termcap routines from the current version
of emacs dislike strongly '\r\n' line terminators in termcap files.
So use emacs itself and binary mode to make changes (makes for
a nice hen-and-egg problem in case of termcap troubles, since
emacs will not run without it). You have to restart emacs
before it will notice that you made some modifications.

If you would like to play with sources you have another method for
improving display speed. File dispnew.c is using, in quite a few
places, safe_bcopy() routine. If your library bcopy() is safe anyway,
in that sense that it handles overlapping regions correctly, you
may use it instead of supplied quite primitive safe_bcopy().
This applies to bcopy() from gnulib.olb, for example.
The simplest way to do that:
insert line '#define safe_bcopy bcopy' between '#if defined(atarist)
...#endif' brackets and surround code for safe_bcopy() by
'#if (!defined(safe_bcopy))...endif#' pair.
Gains in a display speed are noticeable but surprisingly small and
not worth to bother if you are not doing some other code hacking at
the same time. At least on TT. I don't know about ST effects.
(Just to add more confusion - I was using modified bcopy() which
unrolls its loops in both copy directions. Watch incoming
releases of gnulib sources for that attraction.)

Have emacs fun,
Michal
ntomczak@vm.ucs.ualberta.ca

```
-------------------- modified termcap file follows --------------------
#
# Termcap entry contributed by Lars Bo Nielsen (lbn@iesd.auc.dk)
# Thanks!
# Slightly modified by added padding here and there and sf entry
# by Michal Jaegermann (ntomczak@vm.ucs.ualberta.ca)
#
#atari|vt52|AtariST:\
# (Meta key) (Auto margin (see :ti=)) (cols) (rows) (bell) (CR)
# :km:am:co#80:li#25:bl=^G:cr=^M:\
# Position cursor (x, y)
# :cm=\EY%+ %+ :\
# Cursor movement (Down) (Up) (Left) (Right)
# :do=\EB:up=\EA:le=\ED:nd=\EC:\
# Home cursor (clear screen) (don't clear screen)
# :cl=\EE:ho=\EH:\
# Send by BS key
# :kb=^H:\
# Save and restore cursor position
# :sc=\Ej:rc=\Ek:\
# Cursor appearance (normal) (invisible)
# :ve=\Ee:vi=\Ef:\
# Stand out mode (reverse video on) (reverse video off)
# :so=\Ep:se=\Eq:\
# Lines (Add line) (Clear to EOL) (Delete line) (al and dl have padding)
# :al=2*\EL:ce=\EK:dl=2*\EM:\
# Clear to end of display
# :cd=\EJ:\
# Terminal initialization (auto-wrap since :am: set, cursor on)
# :ti=\Ev\Ee:\
# Scroll text down (it costs)
# :sr=2*\EI:\
# Scroll text up (not free as well)
# :sf=2*^J:\
# Hardware tabs (send CTRL I) (8 space/tab) (has hardware tabs)
# :ta=^I:it#8:pt:
#
# ATARI ST(TT) termcap entries (without comments)

atari|vt52|AtariST:\
:co#80:li#25:tc=atari-gen:
atari32|vt52-32|AtariST 90 columns by 32 rows:\
:co#90:li#32:tc=atari-gen:
ataritt|vt52-tt|AtariTT big mono screnn:\
:co#160:li#60:tc=atari-gen:
#
# put your other screen combinations here following examples above
#
```

```
atari-gen|AtariST, general entry:\
:km:am:bl=^G:cr=^M:\
:cm=\EY%+ %+ :\
:do=\EB:up=\EA:le=\ED:nd=\EC:\
:cl=\EE:ho=\EH:\
:kb=^H:\
:sc=\Ej:rc=\Ek:\
:ve=\Ee:vi=\Ef:\
:so=\Ep:se=\Eq:\
:al=2*\EL:ce=\EK:dl=2*\EM:\
:cd=\EJ:\
:ti=\Ev\Ee:\
:sr=2*\EI:\
:sf=2*^J:\
:ta=^I:it#8:pt:
----------------------------/that is it/----------------------------
```

1012. Berkley MicroSystems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-04 20:10:17 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar4.201017.330@umbc3.umbc.edu>
Source record: 45312

I need to get in touch with Berkley MicroSystems, but don't know their number, where they are, etc. I tried over at Toad computers, but they don't like them or something, and don't have any software or info about finding them.

If anyone has a mail address, phone number, email address, etc.. I could use it! Thanks..

--

/------------/ Paul Danckaert /--------------------------------------\
|----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------|
\----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

1013. Source code to display spectrum pics?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-04 23:28:53 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <29960@sdcc12.ucsd.edu>
Source record: 45314

Does anybody have some code to display Spectrum 512/4096
pictures? I had it on my HD, but that was many moons (and many
crashes! :-) ago... (I checked on atari.archive, and nothing showed
up when I did a grep'ed for "spectrum" in the Index...)

-- adam

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

1014. Re: comp.sys.atari.st.mint?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-05 02:51:02 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <10278@tamsun.tamu.edu>
Source record: 45315
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Regarding the creating of the comp.sys.atari.mint group, Tony says:

I dont know about the mechanics, but I think a pole is in order
to see if there ** IS ** enough support to make the attempt worth it..
(plase add my name on the 'yes' list.....)
Tony.

Please add my vote also.

Mark Lehmann
n160ao@tamuts.tamu.edu

1015. Re: Using GNU Make with TOS 2.06 / Varied Grumbles

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-05 03:10:45 UTC
From: u1398@JSP.UMontreal.CA
Message-ID: <1992Mar5.031045.14286@jsp.umontreal.ca>
Source record: 45316

In article <29789@sdcc12.ucsd.edu> atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:
[text deleted]
> Maybe when I get my
>'030 and a real MMU I can fix all these problems by making myself a
>RAM version of TOS. Until then, though, I suppose I must plod onward!
>:-)

I was checking some FTP sites in Europe and in one place there was
a file called ROMRAM. This was a program for the TT which supposedly puts your
TOS from your ROMS into RAM for the computer to use from there, and gave a nice
speed increase too. (But I am not entirely sure as I cannot read Swedish or
German -- not sure which language it was in)

> What say we bash down Atari's door and demand a RAM-loadable
>version of the OS? Perhaps ala TOS 1.0 (disk)? Maybe with periodic
>"hard updates" cast into ROM? I can't imagine Atari's too worried
>about people stealing RAM copies of TOS and running illegal ST
>emulators! (And people worried about OS-modifying viruses can stick
>with the ROM versions). This way people wouldn't be locked into using

Can the TT not protect any part of RAM from being modified by
any program other than the OS? I thought the 68030 with MMU provides
such features.

>bugs which should otherwise be fixed... If Atari thinks that I'll pay
>another $60 for TOS 2.07, they're crazy.

What? There is already a TOS 2.07? :-)

> -- adam
>
>[Don't think I'm all negative about TOS 2.06 - I love it, and it's quite
> a change from 1.62... Well worth the $60 and having to solder the
> jumpers to my motherboard, since Atari didn't spend the extra $0.10
> to put standard Pee-Cee jumper blocks inside...]
>--
>==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
>== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==
--
"...This version of BASIC also takes advantage of the speed and graphics
capabilities of the ST(tm) Computer System."

-- Original Atari ST Basic Sourcebook and Tutorial

1016. Re: 2nd drive on MSTE Host ada

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-05 08:37:00 UTC
From: Thomas_Engelmeier@m2.maus.de
Message-ID: <A1630@M2.maus.de>
Source record: 45338

Forget it.
I just tried it. It won't work. The Author of the 'Profibuch' also told me, the MegaSTE Hostadapter just supports 1 drive.

Greetings from Munich,
Thomas

1017. Re: VDI functions, Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-05 09:31:04 UTC
From: ue@nathan.do.open.de
Message-ID: <xieUCka4RmY@nathan.do.open.de>
Source record: 45332

In <iPw4gB2w164w@ersys.edmonton.ab.ca>, Michel Forget writes:

```
>> if (argc<2)
>> {
>> usage();
>> return -1;
>> }
```

>(I wonder if it could be Geminii causing the problem? I've noticed that
>it bombs out on the strangest programs. ST Zip 1.1 and UUE.TTP are two
>that come to mind. They run fine from the desktop but bot at all from
>Gemini. Very strange.)

Not strange, it's a feature of Gemini. If a program started with Pexec
bombs out, Pexec will return -1, if the programs terminates normal, Pexec
will return the program's return code. And if a programm ends with a return -1,
Gemini thinks it has bombed out and shows you two bombs and the well know
altert box....

/s/ Udo
--
Udo Erdelhoff ue@nathan.do.open.de Fido: Udo Erdelhoff on 2:245/52.1

1018. Re: Using GNU Make with TOS 2.06 / Varied Grumbles

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-05 10:02:36 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Mar5.100236.27823@cs.hw.ac.uk>
Source record: 45324

In article <29789@sdcc12.ucsd.edu> atilghma@sdcc13.ucsd.edu
(Adam Tilghman) writes:
> I just received TOS 2.06 yesterday

Lucky guy!

> Does Atari beta-test its OS releases? [I've found numerous
>"little bugs" - nothing major, but little things which would normally
>be taken care of by a healthy beta testing stage.

Could you elaborate? One thing I'd really like to see would be a copy
operation that scoops up as many files as free RAM allows before writing
them to their destination. Currently copying from floppy to floppy is a
right royal pain in the TOS.

> What say we bash down Atari's door and demand a RAM-loadable
>version of the OS? Perhaps ala TOS 1.0 (disk)? Maybe with periodic
>"hard updates" cast into ROM? I can't imagine Atari's too worried
>about people stealing RAM copies of TOS and running illegal ST
>emulators! (And people worried about OS-modifying viruses can stick
>with the ROM versions). This way people wouldn't be locked into using
>bugs which should otherwise be fixed... If Atari thinks that I'll pay
>another $60 for TOS 2.07, they're crazy.

I think most Atari offices have a secret back door for such contingencies.
What you suggest for ROM versions is exactly what I said to deaf Atari ears
ages (>2 years) ago and is obviously the most coherant solution.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1019. 1040STf external keyboard - Info wanted.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-05 12:03:56 UTC
From: biwidar@cs.few.eur.nl
Message-ID: <1992Mar5.120356.18661@cs.few.eur.nl>
Source record: 45318

Hi there,

Could anyone tell me whether (and if so: how) I can use an external
(PC/AT) keyboard for my 1040STf ? Do I need a hardware extension?
Is it compatible with all kinds of emulators etc.

Thanks in advance,

Irsan Widarto (biwidar@cs.few.eur.nl)

1020. Strange memory ext. for the 520STE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-05 14:25:19 UTC
From: doucet@ripolin.laas.fr
Message-ID: <7065@laas.laas.fr>
Source record: 45319

Hello all,

a friend of mine have got a strange problem with a
memory extension for his 520 STE:

after some reflextion, he decided to upgrade his computer
to 1 Meg. This had been done at the shop where he bought it.

Back home, he ran FastCopy III which told him he had 4 Meg
of available memory... ?!?!
InteramDisk (ram disk in a D.A.) told the same thing...

BUT, when loading files into a 1.2Meg ramdisk, the screen began
to fill with strange multicolor lines, after having loaded
850K (approx.)... Looks like the file was loading into
the 'screen memory'.

We then decided to run SYSINFO (very nice program) in order
to have all infos about the machine and system; funny results:

total memory = 4.2 Meg
avail memory = 4.05 Meg
installed = 2 MB + 512 KB

In fact, there IS 1 Meg, but TOS (or anything else) leads to
think there's 4 Megs...

Many program crash, mostly drawing programs, since they try
to use the largest memory, and are fooled into thinking
there are 4 megs...

Have anyone encoutered this problem, and can give some clue
about it (though the 520 had made its way back to the store) ?

Thanks in advance.

==
Jean-Etienne DOUCET doucet@laas.laas.fr
LAAS-CNRS, Toulouse, FRANCE. doucet@laas.laas.fr

"What good is it that light races at 300,000 kilometers per second
when, some evenings, it takes me 5 minutes to find the light switch?"
(Anonymous, 20th century)
==

1021. Re: 1040STf external keyboard - Info wanted.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-05 15:09:08 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar5.150908.5641@umbc3.umbc.edu>
Source record: 45320

Well.. I have a 520STfm, so its fairly similar to your computer there. What I have is a Deka Adapter. To install it, you cut a small notch on the side of your computer for a modular jack. Put a connector over your keyboard jumper pins. Then, plug an IBM Keyboard into the Deka Box.

now, i don't have a 101 Key keyboard that you need to get all the keys, but I have some old cheap IBM keyboards that were given to me, and they work find for most things...

--

/------------/ Paul Danckaert /--------------------------------------\
|----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------|
\----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

1022. Re: Tos + Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-05 15:32:38 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar5.153238.7729@actrix.gen.nz>
Source record: 45321

In article <92063.200109NCOYNE@ESOC.BITNET> <NCOYNE@ESOC.BITNET> writes:
> Hi,
> I've been reading this News group again and I have some questions that
> maybe someone could be bothered to help me with.
>
> 1. I've seen lots of mentions about Tos upgrades, how can I tell which
> version of Tos I have in my machine?, I brought it in UK in 1988.
> How do I go about a Tos upgrade?. Is this a hardware instalation.
>
> 2. I would like a hard drive, what is the best and cheapest route to go.
> I was thinking along the lines of building my own.
>
> 3. Memory upgrade,at the moment I have 1meg but I would like to 2.5mb
> I have the 32 40256 soldered in ram chips at the moment.
> Thanks

> Nick Coyne. European Space Operations Center, Darmstadt, Germany
>
> NCOYNE@ESOC

Use 1 meg SIMMS, far easyer to install, home brew Hard Drives are
easy to make, I am using one...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1023. SIMMS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-05 15:37:02 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar5.153702.7930@actrix.gen.nz>
Source record: 45322

I have heard that some brands of SIMMS don't work in a STE, can some one quote me the SIMM brands that are claimed to be OK..!! Thanks..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1024. Atari TT030 for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-05 17:05:31 UTC
From: rickhall@boulder.Colorado.EDU
Message-ID: <1992Mar5.170531.10676@colorado.edu>
Source record: 45323

I hate to do this, but I just cannot afford to have it:
8 month old TT030
4 Meg ST Ram
50 Meg Hard Disk
Color Atari Monitor

I will include any PD software on the hard disk,
but since I still have my Mega, I will be keeping
my software.

-> $2400 or bo

I retain the right to refuse any offer.

Richard Hall - University of Colorado at Boulder

"Life's like holding water in your hands,
No grip is tight enough to keep it in." - me

1025. Next new home computer? (was: 4-Channel Samples on an ordinary ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-05 17:59:39 UTC
From: u1398@JSP.UMontreal.CA
Message-ID: <1992Mar5.175939.20875@jsp.umontreal.ca>
Source record: 45325

In article <5618@charon.cwi.nl> eker@cwi.nl (S.M. Eker) writes:>
[part describing ways of playing samples deleted]
>***
>
>By the way, you sound like a good enough coder to join our demo crew.
>Are you interested? Could you tell me what age you are, what you do or
>whatever? (I posted a description of our crew last week). We are also
>going to market our own games plus other software in the future, while
>at the same time having a lottafun! We want to become famous like the
>Bitmap brothers, and we intend to launch straight onto the next new
>home computer whatever it is instead of waiting 5 years like we did

Hold on! It has been 7 years since the latest of Home computers was
introduced, the ST. (Amiga, around that also). Something has obviously
been keeping anyone from making a NEW home-computer. (And for those
who dont understant, I mean home-computers such as Atari 8-bit, Commodore 64,
Spectrum, Amstrad, ST, Amiga. Not TT (souped up ST) or Amiga 3000, etc)

Its a shame, though. The home computer I am using, a 6 year old ST which
I got when I was 14 (by the way, its 6 yrs and 5 days old) started out
being used only for playing games and programming in basic(s). And I remember
it had "the best" graphics around, and boy was "Time Bandit" a killer. When
will someone come out with another one of these things? So all of us can
run out, buy it, and program stuff for it?

When the ST came out, it was the best "home computer" anywhere for the price.
(the Amiga coming in second, because of the price)

Ideally it should not be compatible with ANYTHING... That way one can start
afresh. A new OS, etc. Re-invent the wheel, BETTER. Not having instant
limitations imposed by the need to have compatibility to this, and to that.
One can leave that to the Power-PC or new Macs, ST's, PC's.. Something
like the ST was when it first came out. Tons of RAM for real cheap, a new
OS (TOS) that even used a MOUSE. Graphics and Sound. Something made for having
FUN with as well as someday using it for other stuff. No software was available
for it, which encouraged people to invent new stuff... Perhaps I am
daydreaming, but it was like that 7 years ago. The ST made it on the cover
of BYTE magasine. A refreshing sight after seeing PC's and $10,000 NeXTs.

I guess I just want MY chance, like you, now that we are prepared, to get
our hands on a "new" machine and make the equivalent of DEGAS and FLASH for
that machine, just as Tom Hudson and Alan Page did for the ST when it came out.
At that time, all I was interested in was buying the machine and using it.
Whereas there were others who saw a new machine and a potential for getting
to be well known, etc. Look at where Tom Hudson is now! (Probably working
for some graphics company and getting paid lots of $).

Just as many other teenagers may grow up using the next generatio
home-computer. Someday, they'll be running software that is as cool as
Calamus is for the ST, on that machine... Made by us.

>with the ST! Really, really, think about it; I promise you, we're
>gonna be famous!
>
>My net-news reading system is a real mess here, and I've just been
>told I can't use it again this week. If you want, you can post any of
>this mail to the news.
>
>ALGO
>\end{Paul's email}

--
"...This version of BASIC also takes advantage of the speed and graphics
capabilities of the ST(tm) Computer System."

-- Original Atari ST Basic Sourcebook and Tutorial

1026. Re: VDI functions, Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-05 22:29:08 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.nXbvtLflWX_@jonh.wimsey.bc.ca>
Source record: 45334

In <iPw4gB2w164w@ersys.edmonton.ab.ca>, Michel Forget writes:
>
>(I wonder if it could be Geminii causing the problem? I've noticed that
>it bombs out on the strangest programs. ST Zip 1.1 and UUE.TTP are two
>that come to mind. They run fine from the desktop but bot at all from
>Gemini. Very strange.)

I don't think it'd be Gemini, as I just tried both uue and
stzip, and they work fine for me. What TOS do you have?

--
John Henders jhenders@jonh.wimsey.bc.ca

1027. microEmacs WANTED!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-06 00:54:30 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <JX27gB3w164w@sys6626.bison.mb.ca>
Source record: 45331

Does anyone know where I can get a copy of microEmacs? I have the "mini"
Emacs found in Gulam, but I wanted to try the full-fledged version.

Thanks.

+--+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+--+

1028. problems reading from stdin with gnu.olb

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-06 02:49:56 UTC
From: rosenkra@convex.com
Message-ID: <1992Mar06.024956.7066@convex.com>
Source record: 45339

```
i am having problems with scanf in GNU lib at patchlevel 71. it
does not seem to work. nor does anything if input redirected
(in shell, gulam). is this a known bug and is it fixed in pl 72
or 73? i run tos 1.2, no mint. GCC 1.40, gas 1.38, gnu-ld whatever.
no UNIXMODE set (unsetenv).

example:

% cat tst.c
#include <stdio.h>
main(){char s1[1024];
fgets(s1,1000,stdin); printf("%s\n",s1); exit(0);
}
% gcc -o tst.ttp tst.c
% tst

it hangs here, no matter what i type. ^C of course kills it. setting
UNIXMODE to "b" does not help. same behavior if scanf (what really
prompted the investigation in porting croff). this also hangs, as i recall:

% cat dat
lsdklfksdlkfsl <-- cr/lf at end of line
% tst <dat

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com
```

1029. Re: SIMMS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-06 09:07:32 UTC
From: pete@btcase.bt.co.uk
Message-ID: <1992Mar6.090732.6425@btcase.bt.co.uk>
Source record: 45336

Roger.Sheppard@bbs.actrix.gen.nz writes:

>I have heard that some brands of SIMMS don't work in a STE, can some one
>quote me the SIMM brands that are claimed to be OK..!! Thanks..
>

Too true! I opened my 1040STE to find SIPPs soldered to the mother board.

--
----------------------------+---
Peter Harris | "The sun struggles up another beautiful day
usenet: pete@btcase.bt.co.uk | And I felt glad in my own suspicious way ..."
| - Elvis Costello

1030. Re: Stop me before I really make a fool out of myself

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-06 09:30:03 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Mar6.093003.4285@cs.hw.ac.uk>
Source record: 45194

In article <699620182.10249@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:
>The STE MMU prefers to have the same amount of memory in each bank. If you >have 2MB in one bank and 0.5MB in the other, it will configure to a 1MB >machine. What you need is SIMMFIX.PRG, which reconfigures your STE for >2.5megs. You can get it from atari.archive and PD libraries.

The problem is that TOS 1.60+ has a bug in its memory sizing method that TOS 1.4 and less does not. Basically it assumes that both banks are the same size if the both exist. The first bank size dictates the second bank size so a 2.5Mb machine is configured as either 1Mb or 4Mb. SIMMFIX sets _phystop to $280000. I modified it to also configure the MMU correctly but I think this is a pretty useless solution anyway when you consider that it must be on every disk you boot with and won't work with bootable games software.

Atari should fix the bug.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1031. Trouble reading hard disk boot sector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-06 11:13:00 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Mar6121300@orion.laas.fr>
Source record: 45193

I have written a small utility which dumps disk information of both floppy disks and hard disks. When I try it on my hard drive (SH 204 - formatted with an old version of HDX) I get a decent looking BPB but the bootsector info seems to have some discrepancies (partition C is 4Mb in length):

BIOS Parameter Block of drive C:

Sector Size: 512
Cluster Size: 2
Cluster Size: 1024 bytes
Directory Entries: 16
FAT Length: 18
Start 2nd FAT: 19 (0013)
Start Data: 53 (0035)
Clusters: 4397
Flags: 0001

Boot sector of drive C:

ID: 3C 0 E0 4E 75 24 48 65
< ` N u $ H e
Serial No: 2377829

Sector Size: 512
Cluster Size: 2
Reserved Sectors: 1
Hidden Sectors: 8310 < Seems suspicious, no?
Sectors/Track: 11888 < Likewise
Heads: 11379 < What a disk!
Total Sectors: 8848 < Looks OK!
Media Desc: 73
No. FAT Tables: 32 < Shouldn't this be 2?
FAT Length: 18
Directory Entries: 256

I read the boot sector with Rwabs into an Intel-order MS-DOS structure (which works fine for floppies). Normally, a hard disk has the same boot fields as a floppy, hasn't it? Just some partition info. appended to the end, right? Also, are all fields in Intel order?

Maybe the erroneous fields above are not even used. Also, what serves the system variable hdv_rw (0x476) when Rwabs can access all disks? I suppose that hdv_mediach is there for those Syquest drives.

As a last, my disk was formatted with TOS 1.0 and now I have TOS 1.02.

Thanks to all,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

1032. Re: Dave Small's SST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-06 11:27:32 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Mar6.112732.19886@aber.ac.uk>
Source record: 45330

In article <1992Mar3.022931.16429@u.washington.edu> mpark@milton.u.washington.edu (Michael Park) writes:
>In article <3354@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>>...
>>in the 520/1040/MSTE version, not even George Richardson, its designer,
>>because it's still in the planning stage. He said recently that
>>...
>
>FINALLY! A netter who knows the difference between "its" and "it's" --
>kudos!
>>
>>--
>> ||| Ed Krimen
>> ||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
>> / | \ E.KRIMEN (GEnie)
>
>--
>Ciao-abunga! +-------------------------------------+
>Michael Park | This space intentionally left blank |
>mpark@u.washington.edu +-------------------------------------+

I could not agree more!!

Herb

--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1033. Geminii and GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-06 12:55:53 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1992Mar6.125553.11863@newcastle.ac.uk>
Source record: 45195

Hi,
When I have installed and use Geminii, usign AMCGDOS.PRG the program works fine with no problems but if I replace AMCGDOS with GDOS from say TimeWorks Geminii complains that is can't load the fonts as GDOS may not be installed. All I change is AMCGDOS to GDOS.

Is AMCGDOS suppose to be a replacement for GDOS that is completely compatable?,

Another question. I went to my bank to ask about transfer of money to paid for Geminii, as suggested by the authors, however the bank told me it would cost and extra 12 quid on top of
the shareware price bringing the cost to about 40 quid (curret exchange rate),a little bit steep on my bufdget at the moment. Do you kno what other forms of payment they take and also
do you think the bank has been telling porkies and it really should not cost that much.

Cheers

Dave J

D.M.Johnson@newcastle.ac.uk

1034. Re: Next new home computer? (was: 4-Channel Samples on an ordinary ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-06 17:32:34 UTC
From: bill@mwca.UUCP
Message-ID: <1965@mwca.UUCP>
Source record: 45192

[BIAS ALERT: I work for the company who makes the OS which IMS has licensed]
[for the machine I'm about to discuss!]

In <1992Mar5.175939.20875@jsp.umontreal.ca> u1398@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>Hold on! It has been 7 years since the latest of Home computers was
>introduced, the ST. (Amiga, around that also). Something has obviously
>been keeping anyone from making a NEW home-computer. (And for those
>who dont understant, I mean home-computers such as Atari 8-bit, Commodore 64,
>Spectrum, Amstrad, ST, Amiga. Not TT (souped up ST) or Amiga 3000, etc)...

[I believe these details are accurate, but don't hold me to them!]
Actually, several new "home" computers have been introduced, just not from companies who can afford to make the media splash that Atari, Commodore, Apple, or IBM can. One of the more promising machines IMHO is the MM/1 from Interactive Media Systems. It is based on a 15MHz 68070 (compatible with the 68000), includes reasonably adequate video capabilities - programmable resolution up to 720x540 (w/16 colors from a 16 million palette, more colors at lower resolution). Multiple serial/parallel ports are supported, SIMMs, HD PC-compatible floppy drive, DMA stereo sound. Cost is, I believe, around $1200 for a nicely-configured system. You should be able to call 800-information for number for IMS, or, worst case, try (202)232-4246. Or ask in comp.os.os9.

>Ideally it should not be compatible with ANYTHING... That way one can start
>afresh. A new OS, etc. Re-invent the wheel, BETTER. Not having instant
>limitations imposed by the need to have compatibility to this, and to that.

Well, not quite - it runs OS-9, which I consider an advantage. (See BIAS ALERT above.) OS-9 is a robust, multi-user, multi-tasking OS, and on the MM/1 has a fully-windowed GUI. The advantage is that there is tons of source code out there which can be easily ported to the MM/1 (from 6809 systems and other 68K systems). Unix code can also generally be quite easily ported. Many tools are also available (debuggers, compilers, etc.) so the basic tools needed are already present. The MM/1 comes with a C compiler.

>I guess I just want MY chance, like you, now that we are prepared, to get
>our hands on a "new" machine and make the equivalent of DEGAS and FLASH for
>that machine, just as Tom Hudson and Alan Page did for the ST when it came out.
>At that time, all I was interested in was buying the machine and using it.

There are many talented people working on programs, utilities, and system-level tools for the MM/1, and I believe source code is widely available. It's really an excellent hacker's machine. Check out comp.os.os9 for details.

--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

1035. Re: Monitors for a TT!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-06 19:32:07 UTC
From: ekrimen@wet.UUCP
Message-ID: <3384@wet.UUCP>
Source record: 45329

In article <1992Mar4.054846.28982@a.cs.okstate.edu> cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
>My problem is... I want the 1280x1024 resolution of a TT in mono mode!
>but I don't care to kiss color goodbye! Is there a box I can put between
>my TT and a multisync that can feed the mono signal to it in a form that
>can be used? If not... I recon the SST will do the job. But I'll
>sure miss the ports!!! (megatalk? maybe....)

Jim Allen asked GEnie users about this about a month ago (maybe earlier). He proposed a device that would let you use TT high without requiring another monitor. However, I don't know which monitors are capable of this, and I don't think there is a monitor that would be able to handle 1280x1024 plus the ST color resolutions (on an ST), in case you were thinking of buying the monitor now to use on your ST and then keeping it when you upgrade to a TT with the device. I highly recommend you give Jim at Fast Tech a call.
His number is 508-475-3810.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

1036. Problem reading floppies on GCR

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-06 20:43:39 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <44076@ucbvax.BERKELEY.EDU>
Source record: 45333

I'm having trouble reading Mac formatted disks on the Spectre GCR.
Usually, the first few floppy disk operations (copies, directories, etc)
work fine, then the machine locks up: no keyboard, no SHIFT-HELP, no
mouse. It seems to happen only on reads, not writes. In addition, it
seems to happen when reading the directory or doing some disk management.
It seems to happen more when I'm using a diskette formatted on a Mac with
a different System installed (I think it was 6.0.3).
My system is a 4Meg ST with Spectre GCR. I have an NEC drive mech
which has been modified to work with the Spectre. I am running Apple
System 6.0.5. The only non-Apple Init I'm using is SoundMaster. SAM and
Virex don't find any viruses.

--
John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

1037. Re: ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-06 20:50:52 UTC
From: bk568@cleveland.Freenet.Edu
Message-ID: <1992Mar6.205052.997@usenet.ins.cwru.edu>
Source record: 45337

Programs linked with mntlib's startup code only check the command
tail length bye in the base page if mntlib was compiled with a
macro __STRICT_COMPATIBLE_WITH_STANDARD__ (or something like that,
don't remember exactly) defined. With the GNU library it's
probably the same. Therefore, these programs don't check if the
ARGV information in the environment is valid, and they will fail
if they were started by a program that doesn't understand ARGV (but
themselves were started by a shell that knows of ARGV).

Perhaps it's that why you have problems.

Hope that helps,
Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

1038. Re: VDI functions, Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-06 21:43:39 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <g8H9gB2w164w@ersys.edmonton.ab.ca>
Source record: 45335

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

> In <iPw4gB2w164w@ersys.edmonton.ab.ca>, Michel Forget writes:
> >
> >(I wonder if it could be Geminii causing the problem? I've noticed that
> >it bombs out on the strangest programs. ST Zip 1.1 and UUE.TTP are two
> >that come to mind. They run fine from the desktop but bot at all from
> >Gemini. Very strange.)
>
> I don't think it'd be Gemini, as I just tried both uue and
> stzip, and they work fine for me. What TOS do you have?
>
>
> --
> John Henders jhenders@jonh.wimsey.bc.ca

I found a way to get rid of the problem with ST Zip. All I had to do was place "setenv STZIP_PRG "x:n"" in my mupfel.mup file. This stops Geminii from using the ArgV standard, which ST Zip does not seem to like. It works fine after I do this. Steve Yelvington also told me that my version of UUE.TTP might have been compiled under the old Dlibs, which would explain why it bombed out since programs compiled under the old Dlibs don't work with Geminii for some reason. Problems solved...

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "I'm the broken spoke in the Wheel Of >>
<< Time! Do you have a problem with that?" >>
<< -- >>

1039. WANTED:

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-07 06:10:29 UTC
From: jared@midiline.la.ca.us
Message-ID: <7N69gB3w164w@midiline.la.ca.us>
Source record: 45209

Some people, willing to work on the side, who know 68030 assembly code
and/or know OS programming in the 68000-based field.
Games/utility/productivity programmers welcome. Payment for requested
work can be discussed. Please reply in Email!!!

Systems/computer designers also wanted for discussion...

Reply (in Email) to:

jared@midiline.la.ca.us

Thank you...

1040. Spectre GCR and DEKA troubles!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-07 12:40:29 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <44077@ucbvax.BERKELEY.EDU>
Source record: 45211
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I recently complained about possible problems with the GCR in mac mode.
I think it actually is a problem with not enough current running to
all the addons. This can bode badly for the GCR's writing to Mac disks
which should be done with as much current as necessary.

---------->8 Cut Here 8<-----------------------------------

WARNING! DEKA, and GCR users!

Using Spectre with any of the IBM keyboard adapters can cause trouble
with writes onto GCR (Mac format) floppies. As the GCR draws power
to write, the DEKA shuts down because of reduced current. I don't
know if this is the case, but the logical evidence is convincing.

1) When using mac disks in mac mode, the system appears to freeze.
The keyboard seems to be locked up, though the caps lock light
goes on. This makes it appear if there is a defect with the system
software.

2) Using the shift key, control key, or alt key sometimes causes the
shifting key to "stick". This seems to happen most when more
than one shifting key is used. This seems to indicate that as
more current is used, the keyboard interface gets flakier.

3) The keyboard and mouse also stick when using GCRTEST.PRG!!! So it
happens when GCR is used in Atari mode too!

Thus I conclude that it is the pair of dreaded 74373LS ICs which must
be replaced with 74373HC ICs.

--
John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

1041. Re: Next new home computer? (was: 4-Channel Samples on an ordinary ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-07 14:30:41 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar7.143041.3954@actrix.gen.nz>
Source record: 45327

In article <1992Mar5.175939.20875@jsp.umontreal.ca> u1398@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
> In article <5618@charon.cwi.nl> eker@cwi.nl (S.M. Eker) writes:>
> [part describing ways of playing samples deleted]
> >***
> >
> Hold on! It has been 7 years since the latest of Home computers was
> introduced, the ST. (Amiga, around that also). Something has obviously
> been keeping anyone from making a NEW home-computer. (And for those
> who dont understant, I mean home-computers such as Atari 8-bit, Commodore 64,
> Spectrum, Amstrad, ST, Amiga. Not TT (souped up ST) or Amiga 3000,

So you have never seen a Acorn Archiemides A3000 or the new A5000, they
use a 32 bit risc chip, the new A5000 can run at 26 mips, and
multi-tasks, has a very nice GNU, some 24 window I think..

And these are Home Computors, and sold here a lot to schools..

Prices here are better that Ataries..

> >
> >ALGO
> >\end{Paul's email}
>
> --
> "...This version of BASIC also takes advantage of the speed and graphics
> capabilities of the ST(tm) Computer System."
>
> -- Original Atari ST Basic Sourcebook and Tutorial
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1042. SNES to Atari SC1224 monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-08 00:40:03 UTC
From: gpinzone@TASHA.POLY.EDU
Message-ID: <9203080040.AA06388@tasha.poly.edu>
Source record: 45191

The April 1992 Issue of Radio-Electronics magazine explains how to hook up a SNES to an Apple IIGS, Sony, and Commodore 1804 RGB monitor.

I'd like to know how to do it on the ST's SC1224. The problem is that the ST monitor (as well as the IBM I think) has a Vertical and Horizontal Sync controls. The SNES onlt has a Sync output.

How can I get around this?
~

Yours truly,

```
___ ___
/ ) /) / )
/ ___ _ __ __ __ _// /__/ _ _ _ _
\___/_</_/ (_(_/_/ (_(_/__ / _/_/ )_/)_(_)_/ )_</__
)
()
```

```
}>:+:<{([ Gerard Pinzone ])}>:+:<{([I])}>:+:<{([ gpinzone@george.poly.edu ])}>:
_______ ________ ________ Just on the border of your waking mind
/ ___/\ / _____/\ / __ /\ There lies another time
/ ___/\// /____ \// __ / / Where darkness and light are one
/______/\//_______/\ /__/ /__/ / And as you tread the halls of sanity
\______\/ \_______\/ \__\/\__\/ You feel so glad to be unable to go beyond
(everything 'cept anchovies!) I have a message from another time...
-=:)>}] EAST COAST ANIME [{<(:=- ELO: "Prologue" -=- Daicon IV
```

1043. Re: Hard Drive Q.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-08 15:44:06 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Mar8.154406.5065@rhrk.uni-kl.de>
Source record: 45196

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

>In <699427140.0@therip.FidoNet.Org>, Rod Fulk writes:

> As to having to use Atari's HDX to format drives, this is true, as
>Atari refuses to support the Supra/ICD extended partition scheme , and
>will damage data on a drive formatted with those utilities.

Why should Atari support the ICD partition scheme? Is it not the other way
round? ICD should support Ataris standard scheme introduced with AHDI 3.0
in 1989.

```
*******************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

1044. Re: Hard Drive Q.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-08 22:13:02 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.S9uq7VO1Sgs@jonh.wimsey.bc.ca>
Source record: 45198

In <1992Mar8.154406.5065@rhrk.uni-kl.de>, Uwe Seimet [Chemie] writes:
>jhenders@jonh.wimsey.bc.ca (John Henders) writes:

>> As to having to use Atari's HDX to format drives, this is true, as
>>Atari refuses to support the Supra/ICD extended partition scheme , and
>>will damage data on a drive formatted with those utilities.
>
>Why should Atari support the ICD partition scheme? Is it not the other way
>round? ICD should support Ataris standard scheme introduced with AHDI 3.0
>in 1989.

Well, ICD does support Atari's extended partitioning scheme, and has
since it was introduced. They also support the Supra scheme, introduced
over a year prior to AHDI 3.0, as Atari gave no suggestion as to an
extended partitioning standard, until one already existed, supported
by ICD, Supra, and BMS. Then Atari introduced their own. I suppose it's
not actually accurate to call anything not set by Atari a _standard_, so
let's just call it a convention adopteted by every third party vendor, in
the absense of a real standard.
The problem is not even that Atari chose to go their own way in chosing
a standard, so much as that their driver not only fails to recognise the
other partitioning scheme, but will destroy information on a drive formatted
with it. Other companies software recognises both schemes and works equally
well with a drive formatted on either.

--
John Henders jhenders@jonh.wimsey.bc.ca

1045. STe 16/8 Mhz and Floating point Coprocessor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-09 03:56:15 UTC
From: bmw@swanee.ee.uwa.oz.au
Message-ID: <bmw.700113375@swanee>
Source record: 45197

I'm posting this for a friend of mine. who just purchased a Mega STe.
He would like to install a hardware switch to select between 16Mhz and 8Mhz.
He's very handy with a soldering iron and would like to know if anyone else has done this so he doesn't have to figure out himself.

The next problem has to with installing a Maths copro. He has a Copro from
his old machine (MEGA ST) and plugged it into the Mega Ste. It didn't work.
He has since discovered that he needs a GAL to make it operate correctly.
The question is what GAL? Where does he get it? Has anyone else done this?

Thanks for any help.

Rob
Email: bmw@swanee.ee.uwa.oz.au

1046. Upgrading 520ST original to more megs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-09 05:47:29 UTC
From: u1398@jsp.umontreal.ca
Message-ID: <1992Mar9.054729.9038@jsp.umontreal.ca>
Source record: 45199

I have a 520ST that has been upgraded to 1 meg by someone a while ago
by piggybacking chips over the original ones. Where can I find a file
that explains how to add more memory (like 2.5 or 4 megs) using standard
ram chips?
--
Das machine is nicht fur gefingerpoken und mittengrabben. Ist easy schnappen
der springenwerk, blowenfusen und corkenpoppen mit spitzensparken. Ist nicht
fur gewerken by das dummkopfen. Das rubbernecken sightseeren keepen hands in
das pockets, relaxen und vatch das blinkenlights!!! [u1398@jsp.umontreal.ca]

1047. Re: VDI functions, Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-09 07:18:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A36945@MS.maus.de>
Source record: 45212

Udo Erdelhoff wrote:
>Not strange, it's a feature of Gemini. If a program started with Pexec
>bombs out, Pexec will return -1, if the programs terminates normal, Pexec
>will return the program's return code. And if a programm ends with a return -1,
>Gemini thinks it has bombed out and shows you two bombs and the well know
>altert box....

Well, not exactly:

1. It is the BIOS exception handler which does the Pterm(-1) for the
current process (starting with TOS 1.04).
2. Gemini assumes, that a program is crashed, when Pexec() returned this
-1.
3. Gemini NEVER draws bombs directly to the screen, instead it shows an
alert box with a bomb icon. IF there are 'normal' bombs in the middle
of the screen, they were drawn by the BIOS exception handler.

1048. MegaST internal DMA pinout ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-09 09:46:29 UTC
From: tmp@doc.ic.ac.uk
Message-ID: <1992Mar9.094629.24866@doc.ic.ac.uk>
Source record: 45201

Hello,
Does anyone have the pinouts for the mega ST dma port ?

I have a STFM and have got hold of an ICD microST host adaptor, which is designed for the mega. This comes with a 24 way IDC to plug into the mega's dma socket. My STFM only has the 19 way D-type external connector.

What I want to do is map the 24 pins onto the 19 pins and make a cable to match the two. I would imagine that the mega's internal dma port is simply an extension to the external port, or am I missing something ?

Any help appreciated.

Cheers, Trev..

--
Trevor Peacock, Comms Officer, Dept of Computing, Imperial College,| Affix
180 Queen's Gate, London SW7 2BZ. Telephone: 071-589-5111 ext 5082.| stamp
JANET:tmp@uk.ac.ic.doc UUCP:tmp@icdoc.UUCP or ..!ukc!icdoc!tmp | here
DARPA:tmp@doc.ic.ac.uk or tmp%uk.ac.ic.doc@nsfnet-relay.ac.uk |

1049. Re: Trouble reading hard disk boot sector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-09 11:25:22 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Mar9122522@orion.laas.fr>
Source record: 45200

>>>>> In article <RALPH.92Mar6121300@orion.laas.fr>, I wrote:

Me> I have written a small utility which dumps disk information of both
Me> floppy disks and hard disks. When I try it on my hard drive (SH 204 -
Me> formatted with an old version of HDX) I get a decent looking BPB but
Me> the bootsector info seems to have some discrepancies (partition C is
Me> 4Mb in length):

Me> Normally, a hard disk has the same boot fields as a floppy, hasn't
Me> it? Just some partition info. appended to the end, right? Also,
Me> are all fields in Intel order?

Correction, my sofware reads *logical* sector zero (0) of hard disk
partitions, *not* the boot sector of a hard disk. How does one read
the boot sector of a hard disk?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

1050. Re: Geminii and GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-09 11:33:16 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92069.113316ONM07@DMSWWU1A.BITNET>
Source record: 45207

In article <1992Mar6.125553.11863@newcastle.ac.uk>, D.M.Johnson@newcastle.ac.uk
(Dave Johnson) says:
>
>Hi,
> When I have installed and use Geminii, usign AMCGDOS.PRG the program
>works fine with
>no problems but if I replace AMCGDOS with GDOS from say TimeWorks Geminii
>complains that is
>can't load the fonts as GDOS may not be installed. All I change is AMCGDOS to
>GDOS.
>
>Is AMCGDOS suppose to be a replacement for GDOS that is completely
>compatable?,
>

It should. There are no known problems with Gemini combined with the original
GDOS.

>
>Another question. I went to my bank to ask about transfer of money to paid for
>Geminii, as
>suggested by the authors, however the bank told me it would cost and extra 12
>quid on top of
>the shareware price bringing the cost to about 40 quid (curret exchange
>rate),a
>little bit
>steep on my bufdget at the moment. Do you kno what other forms of payment they
>take and also
>do you think the bank has been telling porkies and it really should not cost
>that much.
>
>Cheers
>
>Dave J
>
>D.M.Johnson@newcastle.ac.uk

When in doubt, just go to your bank, get 50 DM and send them as letter to
one of the authors.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong _______________________________

1051. Re: Trouble reading hard disk boot sector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-09 14:19:55 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Mar9.141955.26664@rhrk.uni-kl.de>
Source record: 45202

ralph@laas.fr (Ralph P. Sobek) writes:

>Correction, my sofware reads *logical* sector zero (0) of hard disk
>partitions, *not* the boot sector of a hard disk. How does one read
>the boot sector of a hard disk?

For each partition there is a separate boot sector. To find the sector
numbers of the boot sectors you have to analyze the root sector (logical
sector 0). The structure of the root sector concerning the partition
scheme is more or less complicated on a drive partitoned with HDX 3.0 or
newer. Refer to the AHDI 3.0 RELEASE NOTES to get the information you need.

```
*******************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

1052. MC68010 and TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-09 14:52:57 UTC
From: vince@sci.kun.nl
Message-ID: <1992Mar9.145257.5005@sci.kun.nl>
Source record: 45203

Hello *.*

Some time ago there was a lot of talk about installing a MC68010 CPU in an ATARI ST. Since then, I haven't heard about it. Did someone actually try it or what? In the March issue of ST Magazin, there is an article about TOS 2.06 in which they mention an ST with TOS 2.06 and MC68010 runs perfectly, with a few exceptions (some games). This 68010 executes some instructions a bit faster (They say QIndex gives 115% for CPU shifts). Now what I'd like is a Hypercache Turbo Plus with a 16 MHz MC68010 in it, which should give an average speed increase of about 200%, whereas "ordinary" 16 MHz 68000's stay at about 150% - 185%, depending on the Cache RAM size (16K or 32K).
Now I've seen the question a lot of time, but it won't hurt to ask again: WHERE CAN YOU GET A 16MHz 68010???
I'll keep on looking for it, and ask GE (the guys from Hypercache) wheter they sell their boards without processor, and what the total operation would cost.
If anybody knows anything more about this subject, please post your experiences!

Thanks,

Sander SToks.

1053. Re: Next new home computer? (was: 4-Channel Samples on an ordinary ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-09 16:00:57 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Mar9.160057.7138@aber.ac.uk>
Source record: 45225

In article <1992Mar7.143041.3954@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>In article <1992Mar5.175939.20875@jsp.umontreal.ca> u1398@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>
>So you have never seen a Acorn Archiemides A3000 or the new A5000, they
>use a 32 bit risc chip, the new A5000 can run at 26 mips, and
>multi-tasks, has a very nice GNU, some 24 window I think..
>
>And these are Home Computors, and sold here a lot to schools..
>
>Prices here are better that Ataries..
>
>
>> >
>> >ALGO
>> >\end{Paul's email}
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

Same here in the UK, the Acorn machines are much cheaper (for equivalent kit) than what Atari have to offer. Come to think of it most computers of equivalent power are cheaper than Atari!

Herbert
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1054. FATSPEED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-09 16:07:24 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <m36fbz5v@csv.warwick.ac.uk>
Source record: 45204

Is there a more recent version of FATSPEED than the one currently on a.a (dated 1989, but really even older), or is there another program that does the same job (Other than TURBODOS, which is several years old as well)? The reason I ask is that I had a look at FATSPEED.PRG the other day and it appears to have been written in a particularly bad version of C. From what I saw I could reduce the code size to less than half and probably double the speed using assembler.
It would be hard to work from a dissassembly through - does anybody have the source, or does anybody know how to contact the author? Alternatively does anybody have a good description of the FAT and directory structure?
Also, isn't the byte order in these structures the wrong way round to give MSDOS compatability? You don't need this on a hard disk, so things would be alot faster if you stored things in the natural byte order on hard drive partitions - does any version of TOS do this?
Does anybody know how the UNIX filing system works at a low level? Is it more efficent than the MSDOS way of doing things or is there a price to pay for the long filenames? I'm thinking of writing a replacement hard disk fileing system that would operate only on certain partitions. The long filenames would be quite handy for MiNT users.

1055. Re: SIMMS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-09 17:09:26 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Mar9.170926.23191@cs.hw.ac.uk>
Source record: 45205

In article <1992Mar6.090732.6425@btcase.bt.co.uk> pete@btcase.bt.co.uk (Pete Harris) writes:
>Roger.Sheppard@bbs.actrix.gen.nz writes:
>>I have heard that some brands of SIMMS don't work in a STE, can some one
>>quote me the SIMM brands that are claimed to be OK..!! Thanks..
>Too true! I opened my 1040STE to find SIPPs soldered to the mother board.

I opened a 520STE once to put two more 256K SIMMs into it. It had SIPPs too but they were socketed. I then spent half an hour soldering pins onto the SIMMs which then plugged in just fine. Not somthing I'd really want to do again though.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1056. ICD&parity

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-09 17:28:45 UTC
From: sakari@laureline.cs.hut.fi
Message-ID: <1992Mar9.172845.19404@nntp.hut.fi>
Source record: 45206

My current SCSI host adapter doesn't support drives whose parity cannot be disabled. I've been thinking of buying the ICD Advantage adapter that appears to have something called 'parity generation'. However, I haven't been able to get any hard and fast info from ICD on this.
So I ask any ICD users out there: can one hook a drive whose parity cannot be disabled (looks like an emerging standard) to an ICD Advantage and have it work with a MegaST?
Thanks,
Sakari

--

Sakari Aaltonen Helsinki University of Technology
Email: sakari@cs.hut.fi
--- You can't keep a Finn down without him getting all red in the face ----

1057. Re: FATSPEED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-09 19:46:32 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <1095@ehviea.ine.philips.nl>
Source record: 45215

In article <m36fbz5v@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
| Does anybody know how the UNIX filing system works at a low level? Is it
|more efficent than the MSDOS way of doing things or is there a price to pay
|for the long filenames? I'm thinking of writing a replacement hard disk
|fileing system that would operate only on certain partitions. The long
|filenames would be quite handy for MiNT users.

Which UNIX file system are you referring to? Remember, there are
currently two big divisions: AT&T UNIX, and BSD UNIX. What I know from
the BSD UNIX file system is that it is both much faster, more flexible,
and more what you want for your money (than MSDOS, GEMDOS, VMess...).

o) BSD has symbolic links
o) BSD has LONG file names (something of 1K, 2K comes to mind).
o) UNIX will cache file buffers much better (using various
buffering schemes).
o) UNIX has the concept of file system mounting from day one
(zero). This makes it very expandable.
o) The UNIX use of single,double and triple indirect blocks take
care of a much nicer interface than FATs (it's much easier and
faster to get the number of a disk block).
o) I could go on ... Perhaps I'm too much hooked on UNIX to care
anything about systems that call themselves an O.S. 8-)

Cheers,
Leo.

1058. Geminii

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-09 20:34:26 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar9.203426.13324@umbc3.umbc.edu>
Source record: 45208

Since you were discussing Geminii, where is it available? It works with mint, right?

Thanks...

--
/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

1059. Re: Geminii and GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-09 22:14:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A37055@MS.maus.de>
Source record: 45224

D> When I have installed and use Geminii, usign AMCGDOS.PRG the program
D>works fine with
D>no problems but if I replace AMCGDOS with GDOS from say TimeWorks Geminii
D>complains that is
D>can't load the fonts as GDOS may not be installed. All I change is AMCGDOS to
D>GDOS.

All Atari gdos versions have one known bug: They demand programs to put the result of Getrez()+2 into work_in[0] before the v_opnvwk() call. The only way to see the correct fonts: Copy the screen font list to the 01p entry in ASSIGN.SYS.

But I'd rather recommend the use of AMCGDOS or NVDI. Both of them are much faster and less buggy.

Greetings,
Patrick

1060. Re: 1040STf external keyboard - Info wanted.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-10 06:04:19 UTC
From: Sean_Andrew_Copeland@mindlink.bc.ca
Message-ID: <10612@mindlink.bc.ca>
Source record: 45210

YES, YES, AND YES
TWO TYPES COME TO MIND, Z-KEYS AND D.E.K.A., HOWEVER IT WILL INVOLVE SOME WORK WITH THE STFM'S COVER, PUTTING A HOLE IN IT. AND YES THEY DO WORK WITH THE EMULATORS. D.E.K.A. IS BETTER THAN Z-KEYS, BOTH SHOULD BE AVAILABLE BY MAIL ORDER.

S.C.

1061. 32000 color mod

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-10 08:11:01 UTC
From: sslee@micromed.net.netcom.com
Message-ID: <39ueHB3w165w@micromed.net.netcom.com>
Source record: 45213

I was wondering if anyone ever tried the 32,000 color mod by Barry
Orlando. I started the project and then ran into some problems.
I talked with Barry, but unfortunately he sold his ST and therefore
could not help me.
He had a different motherboard than the one I have (mine is an
old 1040ST, CO70789). The external jumpers referred to
non-existent pins. Thanks for any info.

Steven

---

sslee@micromed.net.netcom.com (Steven Lee)
Micro-Medic BBS (408) 280-1610

1062. Re: FATSPEED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-10 11:52:55 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar10.115255.2042@actrix.gen.nz>
Source record: 45214

In article <m36fbz5v@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
> Is there a more recent version of FATSPEED than the one currently on a.a
> (dated 1989, but really even older), or is there another program that does the
> same job (Other than TURBODOS, which is several years old as well)? The
> reason I ask is that I had a look at FATSPEED.PRG the other day and it appears
> to have been written in a particularly bad version of C. From what I saw I
> could reduce the code size to less than half and probably double the speed
> using assembler.
> It would be hard to work from a dissassembly through - does anybody have the
> source, or does anybody know how to contact the author? Alternatively does
> anybody have a good description of the FAT and directory structure?
> Also, isn't the byte order in these structures the wrong way round to
> give MSDOS compatability? You don't need this on a hard disk, so things would
> be alot faster if you stored things in the natural byte order on hard drive
> partitions - does any version of TOS do this?
> Does anybody know how the UNIX filing system works at a low level? Is it
> more efficent than the MSDOS way of doing things or is there a price to pay
> for the long filenames? I'm thinking of writing a replacement hard disk
> fileing system that would operate only on certain partitions. The long
> filenames would be quite handy for MiNT users.

Yes it called TOS 1.4, this is a far better way to go, you will not
regret it...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1063. 32 MB TT-Ram Expansion for Sale !!!!!!!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-10 15:11:21 UTC
From: rdjeline@faui09.informatik.uni-erlangen.de
Message-ID: <1992Mar10.151121.24198@informatik.uni-erlangen.de>
Source record: 45217

Hi all TT-Users out there ! NOW LISTEN !!!

Do you want to have 32 MB of TT-Ram(Fast Ram) in your TT ??
Of course you want ! But the Price ??

Now the price is .....3200,- DM ! No, I've still got my senses
and I do not try to cheat you !! It is 3000 DM cheaper than
other solutions but is working the same. (The same speed,
the same quality etc. etc.)(e.g you don't need to be an Hard-
ware Expert to install it - just plug it in the Slot and voila !
The Memory is (e.g.) 36 MB RAM (my TT has 4 MB ST-RAM also).

So connect:

Richard Jelinek
Flurstr. 78
8510 FUERTH
0911/798069 (infos)

May the Powerful TT be with You !! :)

1064. Graphics libs for use with G++ 1.39 on the ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-10 15:19:52 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1992Mar10.151952.10813@cs.wayne.edu>
Source record: 45216
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This summer I'd like to try producing 3-d graphics on my ST using FSF's GNU C++ compiler. Checking out Atari archive, there are two libraries, gemlib.zoo and gemolb.zoo; which one do I need? Also, are there libraries for producing graphics with MGR under Mint? I'd rather make stuff there than under GEM if possible. Also, is there any documentation for these libs? I heard once that the GNU GEM library was based on Mark Williams C and those docs may be used; c'est true?

Thanks for the info.

--
"Again, the kingdom of heaven is like unto a net,"
Matthew 13:47

1065. Re: Geminii and GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-10 15:24:09 UTC
From: malay@sae.com
Message-ID: <1992Mar10.152409.6308@sae.com>
Source record: 45218

In article 113316ONM07@DMSWWU1A.BITNET, <ONM07@DMSWWU1A.BITNET> () writes:
>In article <1992Mar6.125553.11863@newcastle.ac.uk>, D.M.Johnson@newcastle.ac.uk
>(Dave Johnson) says:
>>
>>Hi,
>> When I have installed and use Geminii, usign AMCGDOS.PRG the program
>>works fine with
>>no problems but if I replace AMCGDOS with GDOS from say TimeWorks Geminii
>>complains that is
>>can't load the fonts as GDOS may not be installed. All I change is AMCGDOS to
>>GDOS.
>>
>>Is AMCGDOS suppose to be a replacement for GDOS that is completely
>>compatable?,
>>
>
>It should. There are no known problems with Gemini combined with the original
>GDOS.
>
>>

I don't know.... I had the same exact experience when I switched GDOS from the
EasyDraw disk and the AMCGDOS that came with Gemini - I never fiqured out what
the problem is and hence I'm still using AMCGDOS instead of GDOS.

Bob Malay

1066. Re: Spectre GCR and DEKA troubles!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-10 18:06:39 UTC
From: steveg@cseic.saic.com
Message-ID: <5650288@MVB.SAIC.COM>
Source record: 45219
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <44077@ucbvax.BERKELEY.EDU> kawakami@ocf.berkeley.edu (John Kawakami) writes:
>WARNING! DEKA, and GCR users!
>
>Using Spectre with any of the IBM keyboard adapters can cause trouble
>with writes onto GCR (Mac format) floppies. As the GCR draws power
>to write, the DEKA shuts down because of reduced current. I don't
>know if this is the case, but the logical evidence is convincing.

Well, on appearance maybe. But not really.

>
>1) When using mac disks in mac mode, the system appears to freeze.
> The keyboard seems to be locked up, though the caps lock light
> goes on. This makes it appear if there is a defect with the system
> software.
>

This is *NORMAL* GCR behaviour. It has absolutely nothing to do with
a lack of current, voltage or anything else.

>2) Using the shift key, control key, or alt key sometimes causes the
> shifting key to "stick". This seems to happen most when more
> than one shifting key is used. This seems to indicate that as
> more current is used, the keyboard interface gets flakier.
>
Maybe. Could also be a problem with your DEKA keyboard. Generally
it's not nice to bang on the ST's keyboard while the GCR is doing its stuff.
Dave's done a good job of bulletproofing the code, I have absolutely
no kind of proof, but I suspect a flurry of keyboard interrupts might
still screw things up. I know there used to be a bug that locked up
the Mac if you moved the mouse too much while it booted.

>3) The keyboard and mouse also stick when using GCRTEST.PRG!!! So it
> happens when GCR is used in Atari mode too!
>

Again, this is perfectly normal behavior. Isn't it mentioned in the
manual somewhere?

>Thus I conclude that it is the pair of dreaded 74373LS ICs which must
>be replaced with 74373HC ICs.
>--
>John Kawakami kawakami@ocf.berkeley.edu
> ucbvax!ocf.berkeley.edu!kawakami

Incorrect conclusion. While you may indeed have a problem with
the bus driver chips, mouse and keyboard lockups during GCR activity
are *NOT* a symptom of that problem. Inability to write (but still can
read) Mac format disks no matter how much you tweak the pot in the GCR
is a more likely symptom. That might also point to a shielding
problem with an internal drive in a Mega. If you are not having
problems reading and writing Mac disks (aside from these 'lock ups'),
then leave your ST alone. If it ain't broke...

BTW, you didn't mention what type of ST you are using. To my
knowledge, the driver problem was primarily restricted to Mega 2's and
some Mega 4's. Hope this helps.

--
Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.

1067. Re: ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-10 21:49:58 UTC
From: edgar@pingu.saar.sub.org
Message-ID: <H.4oW9ebKU4WI@pingu.saar.sub.org>
Source record: 45222

```
In <92064.114104ONM07@DMSWWU1A.BITNET>, ONM07@DMSWWU1A.BITNET writes:
>In article <1992Mar3.091404.43497@qut.edu.au>, lunnon@qut.edu.au says:
>>Question: does ANYBODY know of a shell and a make utility that does
>>the ATARI _STANDARD_ ARGV or do I have to implement a kludge just
>>because everyone else has
>
>Gemini. Since version 1.1 (1989!).
>
>____________________________ cut here _____________________________________
>Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
>fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
>____________________ correct me if I'm wrong ______________________________

Master. Since version 5.5 (1988!).

+ Mark-Williams ARGV (works for Pascal too, unlike Atari's)
+ xArg-Method from Dale Schumacher
+ PBP/ARGV-proposal of Allan Pratt (made prior to the new standard)
(+ the Master-oldie LC from versions before 1987)
+ ANY combination of the above

Everything is tunable with the shell-variable XARGS (set to an integer with the
following meaning for the bits (numbered 0-15 from right to left):
0 PBP-verification (if not set use $$)
0 or 1 ARGV-passing
1 not 0 ARGV[0] is I/O-vector
1 handle 2 points to CON: instead AUX:
2 xArg-passing
3 pass 127 as length in the basepage (as used by MWC-tools and the
Atari standard)).
The shell-variable UNIX alters the passing style of the environment, where the
bits mean:
1 every letter can be masked with \ (' ' too)
2 in extended arguments pass / as delimiter for dirs instead of \
1 or 3 * is the default pattern for all files instead of *.*
any value > 0 means that the environment is passed in unix-style:
var=value\0var=value\0 ... var=value\0\0
as opposed to the old Atari style (found in the ROM for PATH):
var=\0value\0 ... var=\0value\0\0
If UNIX is set, the Master syntax for wildcards (eg ranges [a-g] or *a*.?o) is
passed to all programs when they use Fsfirst/Fsnext. If you don't like this,
there is another variable with the bitmap style: VIRGIN
0 do not use GEMDOS/BIOS extensions (and _shell_p) of Master
1 do not allow software write locking of drives (with lock/unlock)
2 do not protect Master against redefinition of the keyboard
```

3 do not pass the wildcards to Fsfirst/Fsnext
4 no i/o-redirection done by Master
5 do not protect Master against redefinition of the color palette
6 do not convert filename case when passing them to the OS and
allow for longer names than 8+3 (provided by the module xfs.mmx)

Master 6.0 is available for anonymous ftp in /pub/atari/shells on cs.uni-sb.de.

- Edgar
--
Edgar Greuter
Francoisstrasse 21
6600 Saarbruecken

Email: roeder@cs.uni-sb.de
edgar@pingu.saar.sub.org (will change to: .saar.de)

1068. Re: FATSPEED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-10 22:00:06 UTC
From: rincewind@discworld.uucp
Message-ID: <H.p0nex_2Egtl@discworld.uucp>
Source record: 45234

In <m36fbz5v@csv.warwick.ac.uk>, Leo Hendry writes:
>Is there a more recent version of FATSPEED than the one currently on a.a
>(dated 1989, but really even older), or is there another program that does the
>same job (Other than TURBODOS, which is several years old as well)? The
>reason I ask is that I had a look at FATSPEED.PRG the other day and it appears
>to have been written in a particularly bad version of C. From what I saw I
>could reduce the code size to less than half and probably double the speed
>using assembler.
This is true, I looked at it some time ago, too. However, you do not need
Fatspeed at all when using TOS 1.04 or above, so I think the effort of
improving Fatspeed would be wasted.
--

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@messua.informatik.rwth-aachen.de (use this for long mails!)
Home: tornado!discworld!rincewind@urmel.informatik.rwth-aachen.de
Maus: Michael Schwingen@AC3 IRC: Rincewind

1069. Re: ICD&parity

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-10 22:02:52 UTC
From: rincewind@discworld.uucp
Message-ID: <H.YpcIvg7fteg@discworld.uucp>
Source record: 45235

The ICD advantage does handle parity and it works fine with Mega STs. Note,
however, that the ICD micro hostadapter does *not* handle parity !
--

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@messua.informatik.rwth-aachen.de (use this for long mails!)
Home: tornado!discworld!rincewind@urmel.informatik.rwth-aachen.de
Maus: Michael Schwingen@AC3 IRC: Rincewind

1070. Making a DMA port interface

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-10 22:06:07 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <5148@oucsace.cs.OHIOU.EDU>
Source record: 45223

I've been working on a physical ramdrive for my 1040ST; I had originally intended to stick it on the cartridge port, but after working out the glue needed to do writes sanely (i.e., other than "read from control location, read from address location, read value"; instead I had "read from control location, read from start location, read n values to write autoincrement/decrement") ... I decided it might be simpler to do a DMA interface.

So I'm looking for comments from people who've done interfacing with the DMA port. In particular, all I'm interested in is having an arbitrarily large chunk of RAM, and being able to read from / write to it at high speeds. The driver I can write.

In particular, the Atari docs are somewhat difficult to understand. Supposing I call this "device #5" for example, I need to know how the 1040 requests data, how it writes, etc. Bus timing information would be a definite plus.

Thanks ... running my 1040 as a Unix box could really use a high-speed, small /tmp drive... and I've got some old RAM chips sitting around ...

-- Bill
--
| Bill White +1-614-594-3434 | bwhite@oucsace.cs.ohiou.edu (normal) |
| `finger bwhite@view..' for more | bwhite@view.cs.ohiou.edu (alternate) |
| --> I'm a replicating .signature virus! Copy me and join in the fun! <-- |

1071. AES evnt_multi with MiNT: Busy waiting?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-10 22:09:30 UTC
From: wr@bara.uucp
Message-ID: <yQ.VtZvlrsA@bara.uucp>
Source record: 45269

Hi,

it seems that AES applications do busy waiting when using evnt_multi
calls under MiNT... other processes (e.g. top running on a terminal)
seem to get no cpu time while the application is waiting for an event.
Using Fselect before evnt_keyb is easy, but how about evnt_multi
waiting for msg events? Is there any way to put an application to
sleep entirely while waiting for an event?

Could it help to write an acc that executes Syield every time it
gets control via AES?

I hope you can help me...
Wolfram
--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
(Usenet) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

1072. FAST TECHNOLOGIES PHONE # ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-10 23:04:28 UTC
From: ar698@cleveland.Freenet.Edu
Message-ID: <1992Mar10.230428.15058@usenet.ins.cwru.edu>
Source record: 45220
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello fellow Atari Users

Can you please email me the phone # (and address if u have it)
of FAST TECHNOLOGIES ?

Thank you

--

Evan Makris ar698@cleveland.freenet.edu
Boston, Mass. makris@northeastern.edu

1073. Re: microEmacs WANTED!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-11 00:31:54 UTC
From: andyc@hplsla.hp.com
Message-ID: <13510015@hplsla.hp.com>
Source record: 45229

```
|Does anyone know where I can get a copy of microEmacs? I have the "mini"
|Emacs found in Gulam, but I wanted to try the full-fledged version.
| | John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |

There's a version on the atari archive (atari@atari.archive.umich.edu);
it's called ME310S I believe. (It uses the file selector).

See the FAQ for comp.sys.atari.st for more info in the atari archive.

%%%
```

1074. Re: 32000 color mod

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-11 03:14:07 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar11.031407.7004@actrix.gen.nz>
Source record: 45221

In article <39ueHB3w165w@micromed.net.netcom.com> sslee@micromed.net.netcom.com (Steven Lee) writes:
> I was wondering if anyone ever tried the 32,000 color mod by Barry
> Orlando. I started the project and then ran into some problems.
> I talked with Barry, but unfortunately he sold his ST and therefore
> could not help me.
> He had a different motherboard than the one I have (mine is an
> old 1040ST, CO70789). The external jumpers referred to
> non-existent pins. Thanks for any info.
>
> Steven
>
> --
> sslee@micromed.net.netcom.com (Steven Lee)
> Micro-Medic BBS (408) 280-1610

Were can I get details of this MOD..?? Thanks..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1075. Re: Next new home computer? (was: 4-Channel Samples on an ordinary ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-11 09:33:29 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Mar11.093329.19974@cs.ruu.nl>
Source record: 45232

```
>>>>> bill@mwca.UUCP (Bill Sheppard) (BS) writes:

BS> Interactive Media Systems. It is based on a 15MHz 68070 (compatible with
^^^^^

I've never heard of this one. Or is this Back to the future IV?
--
Piet van Oostrum <piet@cs.ruu.nl>
```

1076. monitors and other queries

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-11 10:14:41 UTC
From: csp65@seq1.keele.ac.uk
Message-ID: <2274@keele.keele.ac.uk>
Source record: 45233
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I had such a good response to my last question, heres a couple more for your perusal.

I have a monitor (OK, Ill admit it, it's a Sinclair QL Monitor, I was given it free!). I have no documentation for it but am almost certain its a simple RGB input. I want to know if I can hook it up to my atari st. I have tried just linking the R G B and a sync and get an almost recognisable picture but it is very faint and rolls a lot. Is this a voltage level problem? what can I do about it? Any suggestions appreciated.

Question two I have been trying to install Pinhead (aquired from the cover disk on Public Domain). On booting up I get the welcome message but then the ST resets, boots up again, welcome message, resets. And so on.
Anyone know what I am doing wrong??

Finally I would like details of any sites IN THE UK which archive ST software (I know about lancs.pdsoft).

Thanks in advance,

David Braziel.

```
================================================================================
|| David Braziel | "Is that the time?" | This Space ||
|| <Pronounced Brazzle> | "No, time is a relative concept, | Intentionally ||
|| csp65@uk.ac.keele.cs | /that/ is a wristwatch." | Left Blank ||
================================================================================
```

1077. teac FD 55 GFR for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-11 11:05:00 UTC
From: Hans_Sep@kr.maus.de
Message-ID: <A16994@KR.maus.de>
Source record: 45236

>>>pardon my English but my German is really horrible<<<

For my ST I bought a Teac FD 55 GFR 5.25"-drive and put it
in my tower. Connected the Drive_Select_1-signal from the
soundchip with pin 12 from the internal shugart-bus.
Installed the drive as D1.
However it won't read, write or format the normal 720Kb-
disks. When I select drive B, it does respond so the drive
works. Can I only format 360Kb and 1.2Mb on this drive or
should I make some jumper-connections for the drive to work.
By the way, I haven't (yet) adjusted the WD 1772 for
HighDensity-use. I use the drive only for 720Kb-use.

Who can help me?

Greetings, H a n (
) e p \\\"
..
--oo----oo--
s

1078. AtariTeX

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-11 11:24:01 UTC
From: vince@sci.kun.nl
Message-ID: <1992Mar11.112401.23277@sci.kun.nl>
Source record: 45237

Hello *.TEX

Could somebody please tell me what the best TeX-package for the Atari ST is? I know there is a CS version, but the a.a also has a 'normal' TeX 3.1 which is MiNT aware, if I remember correctly from one of the READMEs. And in a German mag I read that there is a MultiTeX version, which is a CSTeX especially for MultiGEM. But this is _NOT_ freeware, and besides, I don't have MultiGEM. Instead, I use MiNT and MW2 (for the time being; I'm writing my own windowmanager) and I guess there are a lot of people with this setup. So: which TeX feels itself good in this environment?

Thanks,

Sander STOks

1079. Some answers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-11 12:23:30 UTC
From: elendir@inf.enst.fr
Message-ID: <1854@ulysse.enst.fr>
Source record: 45239

Well, the hardware switch is hardly possible. The only way to do it
properly is to add a two->one multiplexer, cut the 16 MHz, 8 MHz and
68000 CLK signal, and patch them into the multiplexer. Alternatively,
you may replace the 8 MHz signal by the clock signal form the PAL.

Regerding the COPRO GAL, I have the JEDEC disassembly of the GAL ; thus
if you want to program one, I can send you the fuse map.

Now the 68010. It's true since TOS 1.62, every processor can run on a
ST (68K/010/020/030/040). The 010 is a bit enhanced, since it supports
faster instructions, and has an internal 3 words cache for loop mode.
However, the 010 has quite run out of production, since very few
people used it. The 020 completly superseded it. So it might be VERY
difficult to find such a chip. Furthermore, I hope you have a PLCC support
because most of the 68010 are now PLCC chips.
The problems with games should be
1. The MOVE from SR, which is priviledged on 010 and higher processors.
2. The stack frames, which have not the same format.
3. Timings, which differs slightly, since the 010 is a bit faster.

Enjoy,

Vincent.

--
Warning : Device /dev/coffee_machine0 not responding.
Please fix and reboot

1080. need RAM chips pinouts (NEC 424256-10, flat pack)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-11 14:16:35 UTC
From: ele9110@cdc835.cdc.polimi.it
Message-ID: <ele9110.700323395@cdc835>
Source record: 45226

I'd like to do myself the memory upgrade of an Atari 1040STfm :
it has motherboard marked C103414-001 REV.1.1 and MMU marked C100109-001(9/89).

Now the problem: soldered on the motherboard there are eight NEC 424256-10 flat
pack ram chips. I think these are 4x256k chips, but I don't know the pinouts.
I am aware that a little hacking will be necessary to do the upgrade, but
I do not intend to spend money for a commercial upgrade kit (BTW, I already
have 1M chips around)....

If anyone knows the pinouts or has already done a similar job, I'll
be very grate for any information.

E-mail is preferred, I will summarize to the group.

Thanks in advance.
Massimo
--

Massimo Oluzzi
"Politecnico di Milano" University.
Home: via Caravaggio, 9 - I-20040 BURAGO MOLGORA - ITALY
Phone: +39-39-662931
Internet: ele9110@cdc835.cdc.polimi.it

1081. Re: MC68010 and TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-11 14:19:52 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <lahtinen.700323592@gideon>
Source record: 45227

m91der@tdb.uu.se (Daniel Eriksson) writes:
>To find a 16 MHz 68010 seems to be VERY hard. However, I've heard
>of a small device that enables a 68020 or a 68030 to be installed
>insted of a normal 68000. What I heard was that it was some kind
>of asynchronus board (can run at any speed) that you place between
>the 68020/30 and the old socket. And the price was something like
>100 USD, not very much :-) Of course you'll also need a 16 MHz
>68020/30, but that shouldn't be a big problem.

>Could someone confirm this and tell us all where to get such a
>device, PLEASE!

I have a small PCB that takes 68020 and it replaces the 68000 and
an other one that switches processors. They are bare boards, so
no components on it and I have photocopies from that German magazine
c't that designed that card.

I am happy to send them to someone interested. I am not expecting
any money out of it (perhaps something for postage) or if someone
wants to have my EPROMmer for $100 I would happy to send the PCB's
with it. Please email me if interested.

--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

1082. Re: 32000 color mod

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-11 16:27:01 UTC
From: atari@cs.ruu.nl
Message-ID: <1992Mar11.162701.25769@cs.ruu.nl>
Source record: 45228

Roger.Sheppard@bbs.actrix.gen.nz writes:

> sslee@micromed.net.netcom.com (Steven Lee) writes:
>> I was wondering if anyone ever tried the 32,000 color mod by Barry
>> Orlando. I started the project and then ran into some problems.
>
>Were can I get details of this MOD..?? Thanks..

You can find a text file with a description of this mod at our Atari archive.

We, Computer Science department, Utrecht University, are running an
anonymous FTP server on one of our systems. In addition to the FTP
service we're also running a mail server, for those of you without
direct Internet access.

--> How to get '32k colors mod' via anonymous FTP:

Site: archive.cs.ruu.nl [131.211.80.5]
Login: "anonymous" or "ftp"
Password: your own email address (you@your_domain)
File: ATARI-ST/doc/32kcolor.zoo

--> How to get '32k colors mod' via e-mail from our mail-server:

NOTE: In the following I have assumed that your mail address is
"fred_flintstone@stone.age.edu"; of course you must substitute
your own address for this.
** PLEASE USE VALID DOMAIN ADDRESSES. DO NOT USE ADDRESSES **
** WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET **

Send the following message to
mail-server@cs.ruu.nl
or the old-fashioned path alternative
uunet!mcsun!hp4nl!ruuinf!mail-server

begin
path fred_flintstone@stone.age.edu (SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/doc/32kcolor.zoo
end

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:

send HELP

A complete "ls-lR" listing of the archive is kept in the top-level
directory, it will be updated every night. To get it, issue the command:

send ls-lR.Z

That's all for now. If you encounter problems using the FTP service
and/or the mail-server, feel free to drop me a line (by e-mail, please).

Ate Brink
Moderator of the Atari archive at the Utrecht university
Email: ate@cs.ruu.nl or atari@cs.ruu.nl

1083. Re: Next new home computer? (was: 4-Channel Samples on an ordinary ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-11 21:14:14 UTC
From: u1398@JSP.UMontreal.CA
Message-ID: <1992Mar11.211414.13384@jsp.umontreal.ca>
Source record: 45230

Well, gee, no: They are not available in Canada as far as I can tell. Although my friends and I have talked about that machine, I admit I forgot to mention it. I would have most likely complained: "It is not available in North America" (I wish I was misinformed...am I?)

>>And these are Home Computors, and sold here a lot to schools..

Why dont they sell them to us in North America?

>>Prices here are better that Ataries..
>>
>>> >
>>> >ALGO
>>> >\end{Paul's email}
>>--
>>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>>*** Kapiti At least I don't Flicker, ***
>>*** New Zealand.. * not like a dying light globe ***
--
Das machine is nicht fur gefingerpoken und mittengrabben. Ist easy schnappen der springenwerk, blowenfusen und corkenpoppen mit spitzensparken. Ist nicht fur gewerken by das dummkopfen. Das rubbernecken sightseeren keepen hands in das pockets, relaxen und vatch das blinkenlights!!! [u1398@jsp.umontreal.ca]

1084. Re: MC68010 and TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-11 21:30:27 UTC
From: ac999108@zippy.acslab.umbc.edu
Message-ID: <1992Mar11.213027.5481@umbc3.umbc.edu>
Source record: 45231

I think alot of us may be interested in that diagram. Did the article tell about the success the boards have or don't. What sort of speed increases do they give you? I can get PCBs made fairly easily.. probably. And could probably get my hands on atleast a 68020.. and I really want some more speed.. sigh.

/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /------------------/ GEnie: P.Danckaert /------------/

1085. Re: Next new home computer? (was: 4-Channel Samples on an ordinary ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-12 06:45:04 UTC
From: kdarling@garfield.catt.ncsu.edu
Message-ID: <kdarling.700382704@garfield.catt.ncsu.edu>
Source record: 45238

piet@cs.ruu.nl (Piet van Oostrum) writes:
>> bill@mwca.UUCP (Bill Sheppard) (BS) writes:
>> Interactive Media Systems. It is based on a 15MHz 68070 (compatible with
> `````
>I've never heard of this one. Or is this Back to the future IV?

It's an integrated controller chip: basically a CMOS 68000 clone with MMU,
dual DMA channels, timers, clock generator, UART, IIC bus, all onboard.
Allows making a more inexpensive and robust system. Been around for years.

We had wanted to use another integrated cpu, the Motorola 68340 (020 core;
other nice stuff), but it wasn't quite available at the time of design.
Nowadays, the 68EC030 would also be a good choice (super cheap 68030).

It's almost comically easy these days to come up with a very nice, cheap
system, by just using off-the-shelf parts. Unfortunately, most companies
simply use them to make copycat PClones instead. How boring...

best - kevin <kdarling@catt.ncsu.edu>

1086. Internal speaker on the TT...is it possible to disconnect?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-12 07:18:43 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <wPNiHB2w164w@sys6626.bison.mb.ca>
Source record: 45243

Ever since I plugged a ghetto blaster into my TT's RCA out's, I've been wishing for a way to disconnect the (yucky sounding) internal speaker. I know of the way to turn it off with xcontrol...but when playing auto-boot games which don't allow GEM access, the speaker is defaulted to an ON status. Is there a way to set the default to OFF? Or does anyone know if it would be ok to just hack away inside the case safely and disconnect the speaker (with someway of connecting it again in the future if need be)? Or maybe there is a way to install a switch? Any help (email or posts here) would be GREATLY appreciated. Thanks.

--- (Trevor Cordes) a user of sys6626, running waffle 1.64
E-mail: genius@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

1087. NeoDesk 3.02 and hard disk caches

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-12 07:26:34 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <Z3NiHB3w164w@sys6626.bison.mb.ca>
Source record: 45244

I recently bought NeoDesk 3.02 and since then I have been annoyed at the fact that NeoDesk (for some reason) ALWAYS reads a directory from the hard disk...even when it should be able to just grab the info from my hard disk cache like NewDesk (3.01) does when I don't use NeoDesk. Does NeoDesk use custom routines to get directories? If NeoDesk used normal GEM-TOS routines, wouldn't it automatically grab the dir info from the cache? I'm using a TT030/4, 135MB internal SCSI HD, CACHE020.PRG (I've since shrunk it from a once CACHE100.PRG...since the cache seems useless in NeoDesk).

--- (Trevor Cordes) a user of sys6626, running waffle 1.64
E-mail: genius@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

1088. HS_FIX and SERPTCH2...together?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-12 07:30:10 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <Z9NiHB4w164w@sys6626.bison.mb.ca>
Source record: 45245

I have a TT030/4 and a 14400bps ZyXEL modem. My TOS is 3.01. Recently I got the supposed fixes for the serial ports HS_FIX and SERPTCH2. I used Serial Patch for a while, but it would still screw up on zmodem uploads for some reason. After receiving HS_FIX, I tried using them both together (which is said to work fine)...my TT freezes up. So I used just HS_FIX, and all my problems went away. My question is, should I be using them together (like I've heard), or does HS_FIX solve ALL the serial problems by itself? Help is much appreciated. Thanks!

--- (Trevor Cordes) a user of sys6626, running waffle 1.64
E-mail: genius@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

1089. Pascal on the ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-12 07:39:23 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <cooiHB6w164w@sys6626.bison.mb.ca>
Source record: 45246

Does anyone know of a Turbo Pascal (for MS-DOS) compatible Pascal program
for the ST/TT (I have a TT)? Is High speed pascal compatible?
Thanks.

--- (Trevor Cordes) a user of sys6626, running waffle 1.64
E-mail: genius@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

1090. TT Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-12 11:22:42 UTC
From: rdjeline@faui09.informatik.uni-erlangen.de
Message-ID: <1992Mar12.112242.25066@informatik.uni-erlangen.de>
Source record: 45240

Haiall !!

I'm interested on a general Monitor Solution too. But the only
Monitor I know you can have for all TT-Resolutions is the EIZO
6500. But the price is *puuuuf* 2999 DM !! Too much !
There is an other from JVC for about 2500 DM but it only has the
data that make him a candidate. Special TT-Connection possibilities
are not known by me.

By the Way: Does anybody know if the OverScan TT works with the
PTC1424 ?? 812 x 496 16 Colors and 412 x 496 256 Colors (or so) looks
fine for 300 DM, doesn't it ??

Ciao
Atarico

1091. Re: Next new home computer? (was: 4-Channel Samples on an ordinary ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-12 11:50:24 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Mar12.115024.133296@link-1.ts.bcc.ac.uk>
Source record: 45241

In article <1992Mar11.093329.19974@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
>>>>>> bill@mwca.UUCP (Bill Sheppard) (BS) writes:
>
>BS> Interactive Media Systems. It is based on a 15MHz 68070 (compatible with
> ^^^^^
>I've never heard of this one. Or is this Back to the future IV?
>--
>Piet van Oostrum <piet@cs.ruu.nl>

The 68070 is/was a Philips chip which is/was a 68010 with serial and
parallel i/o hardware and a small ROM and some RAM onboard. It was primarily
designed as a control processor.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

1092. 68020 board

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-12 12:43:23 UTC
From: vince@sci.kun.nl
Message-ID: <1992Mar12.124323.7817@sci.kun.nl>
Source record: 45250

Everybody interested in speeding up his/her ST with a turboboard should go out and buy the March issue of the German ST Computer mag. They test a full range of speeders, ranging from te 16 MHz HyperCache Turbo Plus to a 40MHz 68030 board that outruns a real TT. The 68020 board project from the c't mag is also tested, and it has the advantage of being very cheap (798 DM (about 400$) WITH 68882!) but has NO CACHE RAM, so the figures are a bit disappointing. The Turbo 20 board (with a 68000/25 MHz!) is only 698 DM (that would be about 350$ or so) needs no patched TOS and runs VERY fast.

Sander SToks

1093. Re: ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-12 13:50:36 UTC
From: steve@thelake.mn.org
Message-ID: <A1850873964@thelake.mn.org>
Source record: 45256

(Note that this followup is not crossposted to the general newsgroup.
The discussion is basically technical, and the charter of the st.tech
newsgroup discourages crossposting.)

[In article <H.O1xIkAj00n_@jonh.wimsey.bc.ca>,
jhenders@jonh.wimsey.bc.ca (John Henders) writes ...]

> I'm also curious about this. I've been trying to switch from Laser
> to H&S Sozobon, and it seems like dlibs doesn't handle the environment
> the way Laser C did, and running from Gemini, ld can't read the PATH
> variable out of the PATH string passed by Mupfel. Is Dlibs out of date
> on the Xarg standard, or is Laser and Mupfel wrong?

They all pass the environment the same way -- via Pexec(). ARGV adds, to
the end of the environment, an ARGV variable that holds an extended
command-line image. The dLibs startup code pays no attention to ARGV
information. It does understand XARGS, but XARGS has nothing to do with
the environment.

(As I recall, Gemini and Mupfel support both XARGS and ARGV standards.
There's some mystical incantation you can put in your mupfel.mup file that
tells it to use XARGS with any programs you care to define. See the docs
for details.)

If you're having problems with ld, my guess is that you may not have the
LIB environment variable properly set. ld isn't particularly interested in
PATH; that's where you would look for executables, not startup code and
libraries. Check your Mupfel configuration.

If you still have problems, there's a couple of utilities in the Heat and
Serve package that are intended to help diagnose exactly this sort of
ailment. See /sozobon/special/SHOWENV.PRG and /sozobon/special/NAMETRAK.PRG.
The former lists the environment to the console. The latter is a TSR that
lists the result of file searches on your printer.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1094. Tiny Turbo 030

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-12 15:28:19 UTC
From: ec333way@sail.uwaterloo.ca
Message-ID: <1992Mar12.152819.22674@watserv1.waterloo.edu>
Source record: 45242

I just picked up the latest issue of Atari User. Inside, there is an ad from Fast Technologies for their 'tiny turbo 030' upgrade. I don't have the article here, but if anyone wants the complete ad typed up, send e-mail or say so on the net..
Summary: Smallest 68030 upgrade available - seems to say you DON'T need to put your ST into a tower case.. 68030 @40 Mhz, 68000 @ 8 Mhz (for compatibility).. An optional 68882 (the math copro) @ 40 Mhz or so for $299, and a VIRTUAL MEMORY option for $299.. Some of the Specs (from qindex 2.2) seem to say that it's faster than a TT and also another 030 upgrade labelled 'other'... (The higher Qindex scores, the better, right?) It's faster than the other 2 choices in some areas and a slower in others.. BUT, it can do a redraw of a Cad image (w/ fpu) faster than either of the others...
Normally, the price is $999 w/ 68030.. HOWEVER, until April 30 or so, they have a special offer for $599!!!!! From the add it was not clear whether or not this included memory, BUT it DOES include the 68030 @ 40 Mhz..
Oh yeah, comes w/ tos 2.06 (I don't know if they have 2.07, but who knows)

My questions are as follows: Can someone tell what the max mem on this board is?
What is the virtual mem option ? (they claim up to 128 MEG using this)
Is this a viable alternative to the SST? Ie would I 'lock' myself in using this rather than an SST?
Can I still later use Spectre GCR if I have this installed (I don't have spectre at the moment, but might need it later)..

Here's hoping..

--
Mattias Hembruch
mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.ca

1095. Startgem on newer hardware?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-12 16:39:09 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <14088@vela.acs.oakland.edu>
Source record: 45247

Has anyone got a program like startgem that will work on the STe?
I used to use some of the startgem spin-offs to start gulam out of the
auto folder, but now that I have upgraded machines, I am no longer able to
do that. If someone has something out there, I would greatly appreciate
getting my hands on it.

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

1096. Atari UUCP help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-12 16:52:02 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <14089@vela.acs.oakland.edu>
Source record: 45248

What is the best program to get access to a UUCP account from an atari - commercial or otherwise. I have tried using Rodneys UUCP, but I had to modify the login process to handle three steps (which worked fine) but then after logging in, the thing seemed to be sharing incorrect protocol with my host system. I have also gotten ahold of Hermes, but it seems still limited to two step logins, and I have no idea where to get English docs and/or a German translator.

If anyone could either point me to a good program, give me an idea what the protocol exchange for a UUCP connection initialization or help me get my Mercury (Hermes) package up and going, I would greatly appreciate it.

BTW: My login process here is going to consist of at least three steps (not just two)

Local: connect vela

Vela Ultrix system

login: Utre
Password:

... so please keep this in mind

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

1097. Meta file generation from Wordflair][

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-12 17:18:19 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992Mar12.171819.19434@usenet.ins.cwru.edu>
Source record: 45249

Has anybody successfully generated a meta file from Wordflair][with FSM-Gdos? How? Also, I am looking to generate a HP laserjet printer output to a disk file. Any ideas?

1098. Re: Tiny Turbo 030

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-12 18:07:32 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992Mar12.180732.27577@yuma.acns.colostate.edu>
Source record: 45251

In article <1992Mar12.152819.22674@watserv1.waterloo.edu> ec333way@sail.uwaterloo.ca writes:
>have a special offer for $599!!!!! From the add it was not clear whether or
>not this included memory, BUT it DOES include the 68030 @ 40 Mhz..
>Oh yeah, comes w/ tos 2.06 (I don't know if they have 2.07, but who knows)
>
>My questions are as follows: Can someone tell what the max mem on this board
>is?
>What is the virtual mem option ? (they claim up to 128 MEG using this)
>Is this a viable alternative to the SST? Ie would I 'lock' myself in using
>this rather than an SST?
>Can I still later use Spectre GCR if I have this installed (I don't have
>spectre at the moment, but might need it later)..
>
>--
>Mattias Hembruch
>mghembruch@electrical.watstar.uwaterloo.ca
>or ec333way@sail.uwaterloo.ca

Don't have either one, but from the past informations and the ADs, the tiny turbo 030 does not have any memory except a small cache memory. The benchmark look great, but need to keep in mind the real world application might not be like what quick index show, especially if the program you interested is a huge program that likes a lot of memory.

The virture memory option probably just some page memory management stuffs that use your hard drive as the memory and swapping pages in/out of the hard drive and make your software think there is upto 128MB of memory availible to it.

As compare to SST, for $599 and not needing the extra like the larger real memory, math coprocessor, it would be a good one. Also the small size would mean no need to move ST board to PC case. But if you want more memory and the 882, then should consider those price into the comparism.

Personally, I would get the SST for the fact it has 8 SIMMs and an expansion port, plus knowing it's going to work with GCR (afterall it's from same developer, Mr. Small). However, Tiny 030 would fit for user who don't want to move the motherboard nor care about the extra memory.

Would be nice if user of both board would give us a quick review and some real application timing insteaded of the quick index number.

Tang
sytang@lamar.colostate.edu

1099. Re: Atari UUCP help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-12 18:30:30 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.dwj5PM50uD2@jonh.wimsey.bc.ca>
Source record: 45273

In <14089@vela.acs.oakland.edu>, EVENSONG writes:
>
> What is the best program to get access to a UUCP account from an
>atari - commercial or otherwise. I have tried using Rodneys UUCP, but
>I had to modify the login process to handle three steps (which worked
>fine) but then after logging in, the thing seemed to be sharing incorrect
>protocol with my host system. I have also gotten ahold of Hermes, but it
>seems still limited to two step logins, and I have no idea where to get
>English docs and/or a German translator.
>

Hermes and Mercury are pretty well it, thought the Citadel BBS
system also works. I think you're main problem would be with uucico. You
might want to change the version that came with Mercury for the 3.21
version. Also check with your admin to see what protocal his uucico uses.
Hermes isn't that different than Mercury, except for changes to the
XHOSTS file, which is where the login strings would live. I don't know
if uucico supports more than two strings but the author is
E-Mail: jan@janhh.hanse.de
so he'd be the person to ask. Hermes is well worth the money asked for
shareware, and I've found the author to be reasonably prompt answering
questions and fixing problems. English docs are promised.

--
John Henders jhenders@jonh.wimsey.bc.ca

1100. Re: Geminii and GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-12 20:28:00 UTC
From: Stefan_Eissing@st.maus.de
Message-ID: <A2871@ST.maus.de>
Source record: 45255

PD>But I'd rather recommend the use of AMCGDOS or NVDI. Both of them are
PD>much
PD>faster and less buggy.

This is also a good idea. But the bug Dave noticed with GDOS from Atari is not GDOS's fault but ours.
We have included the Gemini fonts in motorola format which was never officially supportet by Ataris GDOS. We never noticed this because we never use the Atari GDOS. It's terribly slow. AMCGDOS is much better and I recommend it.
Nevertheless: all fonts will be in Intel format in the unforeseeable future...

1101. Re: Pascal on the ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-13 00:01:24 UTC
From: bk568@cleveland.Freenet.Edu
Message-ID: <1992Mar13.000124.9249@usenet.ins.cwru.edu>
Source record: 45252

Travor Cordes writes:

> Does anyone know of a Turbo Pascal (for MS-DOS) compatible Pascal program
> for the ST/TT (I have a TT)? Is High speed pascal compatible?

Maxon Pascal claims to be compatible with Turbo Pascal 5.0 (i.e. no OOP).
Dunno of High speed pascal.

Michael

--
Internet: hohmuth@freia.inf.tu-dresden.de

1102. Re: FATSPEED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-13 02:57:10 UTC
From: twright@umaxc.weeg.uiowa.edu
Message-ID: <11522@ns-mx.uiowa.edu>
Source record: 45253

In article <H.p0nex_2EgtI@discworld.uucp>
tornado!discworld!rincewind@kaa.informatik.rwth-aachen.de writes:
>In <m36fbz5v@csv.warwick.ac.uk>, Leo Hendry writes:
>>Is there a more recent version of FATSPEED than the one currently on a.a
>>(stuff deleted)

>This is true, I looked at it some time ago, too. However, you do not need
>Fatspeed at all when using TOS 1.04 or above, so I think the effort of
>improving Fatspeed would be wasted.
>--
Well, I for one am still using (gasp!) TOS 1.0 and have no plans on blowing
$60 for an upgrade, so if someone would like to improve FATSPEED it'd be just
fine with me!

1103. Re: Pascal on the ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-13 03:05:10 UTC
From: twright@umaxc.weeg.uiowa.edu
Message-ID: <11523@ns-mx.uiowa.edu>
Source record: 45254

In article <cooiHB6w164w@sys6626.bison.mb.ca> genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
>Does anyone know of a Turbo Pascal (for MS-DOS) compatible Pascal program
>for the ST/TT (I have a TT)? Is High speed pascal compatible?
>Thanks.
>
>--- (Trevor Cordes) a user of sys6626, running waffle 1.64
>E-mail: genius@sys6626.bison.mb.ca
>system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

Personal Pascal from OSS seems to be pretty close, it's a real nice programming evironment also. Alas, I'm not sure where a guy could get a copy anymore, here in the STates anyway...

1104. Re: MC68010 and TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-13 09:07:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A37251@MS.maus.de>
Source record: 45272

vince@sci.kun.nl, 09.03.92:

>actually try it or what? In the March issue of ST Magazin, there is an
>article about TOS 2.06 in which they mention an ST with TOS 2.06 and
>MC68010 runs perfectly, with a few exceptions (some games). This 68010

Yup. I wrote it.

>executes some instructions a bit faster (They say QIndex gives 115% for
>CPU shifts). Now what I'd like is a Hypercache Turbo Plus with a 16
^^^^^^
Divisions! If Qindex had an entry for "multiplications", the increase would be
even higher.

I am owner of a hypercache, too, but could not find any 68010-16 until today.
:-(

>MHz MC68010 in it, which should give an average speed increase of
>about 200%, whereas "ordinary" 16 MHz 68000's stay at about 150% -
>185%, depending on the Cache RAM size (16K or 32K).

Don't expect too much! You won't notice such big differences between the 00
and the 010!

So long,
Patrick

1105. Re: Next new home computer? (was: 4-Channel Samples on an ordinary ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-13 10:07:04 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Mar13.100704.21923@aber.ac.uk>
Source record: 45263

Has anybody got an prices for unit quantities of 68EC030??

Its been a long time since I've built my last computer.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1106. Re: Pascal on the ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-13 10:31:23 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Mar13.103123.27328@email.tuwien.ac.at>
Source record: 45257

In article <cooiHB6w164w@sys6626.bison.mb.ca>, genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
>Does anyone know of a Turbo Pascal (for MS-DOS) compatible Pascal program
>for the ST/TT (I have a TT)? Is High speed pascal compatible?
>Thanks.
>
>--- (Trevor Cordes) a user of sys6626, running waffle 1.64
>E-mail: genius@sys6626.bison.mb.ca
>system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

High Speed Pascal (in Germany Maxon Pascal) was advertised as Turbo-Pascal-compatible (almost), and that's why I bought it. However, when I tried it on several TP sources, I realized that it couldn't even do the following:

```
const A = 10;
B = A+2; !!!!
```

or:

```
var x: array [1..1+1000] of integer; !!!!
"""""""
```

It obviously can't (pre-)process constants!!

But it also has some advantages: short code, assembler support.
It doesn't have many compiler-options though (no line-f FPU support, no > 68000 code...)

Marinos.

1107. Misbehavin' AUTO program

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-13 11:57:40 UTC
From: fabian@etek.chalmers.se
Message-ID: <1992Mar13.115740.14607@etek.chalmers.se>
Source record: 45261

HELP !

One of my AUTO-folder programs has begun to really misbehave lately.
Why, I don't know, it just bombs out (three bombs) and locks up the
ST, so now I cannot boot my HD (MegaFile 30). What is there to do ?
(Besides reformatting the HD, that is.) Some of the other AUTO-progs
that run before the perpetrator (Eternal.prg, etc) seems to run OK.
Mail me, or answer here or ...

M Fabian, fabian@contrl.chalmers.se | Control Engineering
fabian@etek.chalmers.se | Laboratory, CTH
mf@contrl.chalmers.se | Sweden

"If I'm so smart, how come I ain't rich ?" (DAD)

1108. Re: teac FD 55 GFR for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-13 12:00:58 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar13.120058.21883@actrix.gen.nz>
Source record: 45258

In article <A16994@KR.maus.de> Hans_Sep@kr.maus.de (Hans Sep) writes:
> >>>pardon my English but my German is really horrible<<<
>
> For my ST I bought a Teac FD 55 GFR 5.25"-drive and put it
> in my tower. Connected the Drive_Select_1-signal from the
> soundchip with pin 12 from the internal shugart-bus.
> Installed the drive as D1.
> However it won't read, write or format the normal 720Kb-
> disks. When I select drive B, it does respond so the drive
> works. Can I only format 360Kb and 1.2Mb on this drive or
> should I make some jumper-connections for the drive to work.
> By the way, I haven't (yet) adjusted the WD 1772 for
> HighDensity-use. I use the drive only for 720Kb-use.
>
> Who can help me?
>
> Greetings, H a n (
>) e p \\\"
> ..
> ----------oo----oo--
> s

Have you remove the drive terminating resistors, a ceramic pack,
the Atari can't drive these low terminating resistors usualy 330 ohms,
there is also a fixed resistor R40 that has to be removed..

Also set the jumpers to 720k mode..

Let me know if this helps..!!!
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1109. Re: Next new home computer? (was: 4-Channel Samples on an ordinary ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-13 12:07:25 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar13.120725.22046@actrix.gen.nz>
Source record: 45259

In article <1992Mar12.115024.133296@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
> In article <1992Mar11.093329.19974@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
> >>>>>> bill@mwca.UUCP (Bill Sheppard) (BS) writes:
> >
> >BS> Interactive Media Systems. It is based on a 15MHz 68070 (compatible with
> > ^^^^^
> >Piet van Oostrum <piet@cs.ruu.nl>
> The 68070 is/was a Philips chip which is/was a 68010 with serial and
> parallel i/o hardware and a small ROM and some RAM onboard. It was primarily
> designed as a control processor.
> Steve
> --
> Addresses:-
> JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
> Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

Is this not part of the CDI set up that uses a bunch of chips made
for this by Motorala in conjunction with Philips/Sony and the OS 9
operating system...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1110. Re: Startgem on newer hardware?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-13 12:14:50 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar13.121450.22222@actrix.gen.nz>
Source record: 45260

In article <14088@vela.acs.oakland.edu> swood@vela.acs.oakland.edu (EVENSONG) writes:
>
> Has anyone got a program like startgem that will work on the STe?
> I used to use some of the startgem spin-offs to start gulam out of the
> auto folder, but now that I have upgraded machines, I am no longer able to
> do that. If someone has something out there, I would greatly appreciate
> getting my hands on it.
> swood
> ---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
> | swood@vela.acs.oakland.edu
> Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
> UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

The STE can Auto run any Gem Program on bootup, and it does not have
to be in the Auto folder, so why do you nead startgem..??...

This is under install application..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1111. Re: MC68010 and TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-13 14:09:36 UTC
From: elendir@inf.enst.fr
Message-ID: <1858@ulysse.enst.fr>
Source record: 45262

```
-> I think alot of us may be interested in that diagram. Did the article tell
-> about the success the boards have or don't. What sort of speed increases do
-> they give you? I can get PCBs made fairly easily.. probably. And could
-> probably get my hands on atleast a 68020.. and I really want some more
-> speed.. sigh.

Such board has been recently published in our magazine. I'll check it and
find it out.

Vincent.

--

Warning : Device /dev/coffee_machine0 not responding.
Please fix and reboot
```

1112. HP Deskpro 500 on the ST, and/or FSM GDOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-13 16:39:00 UTC
From: pjc@jet.uk
Message-ID: <1992Mar13.163900.11604@jet.uk>
Source record: 45267

OK, this is a portmanteau question.
1) The HP Deskpro 500 inkjet printer is, according to the various
PC mags, cheap, reliable, fast and gives near laser quality. Is there a
GDOS printer driver available for this beast? What does it take to use it
with the ST, using 1st Word Plus or other word processors (non - GDOS)
1a) Ditto for the colour version. Also, what other drivers are available
for it, with the various paint and draw applications.

2) I hear that the FSM GDOS is now released in the US. When does it get to
the UK? Is it available separately, or only bundled with other applications?
Is it compatible with existing printer drivers? [reveals his deep ignorance
of the workings of GDOS printer drivers here] Oh yes, how much does it cost?

--


```
__·_____·___·_____·__·_____________________________________________________
__|_. ._| ._|_._._|__| Peter Card, Joint European Torus, Abingdon
| | | |_. | | | Oxfordshire OX14 3EA UK. tel 0235-464871 FAX 464404
| | | _| | | | email pjc@jet.uk or compuserve 100010,366
._| | | |_. | | | GLASGOW `95 - The SF Worldcon of the (possible) future
--`--~'-+---+-+-+----+-----------------------------------------------------
```

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1113. Re: Internal speaker on the TT...is it possible to disconnect?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-13 17:36:24 UTC
From: bill@mwca.UUCP
Message-ID: <1969@mwca.UUCP>
Source record: 45264

In <wPNiHB2w164w@sys6626.bison.mb.ca> genius@sys6626.bison.mb.ca (Trevor Cordes) writes:

>Ever since I plugged a ghetto blaster into my TT's RCA out's, I've been
>wishing for a way to disconnect the (yucky sounding) internal speaker. I
>know of the way to turn it off with xcontrol...but when playing auto-boot
>games which don't allow GEM access, the speaker is defaulted to an ON
>status. Is there a way to set the default to OFF? Or does anyone know
>if it would be ok to just hack away inside the case safely and disconnect
>the speaker (with someway of connecting it again in the future if need
>be)? Or maybe there is a way to install a switch? Any help (email or
>posts here) would be GREATLY appreciated. Thanks.

Typically (I haven't looked inside a TT) PC-style speakers are connected to
the motherboard by a simple two-pin connector, easily removed. You could
simply unplug this, or even if it's hardwired you can snip one of the wires
going to the speaker and insert a simple SPST switch (Radio Shack will have a
variety of these). Note that doing this (even opening your case, probably)
will void your warranty and perhaps result in global destruction, so I accept
no responsibility.
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

1114. Re: MegaSTE Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-13 18:12:22 UTC
From: zxmkr08@mailserv.zdv.uni-tuebingen.de
Message-ID: <zxmkr08.700510342@mailserv>
Source record: 45265

In <1992Mar3.152508.12967@echo.philips.nl> johnj@echo.philips.nl (John Janssen) writes:

>vjrao@owlnet.rice.edu (Vinay Julapalli Rao) writes:

>>I just bought a MegaSTE and am experiencing a couple of problems with it:

>>1) In monochrome mode, faint vertical bars are present on the screen
>> (especially noticeable at 8mhz).

>>2) On some sound demos, the sound has static/noise.

>>3) The right edge of the screen screen shifts over to the left after running
>> certain picture viewer programs.

>Yes, I was one of the posters on the net about these things.
>Although Lars-ERik (Norway) found the solution of the SHIFTER Chip.

>I got a new shifter chip from Atari (Netherlands/Benelux),
>but unfortunately, it didnot repair anything!

>I never tried to play sounds with my MEGA STE, but I sure do have the
>screen flip problem. ALL MEGA STEs do have these problems!!!!
>Atari told me, that they knew the problem (september last year) and
>that's why they gave me the new chip. In fact they gave it to
>my local dealer which replaced (it was sockened) the chip, as
>my MEGA STE was still under warranty then...
>They told me that theywould come back on this, but I never heard anything
>anymore, leaving me (and everybody else!) with a faulty machine.

>I can immediately reproduce the effect with some drawing programs.
>I do not have the list handy, but I know that at least DEGAS
>(no, not degas elite) has it. I also remember a program that
>was on the disk of the commercial version of fast copy pro program that
>did it too.

I also bought a MEGA STe and experienced this problem. Just before my
guarantee expired I went to my dealer and had the chip changed. It did not
really solve the problem, but the described flip which occured almost
everytime with the old chip now occurs very seldom, so I can live with it.

This flipping of the screen occurs when you write on address $FF820 (well,
I'm not really sure about this; maybe I should look it up at home :-).

--
/* Cornelius Krasel, Department of Physiological Chemistry, U Tuebingen */
/* email: krasel@mailserv.zdv.uni-tuebingen.de (Internet) */
/* krasel@chemie.uni-tuebingen.dbp.de (WIN/X400) */
/* "People are DNA's way of making more DNA." (anonymous) */

1115. Developer's KIT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-13 19:36:35 UTC
From: harryk@csa.bu.edu
Message-ID: <99730@bu.edu.bu.edu>
Source record: 45266

Hi guys,

could someone give me some info about obtaining the Developer's KIT from
Atari? I know it's been asked before but I was not interested then...
I remember there was a telephone number (or e-mail address) of some guy at
Atari who was responsible for such things.... Does anyone remember it?

thanks

==
Author of ATZENTA2 Harry Karayiannis ________E-Mail________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@csa.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
===| cscrzcc@buacca.bu.edu

1116. Re: Some answers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-13 22:08:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A37271@MS.maus.de>
Source record: 45274

elendir@inf.enst.fr, 11.03.92:

> However, the 010 has quite run out of production, since very few
>people used it. The 020 completly superseded it. So it might be VERY
>difficult to find such a chip. Furthermore, I hope you have a PLCC support
>because most of the 68010 are now PLCC chips.

In Germany, there's no problem to get the 68010 - 64pin format!

> The problems with games should be
>1. The MOVE from SR, which is priviledged on 010 and higher processors.

Not this one. New TOSes are able to patch programs at runtime that try to
invoke move sr,... in user mode.

Greetings,
Patrick

1117. ZOO bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-14 03:48:19 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Mar14.034819.8505@watmath.waterloo.edu>
Source record: 45268

Hello.

I think I have uncovered a bug in zoo.

I have done steps like these several and they seem to give
with similar nasty results each time.

Here is an edited (but faithful) reconstruction of what I did.

```
1 % echo hi > hi
2 % arc a hi.arc hi
3 % mv hi.arc hi.zoo
4 % ls -t hi.zoo
-rw------- 1 u 35 Mar 13 20:40 hi.zoo
5 % arc v hi.zoo
Name Length Stowage SF Size now Date Time CRC
============ ======== ======== ==== ======== ========= ====== ====
HI 4 -- 0% 4 13 Mar 92 8:49p EB48
==== ======== ==== ========
Total 1 4 0% 4
6 % ls -t hi.zoo
-rw------- 1 u 35 Mar 13 20:40 hi.zoo
7 % zoo -t hi.zoo
Zoo: WARNING: Archive header failed consistency check.
Zoo: FATAL: Invalid or corrupted archive.
8 % ls -t hi.zoo
-rw------- 1 u 1259 Mar 13 20:40 hi.zoo
```

My big question is this:
Why does ZOO change the file!
It seems to be step 7 that is doing it.
You might think my sequence was perverse, but there is method to this madness.
I discovered this behavior when working with a larger file of
unknown origin, and I simply wanted to know if the file was a zoo file.
I thought that if I renamed it JUNK.ZOO and then did a test of the file,
I would find out whether or not it was infact a .ZOO file.
In doing steps a lot like the above, I created a monster that
filled my disk. YIKES!

Right now I suspect ZOO of having corrupted a partition of my hard drive
by creating files with crossed links in another partition. Any comments
or suggestions welcome.

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca

ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP

1118. Re: Next new home computer? (was: 4-Channel Samples on an ordinary ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-14 12:57:41 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1992Mar14.125741.22462@ugle.unit.no>
Source record: 45270

In article <1992Mar11.093329.19974@cs.ruu.nl>, piet@cs.ruu.nl (Piet van Oostrum) writes:
> >>>>> bill@mwca.UUCP (Bill Sheppard) (BS) writes:
>
> BS> Interactive Media Systems. It is based on a 15MHz 68070 (compatible with
> ^^^^^
>
> I've never heard of this one. Or is this Back to the future IV?
> --
> Piet van Oostrum <piet@cs.ruu.nl>

68070 is a 68000 based microcontroller made by Philips. It contains serial and parallell ports,
timers, dma controllers, IIC interface and probably some other things too.

Stig Vidar Hovland - stigvi@lise.unit.no

1119. Re: monitors and other queries

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-14 13:07:27 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1992Mar14.080727.18620@mailer.cc.fsu.edu>
Source record: 45180
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2274@keele.keele.ac.uk>, csp65@seq1.keele.ac.uk (D. Braziel) writes:
>
>Question two I have been trying to install Pinhead (aquired from the cover
>disk on Public Domain). On booting up I get the welcome message but then
>the ST resets, boots up again, welcome message, resets. And so on.
>Anyone know what I am doing wrong??
>

Pinhead is a very stable application, so I would assume it has something to
do with something executing before Pinhead (or the thing which executes right
after it). I have pinhead as the second auto folder program (the first is
fatspeed), and have never had a problem. I would put it early in the boot
sequence (it would be useless to put it near the end), and see what happens.
It is possible that the program right after Pinhead is depending on clean
memory, in which case you can tell pinhead to leave it alone (there is a
config file facility).

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

1120. 4-byte boundary

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-14 13:30:52 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1992Mar14.133052.23007@ugle.unit.no>
Source record: 45271

I have just compiled spice2g6 with f2c and gnu c. Spice works fine as long as it is loaded on a 4-byte boundary address (address/4 => no remainder), but complains heavily if not.
Does someone know how I can solve this problem. Should I make a loader which places the code on a 4-byte boundary or are there any ways to instruct gnu c to place code and data on 4-byte boundaries. Are there any modifications in the assembly output from the compiler I can do or anything else?

Stig Vidar Hovland - stigvi@lise.unit.no

1121. Disassembler for boot sectors?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-14 18:44:01 UTC
From: sourada@iastate.edu
Message-ID: <sourada.700598641@vincent1.iastate.edu>
Source record: 45275

Anyone know of a PD/shareware disassembler that will do boot sectors?

Later,
Steven Ourada
--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu

1122. Making default buttons

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-15 03:20:41 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Mar15.032041.22648@chinet.chi.il.us>
Source record: 45143

I have a simple little form with 2 non-editable strings and 2 buttons in a program. I want to select which button will be the default just before drawing the form. I set the DEFAULT flag in the ob_flags field of each button object, and sure enough, the correct one is drawn with a thickened border. And I can select one or the other with the mouse alright. But pressing the RETURN key does nothing. Other possibly significant things are TOS 1.2, Mark Williams C and that the outlines of the buttons have been enlarged a fair amount. Resource built with Atari's RCS.

Does this strike anyone? Is it something obvious? I'd like it to work right, but it isn't worth tracing all through ROM code for.

One possible key (??): there are no editable text objects in this form.
Steve saj@chinet.chi.il.us

1123. Help - 1040ST memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-15 08:57:57 UTC
From: ladasky@netcom.com
Message-ID: <016h2smladasky@netcom.com>
Source record: 45276
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

O.K., I finally got enough desk accessories and needed a large
enough RAM disk so that I'm starting to get "out of memory" errors from
my 1.0 Meg 1040ST. I went down to my local retailer and asked about
upgrading to 2.0 Meg. He said I would need a $139 upgrade board, *AND*
that the memory on the motherboard would be invalidated by the addition
of the piggyback board - so I would need 2 SIMMs at $50 each.

Does this seem right? Isn't there a cheaper way?

----------John Ladasky----------

1124. Re: ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-15 09:53:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A37331@MS.maus.de>
Source record: 45284

Edgar Greuter wrote:

>Master. Since version 5.5 (1988!).

(speaking of the introduction of ARGV into 'Master').

THAT can't be true. Ken's official ARGV proposal was submitted in 1989:

>Date: 1 Nov 89 19:18:30 GMT
>From: imagen!atari!kbad@ucbvax.Berkeley.EDU (Ken Badertscher)
>Subject: GEMDOS Extended Argument Spec (LONG)

1125. re:1/Re: teac FD 55 GFR for

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-15 11:48:00 UTC
From: Hans_Sep@kr.maus.de
Message-ID: <A17223@KR.maus.de>
Source record: 45285

Dear Roger,

Thanx for the advice, but there's one problem: which jumpers should I set
for 720K-use ?
I don't have a manual, so I don't know the correct jumper-connections...

Greetings, H a n (
) e p \\\"
..
----------oo----oo--
s

1126. Re: Help - 1040ST memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-15 13:00:11 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar15.130011.1601@actrix.gen.nz>
Source record: 45277
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <016h2smladasky@netcom.com> ladasky@netcom.com (John J. Ladasky II) writes:
>
> O.K., I finally got enough desk accessories and needed a large
> enough RAM disk so that I'm starting to get "out of memory" errors from
> my 1.0 Meg 1040ST. I went down to my local retailer and asked about
> upgrading to 2.0 Meg. He said I would need a $139 upgrade board, *AND*
> that the memory on the motherboard would be invalidated by the addition
> of the piggyback board - so I would need 2 SIMMs at $50 each.
>
> Does this seem right? Isn't there a cheaper way?
>
> ----------John Ladasky----------

I do 2.5 meg memory upgrades for people here, I do not use any Plug in upgrades,
to me they are all rubish, I use SIMM soldered and mounted to the main PCB,
I only charge $350nz for this, the Atari dealers here charge $350nz
for just a 1/2 meg upgrade..

SIMM's cost about the same here..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1127. Re: Pascal on the ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-15 13:55:00 UTC
From: Mick_Schmidt@hb.maus.de
Message-ID: <A45838@HB.maus.de>
Source record: 45286

kdv_521@eimoni.tuwien.ac.at on Fr, 13.03.92 11:31:

In article <cooiHB6w164w@sys6626.bison.mb.ca>, genius@sys6626.bison.mb.ca
(Trevor Cordes) writes:
>Does anyone know of a Turbo Pascal (for MS-DOS) compatible Pascal program
>for the ST/TT (I have a TT)? Is High speed pascal compatible?
>Thanks.

k>High Speed Pascal (in Germany Maxon Pascal) was advertised as Turbo-Pascal-
k>compatible (almost), and that's why I bought it. However, when I tried it
k>on several TP sources, I realized that it couldn't even do the following:

In a few months there will be a new competitor in the Atari Pascal market. On
the CeBit fair in Hannover ASH was showing Pure Pascal (from the makers of Pure
C (Turbo C/ST) as far as I understood).

Pure Pascal is said to be Turbo Pascal 6.0 compatible (so with OOP!) and comes
with a Source Level Debugger. The price was said around 350-400DM (~210-250US$)

Seems to be an alternative to Maxon Pascal, even though the said that there are
some restrictions. Instead of the GUIlib/-bindings (forgot the name) from TP
6.0 there is a GEMlib and MS-DOS/Intel dependent Features are (understandable)
missing.

G'Day Mick
--
Michael Schmidt | Mausnet: Mick Schmidt @ HB | Hear me now
Kopenhagener Str. 145 | Fido : Mick Schmidt%Maus HB (242/2.6)| and believe
2820 Bremen 77 | Usenet : Mick_Schmidt@hb.maus.de | me later!
Germany | (UUCP) mick@informatik.uni-Bremen.de | (Hans
Tel. +49 421 63 52 70 | BITNET : G16M @ DHBRRZ41 | & Franz)

1128. Re: Some answers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-15 15:23:39 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <1097@ehviea.ine.philips.nl>
Source record: 45278

In article <A37271@MS.maus.de> Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:
|elendir@inf.enst.fr, 11.03.92:
[...]
|> The problems with games should be
|>1. The MOVE from SR, which is priviledged on 010 and higher processors.
|
|Not this one. New TOSes are able to patch programs at runtime that try to
|invoke move sr,... in user mode.

Of course it is a piece of cake to write a TSR program that just does
this (if anyone doesn't succeed, I'll give more hints 8-). Cheers,

Leo.

1129. Summary?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-15 18:50:24 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar15.185024.22888@umbc3.umbc.edu>
Source record: 45279

So, has anyone tried yet to upgrade their CPU with either a 68010 or the board from the magazine? I don't want to spend alot on my old ST here, but I would spend enough to get it faster if it was cheap enough.. :)

--
/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

1130. Re: STOS Expansion Card

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-15 19:10:11 UTC
From: sakari@laureline.cs.hut.fi
Message-ID: <1992Mar15.191011.23127@nntp.hut.fi>
Source record: 45280

I've just finished soldering a TOS Extension Card with TOS 2.06 into a 520ST. While everything seems to work as it should, the mechanics of it don't inspire confidence. The wire delivered looks like the kind that breaks very easily when bent; it is bent now. Also, I haven't been able to close the case yet - the card with the insulating pads is just too thick. The (bent) flat cable doesn't help.

Does anyone have ideas for this setup, that is, TEC and a keyboard-case ST? Single-strand wire would take up much less space, but redoing the 50 wires wouldn't be fun...

--

Sakari Aaltonen Helsinki University of Technology
Email: sakari@cs.hut.fi
--- You can't keep a Finn down without him getting all red in the face ----

1131. Re: Making default buttons

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-15 19:35:12 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Mar15.193512.4705@chinet.chi.il.us>
Source record: 45144

I solved my problem with setting the default button for a dialog just before drawing it. I did a little more work on it in the RCS, and now it works fine. The only change I can see, though, is that the parent object, while not selectable, somehow had a TOUCHEXIT attribute attached to it in the problem resource. ??????????????????
Steve

1132. Reading Disk's Volume Name?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-15 20:12:39 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <sJ8oHB3w164w@sys6626.bison.mb.ca>
Source record: 45282

Can anyone suggest I nice QUICK way to read a disk's volume name? I'm currently using the C function, Fsfirst(). Perhaps there's a nice SUPER FAST assembly way to do this?!
Thanks.

+---+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---+

1133. WANTED: 1-meg ST BOOK

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-15 22:27:45 UTC
From: lch3e@holmes.acc.Virginia.EDU
Message-ID: <1992Mar15.222745.5710@murdoch.acc.Virginia.EDU>
Source record: 45281
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

1-meg ST Book notebook computer wanted: will pay cash,
or donate for large tax writeoff to school for dyslexic children.
Early model, any condition is fine. Thank you thank you thank you!

lch3e@virginia.edu Lauren Howard, computer teacher
The Einstein School, Charlottesville, VA.
(804)295-9995

1134. Re: AtariTeX

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-16 03:44:05 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <10893@tamsun.tamu.edu>
Source record: 45283

If you want ease of use and you have lots of memory for both RAM and disk, then use CS-TEX.

If you are limited on RAM and disk space then get the generic TeX 3.1. No official documentation exists. I wrote a preliminary draft of the installation guide to this software. It has some errors that I have found and corrected. I was close to posting the second revision when I had a major system failure which erase all of my hard disk and ruined my ST power supply. While I make regular backups, I had not backed up the revision to the document before the failure. Since I have to spend my next week doing taxes, I think I'll get the revisions retyped next Tuesday.

So for this infinate delay. If the net wants it, I'll resend my first draft out with a disclaimer about the warnings.

Mark Lehmann
n160ao@tamuts.tamu.edu

1135. Re: AES evnt_multi with MiNT: Busy

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-16 05:11:00 UTC
From: Stephan_Baucke@ac.maus.de
Message-ID: <A39188@AC.maus.de>
Source record: 45152

In article <yQ.VtZvlrsA@bara.uucp> wr@bara.uucp (Wolfram Roesler) writes:

>it seems that AES applications do busy waiting when using evnt_multi
>calls under MiNT... other processes (e.g. top running on a terminal)
>seem to get no cpu time while the application is waiting for an event.

This is because the current AES runs in supervisor mode and MiNT doesn't do
any taskswitches while the CPU runs in that mode. Most GEM applications
almost only run in AES during their main event loop ...

>Could it help to write an acc that executes Syield every time it
>gets control via AES?

Yes, exactly. Since from MiNT's point of view accessories are part of the
GEM process, this gives MiNT the opportunity to switch tasks while the AES
is running. You can do this by installing a small accessory like the one
below (which is written with Turbo-C).

Stephan.

```
/*************************************************************************/
#include <aes.h>
#include <tos.h>
#include <mintbind.h>

#define INTERVAL 40 /* approx. Syield() interval in ms */

typedef struct
{
long tag;
long value;
} COOKIE;

void main(void)
{
void *ssp;
COOKIE *jar;
int msg_buf[8];

appl_init();

ssp = (void *)Super(0L);
jar = *((COOKIE **) 0x5a0L); /* fetch cookie jar pointer */
Super(ssp);

if (jar) { /* first see if MiNT is installed */
while(jar->tag) {
if (jar->tag == (long)'MiNT')
```

```
for(;;) { /* MiNT cookie found --> enter event loop */
evnt_timer(INTERVAL, 0);
Syield(); /* let MiNT do a taskswitch */
}
jar++; /* else inspect next cookie */
}
} /* MiNT not installed */
for (;;) /* accessories must not terminate ... */
evnt_mesag(msg_buf);
}
```

Stephan Baucke, Pontstr. 1-3, D-5100 Aachen, Germany
Email: Stephan_Baucke@ac.maus.de

1136. MONITOR

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-16 09:24:33 UTC
From: brownbir@p4.cs.man.ac.uk
Message-ID: <brownbir.700737873@p4.cs.man.ac.uk>
Source record: 45151

I have just aquired a monitor of unknown origin and it want to connect
it to my atari. It has a power supply lead.. which is no problem and
5 wires for signals. One is black and is connected to ground the others
are pink, brown, white and yellow.
How do they relate to the signals from the atari. I asssume I am going to
need to connect v-sync and h-sync , but which others...???
Guesses are welcome......they may be right!!!!

Matt

NB this is quite important I get it fixed for my final year project!!!

disclaimer- "I know nothing"-Manuel

1137. Re: Some answers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-16 09:59:37 UTC
From: elendir@inf.enst.fr
Message-ID: <1883@ulysse.enst.fr>
Source record: 45289

Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:

-> In Germany, there's no problem to get the 68010 - 64pin format!

You're lucky. In France it's quite impossible, and a 010 is more expensive
than a 020 at the same frequency !!!! I have an old 68010 somewhere in my
mess, never used it.

-> Not this one. New TOSes are able to patch programs at runtime that try to
-> invoke move sr,... in user mode.

Yes but under TOS 2.00 the patch is buggy, and really does nothing but mess.
(I speak of French TOS, may be different on others, though would be surprising)

Enjoy.

--

Warning : Device /dev/coffee_machine0 not responding.
Please fix and reboot

1138. In addition

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-16 10:02:29 UTC
From: elendir@inf.enst.fr
Message-ID: <1884@ulysse.enst.fr>
Source record: 45141

```
-> Of course it is a piece of cake to write a TSR program that just does
-> this (if anyone doesn't succeed, I'll give more hints 8-). Cheers,

Might be for usual programs, but for self-loading games, it might be more
difficult.
Maybe DCBOOTIT works.

--

Warning : Device /dev/coffee_machine0 not responding.
Please fix and reboot
```

1139. Lans

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-16 10:04:47 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar16.100447.1116@actrix.gen.nz>
Source record: 45287

Some one wanted to know about Lan options for the ST, there was some
thing wrong with your address and I could not reply to you, Please
E-Mail me with your correct address ..Thanks..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1140. NEC Drive..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-16 10:18:08 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar16.101808.1390@actrix.gen.nz>
Source record: 45288

For Tech freaks like me..

One thing that I have noticed the NEC FD1037A has a unusual head stepping
motor, well its a thin flat linear motor, its in the base and the heads
just sit on it.

Move the head in to the center and you can see it, the
heads run on small rails that are part of this motor..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1141. Re: 4-byte boundary

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-16 11:48:19 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <9130004@hpbbrd.bbn.hp.com>
Source record: 45155

/ hpbbrd:comp.sys.atari.st.tech / stigvi@Lise.Unit.NO (Stig Vidar Hovland) / 6:30 am Mar 14, 1992 /
> I have just compiled spice2g6 with f2c and gnu c. Spice works fine as long
> as it is loaded on a 4-byte boundary address (address/4 => no remainder),
> but complains heavily if not.
> Does someone know how I can solve this problem. Should I make a loader which
> places the code on a 4-byte boundary or are there any ways to instruct gnu c
> to place code and data on 4-byte boundaries. Are there any modifications in
> the assembly output from the compiler I can do or anything else?

I had the same problem with a program of mine, and my conclusion was that
the only way to solve the problem is, indeed, a loader that makes sure the
program is read to an n-byte boundary (n=4 for you).

Saying `align n' or something similar in an assembler will make *no* difference
at all. The TOS loader will read the program to an even address; there's
no way to force a stricter alignment.

Jens Kilian.

1142. Re: Tiny Turbo 030

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-16 17:09:04 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92076.120904EENG6801@RyeVm.Ryerson.Ca>
Source record: 45169

```
The board measures 3.5" by 2.5" and includes 32Kb catche. No space for
SIMMs is available. You're stuck with the small memory + whatever your
ST already has. I think its a very nice product. Comes with TOS 2.06.
Read ZNET9211.LZH for more information.
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

1143. Re: VDI bindings for Turbo C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-16 17:16:46 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Mar29010046@acae127.cadence.com>
Source record: 45142

In article <1992Mar27.163408.18990@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:

> The description of the bezier curve and polygon functions are a bit thin!
>
> Have anyone figured out what the parameters are used for?
>
yeah, that is not surprising because what atari supplied (to
developers anyways) was totally wrong and confusing. Michal Jaegermann
figured most of this out. i am enclosing the gcc bindings for bez's
and a example program. hope that will clear up things:

GCC bindings:

```
/*
* vdibez.c
*
* Bindings for Bezier curves.
*
* ++jrb bammi@cadence.com
* and Michal Jaegermann, ntomczak@vm.ucs.ulberta.ca
*
* Some function have alias names in order to maintain a common
* set of symbols with compilers which need symbols unique in the
* first seven characters. Besides this resolution is required
* by "The Standard" :-)
*/
#include "common.h"
#ifndef _COMPILER_H
# include <compiler.h>
#endif
#include <types.h>

#define ALTERNATE 0

__EXTERN void vdi __PROTO((void));

#ifdef __DEF_ALL__

#define L_v_set_ap
#ifdef ALTERNATE
#define L_v_bez_co
#else
#define L_v_bez_on
#define L_v_bez_of
#endif /* ALTERNATE */
#define L_v_bez
```

```
#define L_v_bez_fi
#define L_v_bez_qu

#endif /* __DEF_ALL__ */

#ifdef L_v_set_ap

/*
* Inform GDOS about location and size of a buffer which GDOS
* can use for creation of Bezier curves.
* buf_p is a pointer to an address of a buffer
* size its a buffer size in 2-byte words (!!)
* or 16-bytes paragraphs - depends in which document
* you believe.
* If buf_p is NULL, then space for a buffer will be allocated
* by GDOS - using Malloc (who knows where to look for this space?)
*
* "Hand coding" required - function opcode does not fit into 0-255 range
*/
void
v_set_app_buff (void *buf_p, int size)
{
short *wptr = _intin;

*wptr++ = (short) buf_p; /* low word of an address */
*wptr++ = (short)((long)buf_p >> 16); /* high word of an address */
*wptr = (short) size; /* size of buffer in something */

wptr = (short *)_contrl;
*wptr++ = -1; /* 0 - opcode */
*wptr++ = 0; /* 1 */
wptr++; /* 2 */
*wptr++ = 3; /* 3 - # of entries in _intin */
wptr++; /* 4 */
*wptr++ = 6; /* 5 - id */
*wptr = 0; /* 6 - dummy handle - really needed? */
vdi(); /* call vdi */
}
#endif /* L_v_set_ap */

#ifdef ALTERNATE
#ifdef L_v_bez_co

/*
* If onoff is 1 then enable Bezier capabilities and
* find a number of segments per Bezier curve.
* Returns logarithm in a base of 2 from that number
*
* If onoff is 0 then disable Bezier capabilities and
* release memory allocated in v_set_app_buff call.
* Returns NOTHING!
*/
```

```
int
v_bez_con(int handle, int onoff)
{
__vdi__(VDI_CONTRL_ENCODE(11, (unsigned short)(onoff), 0, 13), handle);
return(_intout[0]);
}
#endif /* L_v_bez_co */
#else

#ifdef L_v_bez_on

/*
* v_bez_on (alias v_bezon)
* Enable Bezier capabilities.
* Find a number of segments per Bezier curve.
* Returns logarithm in a base of 2 from that number
*/

__asm__(".stabs \"_v_bezon\",5,0,0,_v_bez_on"); /* dept of clean tricks */
int
v_bez_on (int handle)
{
__vdi__(VDI_CONTRL_ENCODE(11, 1, 0, 13), handle);
return *_intout;
}
#endif /* L_v_bez_on */

#ifdef L_v_bez_of

/*
* v_bez_off (alias v_bezoff)
* Disable Bezier capabilities.
* Free space allocated by GDOS for Bezier curves.
*/
__asm__(".stabs \"_v_bezoff\",5,0,0,_v_bez_off"); /* dept of clean tricks */
void
v_bez_off (int handle)
{
__vdi__(VDI_CONTRL_ENCODE(11, 0, 0, 13), handle);
}
#endif /* L_v_bez_of */
#endif /* ALTERNATE */

#ifdef L_v_bez
/*
* Draw an unfilled Bezier curve
* xyarr - an array of 'count' pairs of control vertices
* bezarr - an array of flags specifying which control points
* are jump points
* bit 0 off - start of a polyline if not continuation
* bit 0 on - start of a Bezier segment
* bit 1 on - jump point (move to the next one without draw)
*
```

```
* Returns - a number of points in a Bezier curve
*/

int
v_bez( int handle, /* Device handle we're drawing to */
int count, /* Number of points total... */
int *xyarr, /* The points in x1,y1,x2,y2 format */
char *bezarr, /* Flag array, so that we can set start, jump pts */
int *extent, /* "bounding box coordinates */
int *totpts, /* number of resulting polygon points */
int *totmoves) /* number of resulting moves */
{
short *end;
char *pbd = bezarr;
char *opbd = (char *)_intin;
#ifndef __MSHORT__
short *optr;
int *iptr = xyarr;
#endif

int cntrl0 = 6;

/* copy entries from bezarr to _intin packing and swaping bytes ???! */
/* this requirement for byte swapping is not documented - if you */
/* discount some old code example, but things seem to work this way */
end = (short *) (pbd + count);
while (pbd < (char *)end) {
*(opbd + 1) = *pbd++;
if (pbd >= (char *)end)
break;
*opbd = *pbd++;
opbd += 2;
}
#ifdef __MSHORT__
_vdiparams[2] = (void *) xyarr;
_vdiparams[4] = (void *) extent;
#else
/* copy xyarr into an array of shorts */

optr = _ptsin;
end = optr + count + count;
while (optr < end)
*optr++ = *xyarr++;
#endif
__vdi__(VDI_CONTRL_ENCODE(cntrl0, count, ((count + 1) >> 1), 13), handle);
#ifdef __MSHORT__
/* restore standard parameter block */
_vdiparams[2] = (void *) _ptsin;
_vdiparams[4] = (void *) _ptsout;
#else
optr = _ptsout;
```

```
iptr = extent;
*iptr++ = *optr++;
*iptr++ = *optr++;
*iptr++ = *optr++;
*iptr = *optr;
#endif
*totmoves = _intout[1];
return(*totpts = _intout[0]); /* number of points in Bezier */
}

#endif /* L_v_bez */

#ifdef L_v_bez_fi

/*
* v_bez_fill (alias _v_bezfill)
* Draw a filled Bezier curve
* xyarr - an array of 'count' pairs of control vertices
* bezarr - an array of flags specifying which control points
* are jump points
* bit 0 off - start of a polyline if not continuation
* bit 0 on - start of a Bezier segment
* bit 1 on - jump point (move to the next one without draw)
* Returns - a number of points in a filled Bezier curve
*/

__asm__(".stabs \"_v_bezfill\",5,0,0,_v_bez_fill"); /* dept of clean tricks */
int
v_bez_fill(int handle, /* Device handle we're drawing to */
int count, /* Number of points total... */
int *xyarr, /* The points in x1,y1,x2,y2 format */
char *bezarr, /* Flag array, so that we can set start, jump pts */
int *extent, /* "bounding box coordinates */
int *totpts, /* number of resulting polygon points */
int *totmoves) /* number of resulting moves */
{
short *end;
char *pbd = bezarr;
char *opbd = (char *)_intin;
#ifndef __MSHORT__
short *optr;
int *iptr = xyarr;
#endif

int cntrl0 = 9;

/* copy entries from bezarr to _intin packing and swaping bytes ???! */
/* this requirement for byte swapping is not documented - if you */
/* discount some old code example, but things seem to work this way */
end = (short *) (pbd + count);
while (pbd < (char *)end) {
*(opbd + 1) = *pbd++;
```

```
if (pbd >= (char *)end)
break;
*opbd = *pbd++;
opbd += 2;
}
#ifdef __MSHORT__
_vdiparams[2] = (void *) xyarr;
_vdiparams[4] = (void *) extent;
#else
/* copy xyarr into an array of shorts */

optr = _ptsin;
end = optr + count + count;
while (optr < end)
*optr++ = *xyarr++;
#endif
__vdi__(VDI_CONTRL_ENCODE(cntrl0, count, ((count + 1) >> 1), 13), handle);
#ifdef __MSHORT__
/* restore standard parameter block */
_vdiparams[2] = (void *) _ptsin;
_vdiparams[4] = (void *) _ptsout;
#else
optr = _ptsout;
iptr = extent;
*iptr++ = *optr++;
*iptr++ = *optr++;
*iptr++ = *optr++;
*iptr = *optr;
#endif
*totmoves = _intout[1];
return(*totpts = _intout[0]); /* number of points in Bezier */
}
#endif /* L_v_bez_fi */

#ifdef L_v_bez_qu

/*
* v_bez_qual (alias v_bezqual)
* Set the quality / speed tradeoff when drawing Beizier curve
* quality is given in percents
*
* Returns an actual quality set.
*
* This function requires "hand coding" since subcode 99 does
* not fit into 5 bits required by VDI_CONTRL_ENCODE
*/
__asm__(".stabs \"_v_bezqual\",5,0,0,_v_bez_qual"); /* dept of clean tricks */
int
v_bez_qual (int handle, int percent, int *actual)
{
short *wptr = _intin;
```

```
*wptr++ = 32;
*wptr++ = 1;
*wptr = percent;

wptr = (short *)_contrl;
*wptr++ = 5; /* 0 - opcode */
*wptr++ = 0; /* 1 */
wptr++; /* 2 */
*wptr++ = 3; /* 3 - # of entries in _intin */
wptr++; /* 4 */
*wptr++ = 99; /* 5 - id */
*wptr = handle; /* 6 - handle */
vdi(); /* call vdi */

return (*actual = *_intout);
}
#endif /* L_v_bez_qu */

/* -eof- */

----------------------------- Sample Usage--------------------------
/*
* This program is adopted from DRI test program distributed
* with GEM on MS-DOS machines. It changed quite a bit.
*
*/

#include <compiler.h>
#include <gemfast.h>
#include <stdlib.h>
#include <stdarg.h>
#include <vdibind.h>
#include <aesbind.h>
/* #include <vdibez.h> */
/* #include "vdibez.h" */

void pmsg (const char *format, ...);
void gem_exit(int handle, int code);

#define WHITE 0
#define BLACK 1
#define BSIZE 0x3ffe

/* Coordinates for the ellipse */
int vvar1[]={188,112, 252,112, 305,156, /* 305,211, */
305,211, 305,265, 252,310, /* 188,310, */
188,310, 124,310, 72,265, /* 72,211, */
72,211, 72,156, 124,112, 188,112};

/* Flags for the ellipse */
unsigned char vfar1[]={1,0,0,1,0,0,1,0,0,1,0,0,0};

/* Coordinates for the funny shape */
int vvar2[]={290,380, 377,239, 551,253, /* 464,338, */
```

```
464,338, 551,338, 348,310, /* 377,338, */
377,338, 406,366, 421,380, 290,380};

/* Flags for the funny shape */
unsigned char vfar2[]={0,0,0,1,0,0,1,0,0,0};

/* Coordinates for the rectangle */
int vvar3[]={377,70, /* 377,70, 464,70, 464,70, */
464,70, /* 464,70, 464,169, 464,169, */
464,169, /* 464,169, 377,169, 377,169, */
377,169, /* 377,169, 377,70,*/ 377,70};
/* Flags for the rectangle */
unsigned char vfar3[]={0,0,0,0,0};

/* #define BEZ_DRAW v_bez_fill */
#define BEZ_DRAW v_bez

/*
* if this program gets any argument it will be used
* for quality settings in v_bez_qual call
*/

int clip_rect[4] = {0, 0, 0, 0};

int
main(int argc, char **argv)
{
void *bezbuff;
int dummy, actual, qual;
int ii;
int vhandle, work_in[11], work_out[57];
int brextent[4];
int bnpoints, bnmoves;
double yscale, xscale;

if (argc > 1) {
argv++;
qual = atoi (*argv);
}
else {
qual = 100;
}

if(appl_init()==-1)
return(0);
vhandle = graf_handle(&ii,&ii,&ii,&ii);
graf_mouse(M_OFF, (int *)0);
v_clrwk(vhandle);

for(ii = 0; ii < 10; ii++)
work_in[ii] = 1;
work_in[10] = 2; /* raster coordinates */
v_opnvwk(work_in, &vhandle, work_out);
```

```
clip_rect[2] = work_out[0];
clip_rect[3] = work_out[1];
vs_clip(vhandle, 1, clip_rect);

/* adjust coordinates of figures to a screen */
if (639 != clip_rect[2] || 399 != clip_rect[3]) {
xscale = ((double) (clip_rect[2] + 1)) / 640;
yscale = ((double) (clip_rect[3] + 1)) / 400;
for (ii = 0; ii < sizeof(vvar1)/ sizeof(int); ) {
vvar1[ii++] *=xscale;
vvar1[ii++] *=yscale;
}
for (ii = 0; ii < sizeof(vvar2)/ sizeof(int); ) {
vvar2[ii++] *=xscale;
vvar2[ii++] *=yscale;
}
for (ii = 0; ii < sizeof(vvar3)/ sizeof(int); ) {
vvar3[ii++] *=xscale;
vvar3[ii++] *=yscale;
}
}

#if 0
/* It looks like that one may skip this call on ST */

bezbuff = 0;
v_set_app_buff((void *)bezbuff,0);
#endif

#if 0
/**
if (0 == (bezbuff = (int *) malloc(BSIZE * sizeof(short)))) {
pmsg("No memory");
gem_exit (vhandle, 1);
}
v_set_app_buff((void *)bezbuff, BSIZE);
**/
#endif
v_bez_on(vhandle); /* Turn on bezier functionality */

actual = v_bez_qual(vhandle, qual, &ii);
pmsg("Bezier curves quality|requested %3d|actual %3d", qual, actual);

vsf_color(vhandle,BLACK);

/* Draw an ellipse */
ii = BEZ_DRAW(vhandle, sizeof(vvar1)/(2 * sizeof(int)), vvar1,
(char *) vfar1,
brextent, &bnpoints, &bnmoves);
pmsg("Boundig box|%3d %3d %3d %3d|pnts = %d|moves = %d",
brextent[0], brextent[1], brextent[2], brextent[3],
ii, bnmoves);
```

```
/* Draw a funny shape */
ii = BEZ_DRAW(vhandle, sizeof(vvar2)/(2 * sizeof(int)), vvar2,
(char *) vfar2,
brextent, &bnpoints, &bnmoves);
pmsg("Boundig box|%3d %3d %3d %3d|pnts = %d|moves = %d",
brextent[0], brextent[1], brextent[2], brextent[3],
ii, bnmoves);

/* Draw a rectangle */
ii = BEZ_DRAW(vhandle, sizeof(vvar3)/(2 * sizeof(int)), vvar3,
(char *) vfar3,
brextent, &bnpoints, &bnmoves);
pmsg("Boundig box|%3d %3d %3d %3d|pnts = %d|moves = %d",
brextent[0], brextent[1], brextent[2], brextent[3],
ii, bnmoves);

(void) evnt_keybd();
v_bez_off(vhandle);
gem_exit(vhandle, 0);
return 0; /* for a compiler to chew on */
}

void
gem_exit(handle, code)
int handle;
int code;
{
v_clsvwk(handle);
graf_mouse(M_ON, (int *)0);
appl_exit();
exit(code);
}

void
pmsg (const char *format, ...)
{
va_list args;
char albuf[80];
char *pos = albuf;

pos += sprintf(pos, "[3][");
va_start(args, format);
pos += vsprintf(pos, format, args);
va_end(args);
(void) sprintf(pos,"][ OK ]");
form_alert(1,albuf);
}
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155
```

1144. soundchip plus sample on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-16 17:37:17 UTC
From: paul@kagaku.se.fujitsu.co.jp
Message-ID: <PAUL.92Mar16173717@nsx.kagaku.se.fujitsu.co.jp>
Source record: 45290

Does anyone know if the game, Turrican II has 3-channel soundchip plus digi-drums on normal STs? I have an STE so I wonder if it sounds the same on the ST. On the STE, it's easy to mix samples with soundchip music since the STE has two soundchips. On the ST though, any sample routines I've seen use all of the Y2149s channels to approximate an 8-bit linear scale, therefore, I don't see how it would be possible to mix digi-music and soundchip on normal STs. Incidently, the added digi-drums sound pretty good, don't they?

--

paul@kagaku.se.fujitsu.co.jp |
Room 328, Fujitsu Unoki Dormitory, |
Unoki 2-17-18, Ota-ku, Tokyo 146. |

1145. Re: AtariTeX

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-16 17:49:27 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Mar16.174927.20768@olymp.informatik.uni-bonn.de>
Source record: 45147

In article <1992Mar11.112401.23277@sci.kun.nl> vince@sci.kun.nl (V.G.J.M. Stoks) writes:
>Hello *.TEX
>
> Could somebody please tell me what the best TeX-package for the
>Atari ST is? I know there is a CS version, but the a.a also has a
>'normal' TeX 3.1 which is MiNT aware, if I remember correctly from one
>of the READMEs.

The CS version is also available at atari.archive, and it is MiNT-aware.

> And in a German mag I read that there is a MultiTeX
>version, which is a CSTeX especially for MultiGEM. But this is _NOT_
>freeware, and besides, I don't have MultiGEM.

This isn't quite correct, the new MultiTeX is simply an enhaced and improved version
of CS-TeX with a better shll, MF preview and some other goodies.

But the name is misleading, and the article in the magazine is full of mistakes.

> Instead, I use MiNT and
>MW2 (for the time being; I'm writing my own windowmanager) and I guess
>there are a lot of people with this setup. So: which TeX feels itself
>good in this environment?

You will like CS-TeX. Try it and let us know what you think. The CS-TeX that is available
for ftp is free and will be supported by CS as well as MultiTeX.

--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

1146. Re: Next new home computer? (was: 4-Channel Samples on an ordinary ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-16 18:16:38 UTC
From: bill@mwca.UUCP
Message-ID: <1970@mwca.UUCP>
Source record: 45150

In <1992Mar13.120725.22046@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:

>In article <1992Mar12.115024.133296@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>> In article <1992Mar11.093329.19974@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
>> >>>>>> bill@mwca.UUCP (Bill Sheppard) (BS) writes:

>> >BS> Interactive Media Systems. It is based on a 15MHz 68070 (compatible with

>> The 68070 is/was a Philips chip which is/was a 68010 with serial and
>> parallel i/o hardware and a small ROM and some RAM onboard. It was primarily
>> designed as a control processor.

>Is this not part of the CDI set up that uses a bunch of chips made
>for this by Motorala in conjunction with Philips/Sony and the OS 9
>operating system...

Current CD-I players (Philips) use the 68070. New players are generally expected to use the 68340, a 68020-core with additional timer/DMA/serial functions on-board. There's no inherent requirement that CD-I use those chips, though - theoretically any 68xxx-based hardware could serve as the basis for CD-I.
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

1147. Re: Using GNU Make with TOS 2.06 / Varied Grumbles

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-16 19:02:16 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <1992Mar16.190216.24235@cs.yale.edu>
Source record: 45145

In article <1992Mar5.100236.27823@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>Could you elaborate? One thing I'd really like to see would be a copy
>operation that scoops up as many files as free RAM allows before writing
>them to their destination. Currently copying from floppy to floppy is a
>right royal pain in the TOS.

The Vault provides a copy option that permits very efficient file copying to floppies. Try it!
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

1148. Spectrum 512 and Palette switching

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-16 19:39:10 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Mar16.193910.25524@cdsmn.mn.org>
Source record: 45146

Does anyone know how a Spectrum 512 viewer switches palettes during a scan line: Specifically, at what point (xposition) does the palette switch and what triggers it (an interrupt?). I have been reading the PICFMTS.DOC from a.a. and the source code sample under the Spectrum512 section has me confused. It doesn't return values that I expected and I wonder is there a typo in the code or am I missing something? Steve Belczyk, are you out here?

Here's the code, pulled right from the doc file:

```
*-------------------------------------------------------------------------*
Given an x-coordinate (from 0 to 319) and a color index (from 0 to 15),
the following C function will return the proper index into the Spectrum
palette (from 0 to 47):

/*
* Given an x-coordinate and a color index, returns the corresponding
* Spectrum palette index.
*
* by Steve Belczyk; placed in the public domain December, 1990.
*/
int
FindIndex(x, c)
int x, c;
{
int x1;

x1 = 10 * c;

if (1 & c) /* If c is odd */
x1 = x1 - 5;
else /* If c is even */
x1 = x1 + 1;

if (x >= x1 && x < x1 + 160)
c = c + 16;
else if (x >= x1 + 160)
c = c + 32;

return c;
}
*-------------------------------------------------------------------------*
Thanks,

--
(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)
Regards, (*) Racism Sucks
```

Doug Plate (*) plate@cdsmn.mn.org
(*)

1149. UUCP and the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-16 21:32:26 UTC
From: rts@polari.com
Message-ID: <1992Mar16.213226.26241@polari.com>
Source record: 45148

Could someone tell me if I am alone in the world of trying to use uucp on the ST?

I have been trying to set up the "Mercury UUCP package" on a 1040f, and it does work. But, when I poll the local news system, the program writes to the hard drive and wipesout itself!

I garbles the directories that the news, and mail is stored in. And I cannot delete those dirs once this happens. I have to zero the partition each time.

I would like a SHELL/CLI that is dialup, anyone havew any ideas?

--
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/|
| rts@polari.uucp Dont think about moving here! |
| Seattle Online Public Unix Everyone else is thinking about it! |
| Seattle Washington, USA The rest already have! |

1150. AHDI Compatible Driver in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-16 22:47:47 UTC
From: ted@tedux.hobby.nl
Message-ID: <1992Mar16.224747.733@tedux.hobby.nl>
Source record: 45160

Hallo *,

A few years ago i wrote an AHDI compatible driver for my SH204 harddisk
in C. The driver supported 8 controllers and 2 drives/controller. I wanted
to post the driver and sources in comp.sources.atari.st but it never got
there for various reasons.

Now i want to post the driver sources but they are bit old. They need updating
to the new partition structure etc. to make it once again compatible with
the latest AHDI version. I think the latest is 3.X. Mine is V1.7 compatible.

So what i wanted to ask if there is someone out there who wants to take over
my driver sources and update them to the latest state of the art and then
post them in comp.sources.atari.st.

The reason why i ask for someone else to update the driver is simple. I do not
own an Atari ST anymore.

If you think you can do this job and know something about DMA, SCSI and
hardisk partitioning please respond by email to: ted@tedux.hobby.nl or in
bang: sun4nl!hgatenl!tedux!ted.

PS. Please do not ask for the sources because you need them for some kind
of a project. They will be posted. Updated or not.

--

| Ted Schipper ted@tedux.hobby.nl |
| A Hobbynet User and Forwarder ...mcsun!sun4nl!hgatenl!tedux!ted |

1151. Re: Reading Disk's Volume Name?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-16 23:27:08 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7184@uqcspe.cs.uq.oz.au>
Source record: 45149

In <sJ8oHB3w164w@sys6626.bison.mb.ca> marco@sys6626.bison.mb.ca (Marco) writes:

>Can anyone suggest I nice QUICK way to read a disk's volume name? I'm
>currently using the C function, Fsfirst(). Perhaps there's a nice SUPER
>FAST assembly way to do this?!
>Thanks.

Ha hah haahahhahaaaa haha ha ha ha ha haaaaaha hahaha hahah ahahhah ha,
hah ahhaaaahhahahhah ahhaha hah ha ha ha ha haha hahahahhahahahaahaaaha,
hahahaaaahaahahahaa ha.

Sorry, cracked me up there...

There is NO WAY of making the physical world move faster with software. When
you get the volume label, the disk HAS to start spinning (or the head HAS to
move if you're on a HD). That's what takes the time. You may be able to
make it work faster, but C and ASM differences wont help more than a 0.01%
speed up (air figure).

Best answer is to have disk caches installed, though that's pretty useless
on a floppy system when disks are changed.

Warwick
--
_-_|\ warwick@cs.uq.oz.au / And now for something ruder...
/ * <-- Computer Science Department,/
_.-._/ University of Queensland, / Derma tamper noh whoa surra thetch.
v Brisbane, Australia. /

1152. .MED player

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-17 02:22:26 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <4BJRHB4w164w@sys6626.bison.mb.ca>
Source record: 45163

There seem to be alot of songs now coming out in .MED format...instead of .MOD. Is there a .MED player for the ST/TT? Also, does anyone know the file structure of .MOD files, or have any documentation on the subject? Thanks.

--- (Trevor Cordes) a user of sys6626, running waffle 1.64
E-mail: genius@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

1153. Re: soundchip plus sample on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-17 06:34:02 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <55949@cup.portal.com>
Source record: 45153

Paul Donnelly asked about games which used both sampled sound and the three voice sound chip on non STe systems...

The game "Llamatron" from the U.K. uses both digitized sampled sound and Yamaha sound chip sound effects, and sounds just great on my plain-vanilla 520ST. The trick must be to avoid doing both at the same time.

The game "Revenge of the Mutant Camels", from the same programmer is available in several different versions for STs, STes, and TTs... I don't know if the sound is different in the various versions... the documentation seemed to indicate that the major difference was in the smoothness of the graphics.

BobR

1154. Re: Making default buttons

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-17 10:45:45 UTC
From: "U.Kuehn" <ZW0007@DMSWWU1C.BITNET>
Message-ID: <92077.104545ZW0007@DMSWWU1C.BITNET>
Source record: 45161

```
In article <1992Mar15.032041.22648@chinet.chi.il.us>, saj@chinet.chi.il.us
(Stephen Jacobs) says:
>
>I have a simple little form with 2 non-editable strings and 2 buttons in
>a program. I want to select which button will be the default just before
>drawing the form. I set the DEFAULT flag in the ob_flags field of each
>button object, and sure enough, the correct one is drawn with a thickened
>border. And I can select one or the other with the mouse alright. But
>pressing the RETURN key does nothing. Other possibly significant things are
>TOS 1.2, Mark Williams C and that the outlines of the buttons have been
>enlarged a fair amount. Resource built with Atari's RCS.
Do I understanfd it right that you marked two buttons as default?
I think that this does not work, there can be only one default button
in a dialog(I think). Try to clear the default bit in the other button's
ob_flag field, that should work.

Ulrich

+--------------+--------------------------+-----------------------+
| Ulrich Kuehn | Internet:                | Do they know that they ?
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? ?
+--------------+--------------------------+-----------------------+
```

1155. QRT C source ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-17 12:44:41 UTC
From: randallm@p4.cs.man.ac.uk
Message-ID: <randallm.700836281@p4.cs.man.ac.uk>
Source record: 45168

Does anyone out there know where I can get hold of the C source
for the QRT ray tracer as featured on this month's ST Format ?

I would be very interested in extending the scene discription
language.

```
----**--***&&&&&-- +---------+
---***-****&&--&&- | MARTIN | "Happiness is just an illusion caused by
--**-***-**&&&&&-- | RANDALL | the temporary absense of reality"
-**---*--**&&--&&- +---------+
**--------**&&---&& University of Manchester, England
```

1156. Re: Reading Disk's Volume Name?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-17 14:21:32 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Mar17.142132.28111@cs.mcgill.ca>
Source record: 45156

```
As the Volume label is always the first file written to disk, it can be
read from the directory directly. Just have your code check if it is really
a volume label (Bit 3 of the Type field)
```

1157. UUCP and all

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-17 14:22:01 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar17.142201.17560@umbc3.umbc.edu>
Source record: 45154

In response to a message back there about using UUCP.. I don't but am somewhat interested in looking at the program. Where can you get the programs to do that for the St?

--
/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

1158. Re: Making default buttons

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-17 14:32:07 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Mar17.143207.28313@cs.mcgill.ca>
Source record: 45157

Well, if the RCS seems to be a real headache, why don't you try to code object trees by hand (I do it, honest. And it is very easy, and allows me to make the program modify it quickly.)

Here is the format :

W : index of next item on same level
W : index of first child item
W : index of last child item
W : object type
W : object attributes (Selectable, Lastob, etc ...)
W : object status (Selected, disabled, etc ...)
L : See later for details
W : object x coordinate (Relative to object above)
W : " y " " " " " " "
W : object width
W : object height

about the L:

if it is a G_BOX, G_BOXCHAR, G_IBOX
high word
high byte : Character ASCII code for G_BOXCHAR
low byte : width of border (0 = no border
- = border toward outside
+ = border toward inside)
low word :
color coding :
bits : 15-12 : color of lines (For borders)
bits : 11-8 : color of text
bits : 7 : 0 = no fill, 1 = fill
bits : 6-4 : density of fill. 7 if full fill
bits : 3-0 : color of fill

for all other types :

pointer to the info structure (More on that on a later posting, as I do not have them near me) or pointer to the string (For G_BUTTON, G_STRING, G_TITLE)

See, it aint that bad...

1159. transferring floppies between an ST and a SPARCstation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-17 16:11:23 UTC
From: georgew@tekig1.PEN.TEK.COM
Message-ID: <4800@tekig7.PEN.TEK.COM>
Source record: 45159

This is more a curiosity question than a "must know" question.
In the past, I've always been able to format floppies with my ancient
version of DCFORMAT, adding the MSDOS boot sector, and then taking it
to a PC or vice versa. I now have a SPARCstation at work, and I
discover it can only mount the floppy if it was formatted on the
SPARC (I use fdformat -l -d -v). Obviously, I can just format floppies
on the SPARC, but I wondered if anybody else had experienced this.

Thanks

George S. Walker {decvax,hplabs,uunet}!tektronix!tekig1.PEN.TEK.COM!georgew
OR georgew@tekig1.PEN.TEK.COM *OR* georgew%tekig1.tek.com@relay.cs.net
OR tekig1!georgew.tektronix@Udel-Relay Tektronix - Committed to Excellence

1160. new trick

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-17 17:32:51 UTC
From: paul@kagaku.se.fujitsu.co.jp
Message-ID: <PAUL.92Mar17173251@nsx.kagaku.se.fujitsu.co.jp>
Source record: 45158

I've heard rumors of a new demo trick involving use of the dma chip
connected to the floppy controller on STs to clear screens. Anyone
know anything more about this?
--
---
paul@kagaku.se.fujitsu.co.jp |
Room 328, Fujitsu Unoki Dormitory, |
Unoki 2-17-18, Ota-ku, Tokyo 146. |

1161. new versions of tcsh and mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-17 21:45:07 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Mar17.164508.1042@uwovax.uwo.ca>
Source record: 45162
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've uploaded new versions of tcsh and mntlib to atari.archive.umich.edu.
See mint/tcsh.zoo and mint/mnt{inc,lib,olb}19.zoo.

This version of tcsh works correctly in windows, and doesn't choke on
files with carriage returns in them (the latter bug was causing all kinds
of weird symptoms and took me a long time to track down!). Again, it's
been tested only under MiNT, but probably works OK under TOS as long
as you don't do anything fancy (pipes are considered "fancy" here).

The new version of the MiNT library contains support for Sozobon 1.33i and
2.00, courtesy of Dave Gymer. There are also lots of bug fixes, and
some support for new features that will be available in MiNT 0.93.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1162. Re: Using GNU Make with TOS 2.06 / Varied Grumbles

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-17 23:03:56 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Mar17.230356.29559@watmath.waterloo.edu>
Source record: 45164

In article <1992Mar16.190216.24235@cs.yale.edu> fischer-michael@CS.YALE.EDU (Michael Fischer) writes:
>
>The Vault provides a copy option that permits very efficient file
>copying to floppies. Try it!

I tried VAULT and indeed, it is quite speedy, compared to every other method I have seen. Maybe TURTLE is as fast, but I have not done comparison timings. Both copy files to a ramdisk installed by the backup software, and then copy to floppy.

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP

1163. Re: Reading Disk's Volume Name?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-17 23:39:28 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar17.233928.18277@actrix.gen.nz>
Source record: 45166

In article <1992Mar17.142132.28111@cs.mcgill.ca> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
> As the Volume label is always the first file written to disk, it can be
> read from the directory directly. Just have your code check if it is really
> a volume label (Bit 3 of the Type field)

Some one told me that a Volume name can be added any time..??
or is this why the STCAT50 program fails..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1164. Re: transferring floppies between an ST and a SPARCstation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-18 00:11:15 UTC
From: bossoj@nuge101.its.rpi.edu
Message-ID: <h8ct+s@rpi.edu>
Source record: 45165

In article <4800@tekig7.PEN.TEK.COM>, georgew@tekig1.PEN.TEK.COM (George Walker) writes:
|> This is more a curiosity question than a "must know" question.
|> In the past, I've always been able to format floppies with my ancient
|> version of DCFORMAT, adding the MSDOS boot sector, and then taking it
|> to a PC or vice versa. I now have a SPARCstation at work, and I
|> discover it can only mount the floppy if it was formatted on the
|> SPARC (I use fdformat -l -d -v). Obviously, I can just format floppies
|> on the SPARC, but I wondered if anybody else had experienced this.
|>
|> Thanks
|>
|> George S. Walker {decvax,hplabs,uunet}!tektronix!tekig1.PEN.TEK.COM!georgew
|> *OR* georgew@tekig1.PEN.TEK.COM *OR* georgew%tekig1.tek.com@relay.cs.net
|> *OR* tekig1!georgew.tektronix@Udel-Relay Tektronix - Committed to Excellence

I've had similar experiences with the SPARCstations at school and DCFORMAT,
only my ST drive _wouldn't_ read the disks formatted on the SPARC!

Try using other formatters that give you IBM compatibility, such as PS2FORM or
such...

Joe Bossolini
bossoj@rpi.edu

1165. Re: transferring floppies between an ST and a SPARCstation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-18 01:31:28 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Mar17.193128.28654@doug.cae.wisc.edu>
Source record: 45167

In article <4800@tekig7.PEN.TEK.COM> georgew@tekig1.pen.tek.com writes:
>This is more a curiosity question than a "must know" question.
>In the past, I've always been able to format floppies with my ancient
>version of DCFORMAT, adding the MSDOS boot sector, and then taking it
>to a PC or vice versa. I now have a SPARCstation at work, and I
>discover it can only mount the floppy if it was formatted on the
>SPARC (I use fdformat -l -d -v). Obviously, I can just format floppies
>on the SPARC, but I wondered if anybody else had experienced this.
>
>Thanks
>
>George S. Walker {decvax,hplabs,uunet}!tektronix!tekig1.PEN.TEK.COM!georgew
>*OR* georgew@tekig1.PEN.TEK.COM *OR* georgew%tekig1.tek.com@relay.cs.net
>*OR* tekig1!georgew.tektronix@Udel-Relay Tektronix - Committed to Excellence

I have no problems on my Sparc IPC at work. However, I also have a
machine with TOS 2.05...IE Mega STE. Formatting/reading/writing on my machine
I have no problems.

I had an old DDDS drive that was out of alignment that gave my similair
problems a long time ago, as the format was not up to spec and the Sparc
I was working on would give a can't mount disk error with dosload. Only if
I formatted the disk on the Sparc would my St be able to read it.

--Greg

1166. Monitor problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-18 07:41:47 UTC
From: d9fors@dtek.chalmers.se
Message-ID: <10214@chalmers.se>
Source record: 45172

I have a SM124 monochrome monitor (New model with SM124 in blue letters)
My problem is that after a while (1-3 hours) the monitor will start to "buzz"
and the screen flickers so much that it's totally useless.
If I turn it off the screen will lokk perfect just before the power is cut.
Turning it on just afterwards will give me a normal screen again but it will
not hold for long.
It looks to me as if it is some kind of overheating problem but I'm not sure
and I am wondering if anyone else has had any similar problems.

/Patrick

--
Patrick Forsberg | EMAIL: d9fors@dtek.chalmers.se |
aka Mit,aka Ringo | d9fors@cd.chalmers.se |

1167. Re: new versions of tcsh and mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-18 09:35:29 UTC
From: atari@cs.ruu.nl
Message-ID: <1992Mar18.093529.27144@cs.ruu.nl>
Source record: 45170
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Mar17.164508.1042@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:

>I've uploaded new versions of tcsh and mntlib to atari.archive.umich.edu.
>See mint/tcsh.zoo and mint/mnt{inc,lib,olb}19.zoo.
>
For the european netters:
These new versions are now also available from archive.cs.ruu.nl.

We, Computer Science department, Utrecht University, are running an
anonymous FTP server on one of our systems. In addition to the FTP
service we're also running a mail server, for those of you without
direct Internet access.

--> How to get the new versions via anonymous FTP:

Site: archive.cs.ruu.nl [131.211.80.5]
Login: "anonymous" or "ftp"
Password: your own email address (you@your_domain)
File: ATARI-ST/cli/tcsh.zoo
ATARI-ST/mint/mntinc19.zoo
ATARI-ST/mint/mntlib19.zoo
ATARI-ST/mint/mntolb19.zoo

--> How to get the new versions via e-mail from our mail-server:

NOTE: In the following I have assumed that your mail address is
"fred_flintstone@stone.age.edu"; of course you must substitute
your own address for this.
** PLEASE USE VALID DOMAIN ADDRESSES. DO NOT USE ADDRESSES **
** WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET **

Send the following message to
mail-server@cs.ruu.nl
or the old-fashioned path alternative
uunet!mcsun!hp4nl!ruuinf!mail-server

begin
path fred_flintstone@stone.age.edu (SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/cli/tcsh.zoo
send ATARI-ST/mint/mntinc19.zoo
send ATARI-ST/mint/mntlib19.zoo
send ATARI-ST/mint/mntolb19.zoo
end

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:

send HELP

A complete "ls-lR" listing of the archive is kept in the top-level directory, it will be updated every night. To get it, issue the command:

send ls-lR.Z

That's all for now. If you encounter problems using the FTP service and/or the mail-server, feel free to drop me a line (by e-mail, please).

Ate Brink
--
Ate Brink
Moderator of the Atari archive at the Utrecht University (archive.cs.ruu.nl)
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this if you want to upload a program to the archive.

1168. Re: AES evnt_multi with MiNT: Busy waiting?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-18 12:06:37 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <9130005@hpbbrd.bbn.hp.com>
Source record: 45185

Not exactly related to the theme of this thread, but of a similar nature:

When browsing through the MW source code, I noticed that MW also constantly
burns CPU time. It listens for AES events, including the timer event, and
only when a timer event happens (with no other AES events thrown in) does
it condescend to Fselect() the pipes to the processes it manages.

After some heavy thinking (`*Why* does Alan Pratt do such a thing'), I came
to a rather depressing conclusion. Since MiNT knows nothing of AES, and AES
nothing of MiNT, I can see no way to wait for either an AES event or a
file descriptor getting ready for IO *at the same time*.

Let's hope that Atari does this right in MultiTOS (though knowing Atari,
I wouldn't bet on it ...)

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

1169. STe Printer Dumps

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-18 12:21:16 UTC
From: vicb@clark.edu
Message-ID: <1992Mar18.122116.168@clark.edu>
Source record: 45171
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings...

Anybody have any idea as to what I can do to get a good printer dump on
my new STe?
I have been using a DEGAS driver (prtinstl.lzh on a.a.u.e) with the EPSON.PRT
info file (yes, it's been renamed DEGAS.PRT) on my 520ST for some time
now with excellent results, but on the STe it just gives a really small
output (takes up a quarter sheet of paper.)
I also tried hc24_hc12.lzh (or is it hc12_h24.lzh?) which works on the ST
but it puts out garbage on the STe.
The printer supports Epson LQ800 emulation, the system is a 520STe with
2 meg RAM with CACHEXXX.PRG running, no hard drive.
Any help would be appreciated. Thanks.

Victor Bruhn

1170. Re: Misbehavin' AUTO program

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-18 14:29:43 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Mar18.142943.2916@email.tuwien.ac.at>
Source record: 45173

In article <1992Mar13.115740.14607@etek.chalmers.se>, fabian@etek.chalmers.se (Fabian) writes:
>HELP !
>
>One of my AUTO-folder programs has begun to really misbehave lately.
>Why, I don't know, it just bombs out (three bombs) and locks up the
>ST, so now I cannot boot my HD (MegaFile 30). What is there to do ?
>(Besides reformatting the HD, that is.) Some of the other AUTO-progs
>that run before the perpetrator (Eternal.prg, etc) seems to run OK.
>Mail me, or answer here or ...
>
>---
>M Fabian, fabian@contrl.chalmers.se | Control Engineering
> fabian@etek.chalmers.se | Laboratory, CTH
> mf@contrl.chalmers.se | Sweden
>---

You should always have SETUP.PRG first in your AUTO-folder. It's a tiny program that does some configuration (sync setting etc.) and it also runs a file called COMMAND.TOS when you hold down the Control-key at boot time, so it's quite useful in such cases - you can use any CLI as COMMAND.TOS to delete or rename programs in the AUTO-folder that won't work. I think I found this program in the TURBOASS-package, but I'm not sure. Source is included, if you want it, email me...

Marinos.
kdv_521@eimoni.tuwien.ac.at

1171. Re: Pascal on the ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-18 14:40:19 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Mar18.144019.3260@email.tuwien.ac.at>
Source record: 45174

In article <A45838@HB.maus.de>, Mick_Schmidt@hb.maus.de (Mick Schmidt) writes:
>kdv_521@eimoni.tuwien.ac.at on Fr, 13.03.92 11:31:
>
>In article <cooiHB6w164w@sys6626.bison.mb.ca>, genius@sys6626.bison.mb.ca
>(Trevor Cordes) writes:
>>Does anyone know of a Turbo Pascal (for MS-DOS) compatible Pascal program
>>for the ST/TT (I have a TT)? Is High speed pascal compatible?
>>Thanks.
>
>k>High Speed Pascal (in Germany Maxon Pascal) was advertised as Turbo-Pascal-
>k>compatible (almost), and that's why I bought it. However, when I tried it
>k>on several TP sources, I realized that it couldn't even do the following:
>
>In a few months there will be a new competitor in the Atari Pascal market. On
>the CeBit fair in Hannover ASH was showing Pure Pascal (from the makers of Pure
>C (Turbo C/ST) as far as I understood).
>
>Pure Pascal is said to be Turbo Pascal 6.0 compatible (so with OOP!) and comes
>with a Source Level Debugger. The price was said around 350-400DM (~210-250US$)
>
>Seems to be an alternative to Maxon Pascal, even though the said that there are
>some restrictions. Instead of the GUIlib/-bindings (forgot the name) from TP
>6.0 there is a GEMlib and MS-DOS/Intel dependent Features are (understandable)
>missing.
>
>G'Day Mick

[.sig deleted]

Would you happen to know if they take back other Pascal compilers (such as my
Maxon Pascal?) as they did with Pure C? I'm not sure whether they only
took Lattice C and Turbo C packages back (which were distributed by them I
believe) or other ones too...

Marinos.

1172. Re: Reading Disk's Volume Name?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-18 15:38:30 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <1099@ehviea.ine.philips.nl>
Source record: 45175

In article <1992Mar17.233928.18277@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
|
|Some one told me that a Volume name can be added any time..??
|or is this why the STCAT50 program fails..??

Yes, you can use the "set attribute" GEMDOS function to do this (don't know the official name, since I'm typing this at work). I believe the problem is to _reset_ it. That's when you use a disk editor 8-).
Cheers,

Leo.

1173. Re: Monitor problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-18 18:35:34 UTC
From: ssw9@aber.ac.uk
Message-ID: <1992Mar18.183534.18557@aber.ac.uk>
Source record: 45176

In article <10214@chalmers.se> d9fors@dtek.chalmers.se (Patrick Forsberg) writes:
>I have a SM124 monochrome monitor (New model with SM124 in blue letters)
>My problem is that after a while (1-3 hours) the monitor will start to "buzz"
>and the screen flickers so much that it's totally useless.
>If I turn it off the screen will lokk perfect just before the power is cut.
>Turning it on just afterwards will give me a normal screen again but it will
>not hold for long.
>It looks to me as if it is some kind of overheating problem but I'm not sure
>and I am wondering if anyone else has had any similar problems.
>

Yeah, I have problems similar to this (not exactly the same, but similar) ...
When I switch my monitor on, the screen goes completely white, then starts
to flicker rapidly. As the monitor `warms up' the flickering slows down until
you have a steady picture superimposed with white diagonal lines, which will
fade after about half-an-hour.

The question is, are such problems fixable by someone with a basic knowledge
of electronics (ie. myself) or am I going to have to send my monitor back to
whoever I bought it from (it's still under warranty y'see)

Any help would be greatly appreciated.

Simon.

--
+---+
|"Running towards nothing, | Simon Ward, Dept.of Physics (Secure Unit)|
| Again and again ..." - The Cure | EMAIL: ssw9@uk.ac.aber |
+---+

1174. Need info on Floppy drive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-18 20:36:43 UTC
From: b41987@shylock.ctd.anl.gov
Message-ID: <1992Mar18.203643.23815@mcs.anl.gov>
Source record: 45178

Hi,
I have recently resurected my ST. The problem is that a while back(some 2 years) my original floppy drive got destroyed. The replacement is from an old Amiga. Everything works fine exept the media change doesn't get recognized. This is an internal drive on a 1040stf. I know that to get it working I need to connect the write_protect detect and media_change detect. What are the pin numbers of these lines on a back of the drive.

Thanx for any info,
Michail Gomberg
b41987@achilles.ctd.anl.gov

1175. Re: UUCP and all

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-18 20:39:19 UTC
From: mistik@grex.ann-arbor.mi.us
Message-ID: <1992Mar18.203919.22740@grex.ann-arbor.mi.us>
Source record: 45187

In article <1992Mar17.142201.17560@umbc3.umbc.edu> ac999108@umbc5.umbc.edu (ac999108) writes:
>
>
>
>In response to a message back there about using UUCP.. I don't but am somewhat
>interested in looking at the program. Where can you get the programs to do
>that for the St?
>
>--
> /------------/ Paul Danckaert /--------------------------------------/
> /----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
> /----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

The atari archives at UofM have it. I don't know if it still works
but you used to send mail to atari@atari.archive.umich.edu
with 'help' in the message body, and it would tell you all about itself.

If it doesn't work, wustl archives might be the next stop.

Mustafa Soysal

1176. MGR ->can't get a pty?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-18 20:51:06 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992Mar18.205106.1480@usenet.ins.cwru.edu>
Source record: 45177

What does "Can't get a pty?" mean? How can I get it to stop
saying that and open a window? It only does this under tcsh, and
works fine under ksh.
Thanks,
steve

1177. Re: ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-18 22:38:16 UTC
From: edgar@pingu.saar.sub.org
Message-ID: <H.7GRuGO&PvqI@pingu.saar.sub.org>
Source record: 45183

In <A37331@MS.maus.de>, Julian Reschke writes:
>Edgar Greuter wrote:
>
>>Master. Since version 5.5 (1988!).
>
>(speaking of the introduction of ARGV into 'Master').
>
>THAT can't be true. Ken's official ARGV proposal was submitted in 1989:
>
>>Date: 1 Nov 89 19:18:30 GMT
>>From: imagen!atari!kbad@ucbvax.Berkeley.EDU (Ken Badertscher)
>>Subject: GEMDOS Extended Argument Spec (LONG)

The Mark-Williams-C-Compiler had the same specifications as the Atari-proposal, that's: - handle 2 points to the console as stderr-device
- the last variable in the environment is ARGV
- it's value is a vector of characters describing the state of various handles (pointing to a file (F), the console (C), the printer (P) or the serial port (A)) - unknown handles had assigned a '?'
- following are the programs name and all arguments separated by NUL-characters
The Atari-proposal was changed at two places:
- the value of ARGV is ignored (so the MWC-value would conform)
- the length-byte of the command tail in the basepage is set to 127, a value which could not occur if the program is invoked from the desktop
By disassembling the startup-code of several MWC-Tools (including the passes of the compiler), we gained the information that Mark-Williams used a value of 127 (as specified in the later Atari-standard) as a validation check for their own programs although not in their libraries. Just look at their code and you will see this!
I don't want to repeat the discussion about the problems of the several methods (xArg is passed in the parents address space, MWC has no validation, Atari-ARGV breaks any Pascal-programs relying on the Pascal-string semantic of the tail in the basepage,...).

*** --- ***
The important point of my posting was, that there is more than one shell using an extended argument-passing scheme and that Master does not force the user to use one particular method.
*** --- ***

BTW: Are there any programs (shells aside) using the FULL Atari standard ?

In the gcclibs/mintlibs there is a compilation switch to get this behavior (STRICTLY_COMPATIBLE_WITH_STANDARD), but this switch is DISABLED by default (i think for good reasons - an extension should add some new feature and not break programs not using this feature, for example old ones).

- Edgar

--
Edgar Greuter
Francoisstrasse 21
6600 Saarbruecken

Email: roeder@cs.uni-sb.de
edgar@pingu.saar.sub.org (will change to: .saar.de)

(for the curious people: my last name changed [Roeder -> Greuter] when i got married, but i am still the same guy)

1178. Re: Reading Disk's Volume Name?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-19 01:42:27 UTC
From: jmw@lad.med.utas.edu.au
Message-ID: <jmw.700969347@lad>
Source record: 45179

Roger.Sheppard@bbs.actrix.gen.nz writes:

>In article <1992Mar17.142132.28111@cs.mcgill.ca> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
>> As the Volume label is always the first file written to disk, it can be
>> read from the directory directly. Just have your code check if it is really
>> a volume label (Bit 3 of the Type field)

>Some one told me that a Volume name can be added any time..??
>or is this why the STCAT50 program fails..??
>--

I think this is true, having recently written some code to read volume labels.
You need to do the usual search through the directory, checking for the
appropriate file type.

--
John M Williams, Faculty of Medicine, University of Tasmania
J.M.Williams@med.utas.edu.au

1179. harddrive directory woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-19 07:25:25 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1992Mar19.072525.3953@CS.ORST.EDU>
Source record: 45181

Well, I had just ftp'd dmj-gif (sp? the gif --> Spectrum program) from atari.archive, and was in the middle of testing it out when I received some scary errors. I was trying to move a .spc file from d: to e: on the regular GEM desktop, when I got a 'device does not exist' alert box. I power-cycled and rebooted, and all the files that used to be on e: now show up in the d: window. The executables even run if I double-click on them, even though they are apparently in the wrong directory.

I can't find a way to access any of the files that used to be on d:, but I had all my FSM-GDOS files on d:, and they seem to be available during the boot-up process, since I see the familiar message about FSM having been successfully installed.

I don't know much about how partition/directory/FAT info is stored, but is there a way I can retrieve the files from d: ? Nothing I can think to try has worked.

My setup: Old 520ST w/2.5 meg RAM. TOS 1.4. Syquest 44meg removeable using ICD Advantage+ host adapter and ICD software.

I have seen you geniuses out there answer a lot of tough questions, so maybe you can help me, too.

Any suggestions heartily appreciated,

--
+---+
John Thaanum thaanuj@prism.cs.orst.edu
"A better tomorrow takes your best today..." -Triumph
+---+

1180. Re: Misbehavin' AUTO program

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-19 11:48:11 UTC
From: fabian@etek.chalmers.se
Message-ID: <1992Mar19.114811.14417@etek.chalmers.se>
Source record: 45182

```
|> In article <1992Mar13.115740.14607@etek.chalmers.se>, fabian@etek.chalmers.se (Fabian)
writes:
|> HELP !
|>
|> One of my AUTO-folder programs has begun to really misbehave lately.
|> Why, I don't know, it just bombs out (three bombs) and locks up the
|> ST, so now I cannot boot my HD (MegaFile 30). What is there to do ?
|> (Besides reformatting the HD, that is.) Some of the other AUTO-progs
|> that run before the perpetrator (Eternal.prg, etc) seems to run OK.
|> Mail me, or answer here or ...

Problem fixed, thanks to all who helped.

This is what I did, in case anyone has a similar problem.

1. Start the HD,let it spin up.
2. Turn on the ST, holding down ALT. This makes the ST
boot up without running any AUTO-progs, etc.
3. Run AHDI.PRG from the floppy, install a C-disk.
4. Rename/remove the offending AUTO-prog.

Suggestions has been mad about running something like
SETUP.PRG as the first AUTO-prog, to be able to decide
which AUTO-progs should be run at boot up. I don't want
to do that since that means sitting there waiting for the
ST to boot, which seems like no great thrill to me.

Thanks all, again.
-------------------------------------------------------------
M Fabian, fabian@contrl.chalmers.se | Control Engineering
fabian@etek.chalmers.se | Laboratory, CTH
mf@contrl.chalmers.se | Sweden
-------------------------------------------------------------
"Nuclear arms can wipe out life on earth, if used properly."
(D Byrne)
```

1181. Re: Help - 1040ST memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-19 12:59:56 UTC
From: miked@syscon.rn.com
Message-ID: <1992Mar19.125956.2846@syscon.rn.com>
Source record: 45184
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ladasky@netcom.com (John J. Ladasky II) writes:

> O.K., I finally got enough desk accessories and needed a large
>enough RAM disk so that I'm starting to get "out of memory" errors from
>my 1.0 Meg 1040ST. I went down to my local retailer and asked about
>upgrading to 2.0 Meg. He said I would need a $139 upgrade board, *AND*
>that the memory on the motherboard would be invalidated by the addition
>of the piggyback board - so I would need 2 SIMMs at $50 each.

> Does this seem right? Isn't there a cheaper way?
You will have to lose at least 512K on the main board winding
up with a 2.5 Meg machine. Not all memory expansions use SIMMS.
Zubair's board can be got for around $100 now. If you remove all
mother board chips you can go to 4 meg.

1182. Re: Reading Disk's Volume Name?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-19 13:35:47 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Mar19.133547.7779@cs.mcgill.ca>
Source record: 45186

Yes, they can be added any time. But as far as I know, no one ever bothers naming a disk after files have already been written to it. It is usually done during formatting. Therefore, it is the first file name encountered...

1183. Re: Misbehavin' AUTO program

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-19 15:46:24 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <1992Mar19.154624.18791@gmuvax2.gmu.edu>
Source record: 45091

In some article, fabian@etek.chalmers.se (Fabian) writes:
>
>One of my AUTO-folder programs has begun to really misbehave lately.
>Why, I don't know, it just bombs out (three bombs) and locks up the
>ST, so now I cannot boot my HD (MegaFile 30). What is there to do ?
>(Besides reformatting the HD, that is.) Some of the other AUTO-progs
>that run before the perpetrator (Eternal.prg, etc) seems to run OK.

Before attempting to reformat the hard drive, boot from a floppy, then run your hard drive's driver from the floppy you should have gotten when you got the hard drive. Then install the C: icon, open it up, and rename the offending program so that it is no longer recognized as an executable (.PRG -> .PRX for example). Assuming the problem was with that program, you should then be able to again from your hard drive.

If you continue to have problems with other AUTO run programs, or accessories, your hard drive may be going bad. This just happened to me. =(

Steve "Stevers!" Coile scoile@gmuvax[{.BITNET|[2].gmu.edu}]
"Maturity is knowing when and where to act immature"

1184. Spectre GCR

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-19 15:53:59 UTC
From: heidelj@alleg.edu
Message-ID: <1992Mar19.155359.4090@pellns.alleg.edu>
Source record: 45188

Help!!!! I just tried installing Spectre GCR on to my last partition on my hard drive which had/has nothing on it. I formatted the last partition to GCR format, the computer rebooted and now I can't access anything on my hard drive though I know it is still there. I loaded Spectre back up to tried and look at the format menu. It still knows that I have all of the partitions but I can't access it. Is there any way to reformat the last partition back to ST format and how can I access the HD again?

Thanks,
Jason Heideloff
heidelj@alleg.edu

1185. Re: UUCP and the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-19 22:59:01 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1992Mar19.225901.8215@pbhya.PacBell.COM>
Source record: 45102

In article <1992Mar16.213226.26241@polari.com> rts@polari.com writes:
>Could someone tell me if I am alone in the world of trying to use uucp on
>the ST?
>
No, You are not.
>I have been trying to set up the "Mercury UUCP package" on a 1040f, and it
>does work. [TEXT DELETED]
>
>I(T) garbles the directories that the news, and mail is stored in. And I cannot
>delete those dirs once this happens. I have to zero the partition each time.
>

I have similar problems with it, but mine occur when I try to uuto a file to
my ST. It gets here, but as a strange file name.

Are the sources available anywhere? I would be glad to fix up that portion.
I do NOT have access to FTP.

Dan Suthers, Systems Analyst, Pacific Bell
uucp: {backbone}!pacbell!pbeos!dbsuthe

Youth's a difficult time, and it gets harder the longer you try to draw it out.

1186. Wordperfect/HP III incompatibility? Need help.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-20 04:28:02 UTC
From: jhp@sactoh0.sac.ca.us
Message-ID: <1992Mar20.042802.22262@sactoh0.sac.ca.us>
Source record: 45095

Does anyone have a setup of WordPerfect(last release for the Atari)
and an HP III? I have this setup and I'm having a heck of time
trying to get my documents to print up correctly. If anyone does
have this setup can you e-mail me and let me know if you had
any problems with the WP printer drivers?

Thanks, in advance.

--

- jhp@sactoh0.SAC.CA.US What else can I say? -

1187. Re: Misbehavin' AUTO program

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-20 05:54:22 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.om_e&Ra4nc6@jonh.wimsey.bc.ca>
Source record: 45190

In <1992Mar19.114811.14417@etek.chalmers.se>, Fabian writes:
>
>Suggestions has been mad about running something like
>SETUP.PRG as the first AUTO-prog, to be able to decide
>which AUTO-progs should be run at boot up. I don't want
>to do that since that means sitting there waiting for the
>ST to boot, which seems like no great thrill to me.
>
Charles Johnson's shareware Desk Manager can be set
to only run if you press a key during boot up. Or, wait 1
to 30 seconds before bypassing. Also you can assign different
setups to funtion keys.
I wouldn't run a hard drive without it.

--
John Henders jhenders@jonh.wimsey.bc.ca

1188. Re: ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-20 08:26:54 UTC
From: univwa@rz.uni-sb.de
Message-ID: <17329@sbsvax.cs.uni-sb.de>
Source record: 45098

From article <H.7GRuGO&PvqI@pingu.saar.sub.org>, by edgar@pingu.saar.sub.org (Edgar Greuter):

[article deleted]

> --
> Edgar Greuter
> Francoisstrasse 21
> 6600 Saarbruecken
>
> Email: roeder@cs.uni-sb.de
> edgar@pingu.saar.sub.org (will change to: .saar.de)
^^^^^^^^^^^^^^^^^^^^^^^^

We proudly announce:

The domain has recently (some days ago) changed to saar.de !!!

Long live the saar region and the saar people ! :-}

Bernhard

****
* Dipl.Ing. Bernhard Stumpf | bestu@rz.uni-sb.de *
* / ___ / University of the Saarland | rzsbs@rz.uni-sb.de *
* /----. /__. -/- D-6600 Saarbruecken | bestu@h11.saar.de *
* /____/ ___/ /_. ++49-681-302-4626 | *
****

1189. Internal floppy disk woes.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-20 10:40:56 UTC
From: robin@castle.ed.ac.uk
Message-ID: <19334@castle.ed.ac.uk>
Source record: 45094

My internal floppy on my 520STFM is dying, I want to know can it be easily fixed?

The symptoms:--

Works normally for a short while and then grinds to a halt. Sometimes it sounds like it is spinning a lot faster than normal.

I opened up the case and had a look at it running, the motor seems to stick, when this happened I rotated the motor by hand and I heard what sounded like the protective shield on the floppy disk being opened.

I tried to install a 3 1/2 inch drive that I scrounged from a PC, this seemed to spin normally and I tested it on a disk, it read the directory structure fine but when I tried to change directory it just kept spinning without finding any files, there are some jumpers on this disk drive but I have no information what they set up.

Any help would be gratefully welcomed.

Robin Smith
robin@castle.ed.ac.uk

1190. Re: Misbehavin' AUTO program

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-20 11:01:35 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Mar20.110135.23216@email.tuwien.ac.at>
Source record: 45093

In article <1992Mar19.114811.14417@etek.chalmers.se>, fabian@etek.chalmers.se (Fabian) writes:
>

[stuff deleted]

>Suggestions has been mad about running something like
>SETUP.PRG as the first AUTO-prog, to be able to decide
>which AUTO-progs should be run at boot up. I don't want
>to do that since that means sitting there waiting for the
>ST to boot, which seems like no great thrill to me.
>

What do you mean by 'waiting for the ST to boot' ?
SETUP.PRG does not change anything in the ST's behaviour at bootup unless you hold down the Control-key, in which case it loads a CLI so you can rename/delete corrupt programs from the auto folder...

>Thanks all, again.
>---
>M Fabian, fabian@contrl.chalmers.se | Control Engineering
> fabian@etek.chalmers.se | Laboratory, CTH
> mf@contrl.chalmers.se | Sweden
>---
>"Nuclear arms can wipe out life on earth, if used properly."
> (D Byrne)

1191. Re^2: Help - 1040ST memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-20 12:09:57 UTC
From: vince@sci.kun.nl
Message-ID: <1992Mar20.120957.9838@sci.kun.nl>
Source record: 45103
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>ladasky@netcom.com (John J. Ladasky II) writes:
>
>
>> O.K., I finally got enough desk accessories and needed a large
>>enough RAM disk so that I'm starting to get "out of memory" errors from
>>my 1.0 Meg 1040ST. I went down to my local retailer and asked about
>>upgrading to 2.0 Meg. He said I would need a $139 upgrade board, *AND*
>>that the memory on the motherboard would be invalidated by the addition
>>of the piggyback board - so I would need 2 SIMMs at $50 each.
>
>> Does this seem right? Isn't there a cheaper way?
>You will have to lose at least 512K on the main board winding
^^^^^^^^^^^^^^^^^^

This problem was solved some time ago. There are boards now containing
2 Megs and a smart GAL which hooks the two .5M banks together, thus
yielding the full 3 MB. These boards are quite cheap also (about 300DM)
but require quite a bit of soldering.

>up with a 2.5 Meg machine. Not all memory expansions use SIMMS.
>Zubair's board can be got for around $100 now. If you remove all
>mother board chips you can go to 4 meg.

Sander SToks

1192. MIPS/FLOPS rating Atari computers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-20 12:30:36 UTC
From: vince@sci.kun.nl
Message-ID: <1992Mar20.123036.11137@sci.kun.nl>
Source record: 45099

Does anybody know the MIPS / FLOPS rating for the Atari ST and TT?
I only know the ST runs at about 0.075 MFLOPS (auch!) but the TT, with
its 68882, would probably have quite an impressive number.
I am hoping the figures won't look ridiculous next to the awesome 13
MIPS the new Acorn A5000 slithers through its windows with.

Sander SToks

1193. memory problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-20 13:43:20 UTC
From: bert@cs.vu.nl
Message-ID: <13473@star.cs.vu.nl>
Source record: 45100

Hello,

I own : atari 520 ST with external one-side floppy drive.
I need : loading a big program (maybe more than one one-sidedfloppy) and executing it, needing more than 1 Mb.
I heard: I can buy 1 Mb harddisk for about $100 and I can buy another drive (double sided) for about $200.
I got: problems.. because I don't want to spent too much money.
I ask: Can I handle it with only buying the 1 Mb and archive the program? Other solutions?
Ik vraag ook: heeft iemand omgeving Amsterdam 2e hands oplossingen?
(That was a dutch question :-)

please, reply by email to bert@cs.vu.nl

Bert.

1194. SCSI HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-20 14:29:57 UTC
From: jas@dcs.warwick.ac.uk
Message-ID: <1992Mar20.142957.13380@dcs.warwick.ac.uk>
Source record: 45101

I've got the offer of buying a SCSI harddrive from work for a really good price, but I don't know anything about them. I have heard that the SCSI implementations can differ slightly and I don't want to waste my money on something that doesn't work.
What questions do I need to know the answers to before I can say that the thing will work. I was probably going to get the ICD controller, but this can be changed if necessary, but what are the essential differences in SCSIs?

Any help much appreciated,

Jason Morris.

1195. Support coming back ? Atari NORTH User NEWS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-20 14:57:23 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92080.095723EENG6801@RyeVm.Ryerson.Ca>
Source record: 45109

Today I got a nice Newsletter from Atari Canada. It contains announcements of the ACE'92 show, the list of prizes, ST NoteBOOK review, A list of dealers and user groups, etc...

Is it possible that Atari is starting to think about their customers? Do other Atari subsidiaries send Newsletters to users ?


```
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

1196. Re: Need info on Floppy drive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-20 16:09:55 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar20.160955.28604@actrix.gen.nz>
Source record: 45092

In article <1992Mar18.203643.23815@mcs.anl.gov> b41987@shylock.ctd.anl.gov (Mike Gomberg User Services) writes:
> Hi,
> I have recently resurected my ST. The problem is that a while back(some 2
> years) my original floppy drive got destroyed. The replacement is from an old
> Amiga. Everything works fine exept the media change doesn't get recognized.
> This is an internal drive on a 1040stf. I know that to get it working I need
> to connect the write_protect detect and media_change detect. What are the pin
> numbers of these lines on a back of the drive.
>
> Thanx for any info,
> Michail Gomberg
> b41987@achilles.ctd.anl.gov

Note: this does not allways work but the pins you are after are 2 and
28, but pin 2 is used for lots of thing, and some times as disk change..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1197. For Sale: VideoKey

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-21 00:00:18 UTC
From: vjrao@owlnet.rice.edu
Message-ID: <1992Mar21.000018.18502@rice.edu>
Source record: 45097

For Sale:

Pratical Solution's VideoKey
- This is a RGB to NTSC converter (converts to RF and composite video).
- It also has audio out ports for connection to a stereo amplifier system.
- Excellent in low resolution and very good in medium when hooked to a T.V.

$65 (including shipping) or best offer.

If interested, send email.

--
****
Vinay Julapalli Rao vjrao@owlnet.rice.edu
****

1198. SM124 Trouble (2nd time lucky ....)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-21 04:47:54 UTC
From: ssw9@aber.ac.uk
Message-ID: <1992Mar21.044754.19734@aber.ac.uk>
Source record: 45096

I'm reposting this, since I've had the grand total of ZERO response, so I'll try again :

I am having trouble with my SM124 monitor - it is less than 6 months old, but once it is switched on, the screen goes dead white, and then starts to flicker at an increasing rate, until the screen settles down to a `normal' picture, superimposed with white diagonal lines.

All I want to know is :

- What is wrong with my monitor?
- would someone with a basic knowledge of electronics (ie. me) be able to fix it?

I assume the monitor will still be under warranty, but I can't really afford to be without it for an appreciable length of time.

Any help would be *greatly* appreciated, email or otherwise.

Simon.

PS. Anyone got any recommendations for 100Mb hard drives?

+-- EMAIL : ssw9@uk.ac.aber || ssw9%aber@ukacrl || ...!mcsun!ukc!aber!ssw9 --+
Simon Ward |RushTheCureFieldsOfTheNephilimNewModelArmySlayer |
Department of Physics |AnthraxMetallicABauhausJoyDivisionAnnihilatorGBH |
UCW Aberystwyth |MegaCity4PrimusRedHotChiliPeppers....anddon'tforget|
Aberystwyth, Dyfed, |theATARI!! (AtmosphericScientistandSTOwner,soNER!) |
WALES, SY23 3BZ |What are these disclaimer things anyway??? |
+-- This is yet another .sig virus ... copy me into your .sig or else! :-) --+

1199. Re: Monitor problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-21 19:52:30 UTC
From: monsoon@cats.ucsc.edu
Message-ID: <31123@darkstar.ucsc.edu>
Source record: 45189

I had the same buzzing problem with my monitor until it fell off my desk during the big earthquake down here (7.0, Oct. 17, 1990) :) ...

I also notice this buzzing noise to happen on other monitors of other stuff (like T.V.s, and old TeleVideo terminals...) - can some techine fill me in on what causes this?
--

Len Alinea DeJesus (monsoon@cats.ucsc.edu) or (tsunami@ucscb.ucsc.edu)
University of California at Santa Cruz

1200. Ataris Future?????

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-21 20:04:39 UTC
From: ursulus@status.gen.nz
Message-ID: <gy31HB2w164w@status.gen.nz>
Source record: 45104

I would be interested in knowing what the overall feeling about ATARIs future is, and what the general populous thinks of ATARI worldwide, as in NZ Atari is virtually DEAD, there are faithful ATARI'ests like me but thereis a lack of support in this country!!!
HELP!!!
I would like to know how ATARI is seen world wide to know if it has a FUTURE!

Thanks
Fletch/Ursulus

1201. Re: Misbehavin' AUTO program

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-22 00:30:37 UTC
From: kjackson@cix.compulink.co.uk
Message-ID: <1992Mar22.003037.3878@demon.co.uk>
Source record: 45112

In article <1992Mar19.154624.18791@gmuvax2.gmu.edu>, scoile@gmuvax2.gmu.edu (Steve Coile) writes:
>In some article, fabian@etek.chalmers.se (Fabian) writes:
>>
>>One of my AUTO-folder programs has begun to really misbehave lately.
>>Why, I don't know, it just bombs out (three bombs) and locks up the
>>ST, so now I cannot boot my HD (MegaFile 30). What is there to do ?
>>(Besides reformatting the HD, that is.) Some of the other AUTO-progs
>>that run before the perpetrator (Eternal.prg, etc) seems to run OK.
>
>Before attempting to reformat the hard drive, boot from a floppy, then run
>your hard drive's driver from the floppy you should have gotten when you got
>the hard drive. Then install the C: icon, open it up, and rename the
>offending program so that it is no longer recognized as an executable
>(.PRG -> .PRX for example). Assuming the problem was with that program,
>you should then be able to again from your hard drive.
>
>If you continue to have problems with other AUTO run programs, or
accessories, your hard drive may be going bad. This just happened to me. =(
>
> Steve "Stevers!" Coile scoile@gmuvax[{.BITNET|[2].gmu.edu
]
> "Maturity is knowing when and where to act immature"
>
>
I had a similar problem when I hit the dreaded folder limit in TOS 1.4. Although not as disastrous as with previous TOS's on my setup it cause some corruption somewhere. Over a period of weeks my AUTO programs started to refuse to load but could be started from the desktop (where you had the choice). Then I couldn't run them at all but other programs were OK. The it spread a bit further and I ended up backing the partition elsewhere, zeroing the partition and putting it all back. If it's a creeping problem then I'd zap the partition sooner rather than later.

Keith

1202. How do you set an ST204 to autoboot?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-22 04:48:47 UTC
From: bcc@Eyring.COM
Message-ID: <1992Mar22.044847.3422@Eyring.COM>
Source record: 45108

I just bought a used system from a friend. Among other things, it has an Atari ST204 20 Meg hard disk. He commented that he always had to boot from a floppy disk before he could access the hard disk. I thought that was strange, but he's right. With the limited tools I have, I cannot tell the hard disk that it's ok to boot directly. My question:

Is this an inherent limitation on the Atari Hard disk? I know that with Supra and ICD disks it is very common to have the system boot from the hard disk without a floppy in the drive. Is this because of something they did in Supra and ICD, or is it a limitation of the TOS version this machine has (1.0).

Please don't refer me to Genie or CIS, since I don't have access to those services. I do have e-mail and limited FTP access, but don't know where to look for this item. Can anyone suggest anything?

Thanks!
--
Brian Cooper bcc@Eyring.COM uunet!lanai!bcc
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS
(If the above doesn't work, try coope@bert.cs.byu.edu)

1203. Re: How do you set an ST204 to autoboot?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-22 08:42:59 UTC
From: coope@bert.cs.byu.edu
Message-ID: <1992Mar22.084259.13181@hamblin.math.byu.edu>
Source record: 45110

In article <1992Mar22.044847.3422@Eyring.COM> bcc@Eyring.COM (Brian Cooper) writes:

>..... question about how to set an ST204 to Autoboot.

Sorry for taking the bandwidth. I found the latest version of the boot code on
atari.archive.umich.edu in the diskutils directory. Should have looked first,
then asked. Ready, Fire, Aim! Thanks, anyway!
So I need a signature....
coope@bert.cs.byu.edu
bcc@eyring.com
uunet.uu.net!lanai!bcc

1204. Re: Need info on Floppy drive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-22 15:50:27 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Mar22.105027.13071@mailer.cc.fsu.edu>
Source record: 45105

In article <1992Mar18.203643.23815@mcs.anl.gov>, b41987@shylock.ctd.anl.gov (Mike Gomberg User Services) writes:
>Hi,
> I have recently resurected my ST. The problem is that a while back(some 2
>years) my original floppy drive got destroyed. The replacement is from an old
>Amiga. Everything works fine exept the media change doesn't get recognized.
> This is an internal drive on a 1040stf. I know that to get it working I need
>to connect the write_protect detect and media_change detect. What are the pin
>numbers of these lines on a back of the drive.

There is an info file on atari.archive called ibmdrive.lzh which may help you out. Also, TEAC drives are supposed to be free of the media change problem (which cannot be fixed with some drives without the addition of some logic or power, I cannot remember which).

In the mean time, there is a software utility called FMC (force media change) available from atari.archive that might help you out.

>
>Thanx for any info,
>Michail Gomberg
>b41987@achilles.ctd.anl.gov

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

1205. Re: Misbehavin' AUTO program

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-22 15:59:55 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Mar22.105955.13112@mailer.cc.fsu.edu>
Source record: 45106

In article <1992Mar19.114811.14417@etek.chalmers.se>, fabian@etek.chalmers.se (Fabian) writes:
>
>Suggestions has been mad about running something like
>SETUP.PRG as the first AUTO-prog, to be able to decide
>which AUTO-progs should be run at boot up. I don't want
>to do that since that means sitting there waiting for the
>ST to boot, which seems like no great thrill to me.
>

You should check out Desk Manager (available from atari.archive). It allows you to select which auto and acc's are loaded at bootup (but if you leave it alone, it will use the current configuration and will not slow things down at all). It also allows you to select configurations with hot keys at bootup (so if you want a "pure" bootup with no accs or weird TSR auto programs so you can test new software, or if you don't want to load GDOS every time, or whatever). It is very cool software, and does not get in the way unless you want to use it. Be sure to get PINHEAD as well, as it will increase the speed of your bootup manyfold.

Superboot is another one that does these things and more, and it too can be set up to not interfear with bootup unless you hot-key it (right before it runs). I cannot imagine using a hard disk on an ST without one of these types of programs, as so many combinations of acc's and auto folder programs do not work (as you have discovered). With them, you can easily experiment with the order of programs in the auto folder or which accs load, etc (and this experimentation is often needed to get things to work).

Superboot will also allow you to display a picture and play a sample on bootup, BTW. This can be really neat (I have a friend who displays a picture of a red dragon, and play a sample that says "My dear lady, we are ALL animals" in a somewhat daemonic voice; This sample is from a movie which I cannot remember right now), and can also be overridden with a keystroke if you are in a hurry.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

1206. Re: MIPS/FLOPS rating Atari computers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-22 16:01:14 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Mar22.110114.13156@mailer.cc.fsu.edu>
Source record: 45107

In article <1992Mar20.123036.11137@sci.kun.nl>, vince@sci.kun.nl (Sander RM Stoks) writes:
>Does anybody know the MIPS / FLOPS rating for the Atari ST and TT?
>I only know the ST runs at about 0.075 MFLOPS (auch!) but the TT, with
>its 68882, would probably have quite an impressive number.
>I am hoping the figures won't look ridiculous next to the awesome 13
>MIPS the new Acorn A5000 slithers through its windows with.
>

Dave Small once said that the ST was approximately a 1 mip machine.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------

1207. Mice...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-22 19:30:18 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar22.193018.4168@umbc3.umbc.edu>
Source record: 45113

I need to find the files to modify an IBM mouse to work with my ol ST. Where would I find the files? Thanks...

(The old mouse was melted... sigh.)

--
/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

1208. Re: XBRA info

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-23 04:52:45 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Apr4123645@acae127.cadence.com>
Source record: 45111

In article <11178@mindlink.bc.ca> Arthur_Leung@mindlink.bc.ca (Arthur Leung) writes:
> I need to write a TSR which steals/chains to a few vectors. I heard
> there is a standard for doing this called XBRA convention. Can someone

i guess i should post this here: comments welcome:

```
#!/bin/sh
# This is a shell archive, meaning:
# 1. Remove everything above the #!/bin/sh line.
# 2. Save the resulting text in a file.
# 3. Execute the file with /bin/sh (not csh) to create the files:
# Makefile
# xbra.tex
# fig1.tex
# fig2.tex
# xbra.list
# This archive created: Sat Apr 4 12:34:47 1992
# By: Jwahar R. Bammi(Cadence Design Systems)
# Usenet: uunet!cadence!bammi
# Internet: bammi@cadence.com
#
export PATH; PATH=/bin:$PATH
echo shar: extracting "'Makefile'" '(313 characters)'
if test -f 'Makefile'
then
echo shar: over-writing existing file "'Makefile'"
fi
sed 's/^X//' << \SHAR_EOF > 'Makefile'
X.SUFFIXES: .tex .fig
X
X.fig.tex:
X fig2dev -L latex -l 2 $*.fig > $*.tex
X
X
Xxbra.dvi: run1
X latex xbra.tex
X
Xrun1: xbra.tex fig1.tex fig2.tex
X latex xbra.tex
X
Xxbra.ps: xbra.dvi
X dvips xbra
X
Xclean:
X rm -f xbra.dvi
```

```
X
Xrealclean: clean
X rm -f xbra.ps fig1.tex fig2.tex *.log *.aux
X
X
Xfig1.tex: fig1.fig
Xfig2.tex: fig2.fig
SHAR_EOF
if test 313 -ne "`cat 'Makefile' | wc -c`"
then
echo shar: error transmitting "'Makefile'" '(should have been 313 characters)'
fi
echo shar: extracting "'xbra.tex'" '(19002 characters)'
if test -f 'xbra.tex'
then
echo shar: over-writing existing file "'xbra.tex'"
fi
sed 's/^X//' << \SHAR_EOF > 'xbra.tex'
X%% This may look like text, but it is really -*- LaTeX -*-
X%
X% $RCSfile: xbra.tex,v $
X% $Revision: 1.3 $
X% $Author: bammi $
X%
X%%
X\documentstyle[12pt,fullpage,titlepage]{article}
X
X\title{The XBRA Protocol}
X\author{{\it Jwahar R. Bammi} \\ {\it bammi@cadence.com}}
X\date{$Revision: 1.3 $}
X
X\newlength{\interskip}
X\setlength{\interskip}{0.5\baselineskip}
X\addtolength{\interskip}{-.1\interskip}
X
X\begin{document}
X\maketitle
X
X\addtolength{\parskip}{0.3\baselineskip}
X\setlength{\parindent}{0pt}
X
X\section{Introduction}
XThis document is an attempt to specify the XBRA protocol for exception
Xvector chaining on the atariST series of computers. It is a response
Xto many requests I have received to document the protocol, and also an
Xencouragement for people grabbing exception vectors to use it. This protocol
Xwas not invented by me, nor is it perfect for every situation, but
Xstill is very useful because something is better than nothing. There
Xhave been other proposals, but IMHO this is the simplest and cleanest,
Xand does the job for which it was designed quite well. It has been
```

```
Xused quite widely, especially in Public Domain circles, and that is a
Xgood enough reason for me to follow it.
X
X\section{History}
XJust to set the record straight, and give credit where it is due, the
Xoriginal proposal for this protocol was made by Moshe Braner in an
XUsenet article sometime in 1988 (or was it 87, I do not remember). The
Xproposal was worked over by Julian Reschke in consultation with
XEdgar R\"oeder in Germany, where it ended up
Xin the present form. Julian Reschke has since been its chief spokesman, and
Xclearing house for registering unique XBRA identifiers. Atari Germany adopted
XXBRA as an ``official'' standard in 1989 but didn't do anything to push it.
XXBRA as I know it, came
Xback to me from Germany in the form of an include file for the Gnu C
Xlibrary, thanks to Edgar R\"oeder. In case you are wondering XBRA is an
Xabbreviation for e{\bf X}tended {\bf BRA}ner protocol.
X
X\section{Why XBRA}
XOn the 68K architecture, whenever an exception occurs, the current
Xprocessor state\footnote{What and how much of the processor state is
Xsaved varies with different models of the 68K family.}${}^,$\footnote{This
Xsaved information is known as an Exception Frame.} is saved on the
Xsupervisor stack (SSP), and then the processor effectively jumps
Xindirectly via a fixed location in memory to code that will handle
Xthat exception. This fixed location is known as the exception vector
Xfor that particular exception. Exception vectors are memory locations
Xfrom which the processor fetches the address of the code that will
Xhandle that exception when it occurs. Initially, all exception vectors
Xare initialized by TOS to point to handlers for the exceptions within
XTOS.
X
XNow suppose on an exception, your program needs to get control (say to
Xset a variable). A common practice is to ``hook your code into the
Xexception processing chain'', for the particular exception that your
Xprogram is interested in. What we mean by ``hooking your code in'' is
Xthat you make the exception vector point to your code, which in turns
Xpoints to wherever the original exception vector was pointing to. When the
Xexception occurs, your code is given control, and once it has done its
Xjob, control passes to other exception handlers in the chain. The last
Xhandler in this chain (usually the one installed there initially by
XTOS), finishes off the exception handling sequence by executing a RTE
Xinstruction, which restores the processor to the state in which it was before
Xthe exception occurred. Figure~\ref{fig:hooking} depicts what
Xhappens when you ``hook in your code''.
X
X\begin{figure}
X\begin{center}
X{\small%
X\input fig1.tex
X}
```

```
X\caption{Hooking into an Exception Vector}
X\label{fig:hooking}
X\end{center}
X\end{figure}
X
XIt is bad {\it karma} not to pass a control to the next exception
Xhandler in the chain. Even if your code can completely handle an
Xexception, it denies other handlers the opportunity to do what they
Xsupposed to do. Of course, there are situations where
Xpassing control to other handlers is not appropriate (for instance if
Xyou are intercepting a particular gemdos function
Xin order to replace it totally; in most other
Xcases you passing control on to the next handler is the thing to do).
X
XWhen you install a handler, by convention you install it at the head
Xof the exception chain. But you cannot assume that your handler will
Xalways remain there. Other processes can execute later and may insert
Xtheir own exception handlers. When it comes time to unhook
Xfirst you need to find yourself. This is where
XXBRA comes into its own. If the exception vector (the head of the
Xchain) does not point to your handler there is no way you can find it,
Xunless all handlers between the head and you follow a common
Xconventions to identify the handler and to find the pointer to
Xthe next element of this chain. The
XXBRA protocol specifies where to find, relative to the beginning of a handler,
Xthe next handler address. To avoid spurious identification
Xthe XBRA protocol further defines two magic numbers, again at fixed
Xoffsets relative to the handler. Now unchaining yourself becomes easy
Xand reliable. You either encountered yourself, or you continue
Xdown the chain by picking up the address of the next handler from a
Xfixed offset in the current handler. Once you have found yourself
Xyou check the two magic numbers, again at fixed offsets, to ensure
Xthat you actually hit an XBRA header rather than some random memory
Xlocation that just happens to have the value that you are looking
Xfor. If it all checks out, you can remove yourself reliably.
XFigure~\ref{fig:xbrachain} illustrates a typical XBRA exception chain.
X
X\begin{figure}
X\begin{center}
X{\small%
X\input fig2.tex
X}
X\caption{An XBRA Exception Chain}
X\label{fig:xbrachain}
X\end{center}
X\end{figure}
X
X\pagebreak
X
X\section{The XBRA Protocol}
```

```
XA generic XBRA element looks like:
X{\small%
X\begin{center}
X{\tt%
X\begin{tabbing}
Xxxxx\=xxxxxxxxxxx\=xxxxxxxxxxxxxx\= \kill
Xstruct xbra \{ \\
X\> long \> xbra\_magic; \\
X\> long \> my\_magic; \\
X\> void \> (*next)(); \\
X\> $\langle$ exception code here $\rangle$ \\
X\};
X\end{tabbing}}
X\end{center}}
X
X{\tt xbra\_magic} is initialized to {\tt ``XBRA''} (0x58425241L hex).
X{\tt my\_magic} is a 32 bit value that you choose. In gcc compiled
Xapplications a default value is {\tt ``GNUC''} (0x474E5543L hex)
Xbut of course it may be changed. {\tt next} holds
Xthe address of the next exception handler in the chain. It is
Xinitialized when the handler is initially linked into the
Xchain, just past its head.
XThe code for your handler follows the {\tt next} field.
XYou will land at the address of the first word of this
Xcode when control is passed to this handler.
XUsually we do not put our handler right into the structure, but
Xinstead we put a jump instruction to our handler routine in the XBRA
Xstructure. This is a convenience for C programs and not a requirement of
Xthe XBRA protocol. In C there is no portable way to ensure that the code for
Xthe handler is contiguous to the XBRA header and in the same section (text or
Xdata section)
X Here is an example of how to install a handler into the
Xevent timer handoff vector (exception 0x100).
X{\small%
X\begin{verbatim}
Xvoid my_handler()
X{
X /* handler code */
X}
X
X#define _XBRA_MAGIC 0x58425241L /* "XBRA" */
X#define _GNUC_MAGIC 0x474E5543L /* "GNUC" */
X#define _JMP_OPCODE 0x4EF9
X#define _TIME_VEC 0x100
X
Xstruct __xbra {
X long xbra_magic;
X long gnu_magic;
X void (*next)();
X short jump;
```

```
X void (*handler_address)();
X} xbra = { _XBRA_MAGIC, /* XBRA magic */
X _GNUC_MAGIC, /* application magic */
X 0L, /* pointer to next handler */
X _JMP_OPCODE, /* jump instruction */
X my_handler /* address of our handler routine */
X };
X
Xvoid install_handler()
X{
X xbra.next = Setexc(_TIME_VEC, &xbra.jump);
X /*
X * Setexc returns the address of the old handler that we stash
X * away in xbra.next. In its place we put the address of the
X * jump instruction in the XBRA structure. When the processor
X * picks up this address, it executes the jump instruction to
X * the entry point of our handler function.
X */
X}
X\end{verbatim}}
X
XAfter our handler is installed, when the exception occurs it finally
Xgets control. It must do what it needs to, then branch to the next
Xexception handler in the chain (after it has cleaned up anything it
Xput on the stack)\footnote{GNUC users will have to be careful if using the
X\mbox{-fomit-frame-pointer} option.}. Please note that a piece
Xof an assembler code in the example below is using gcc syntax.
XA keyword {\tt volatile} is needed as a guard against an overzealous
Xoptimizer.
X
X{\small%
X\begin{verbatim}
Xvoid my_handler()
X{
X /* my handler code goes here */
X __asm__ volatile("unlk a6 /* clean up stack */
X movl _xbra+8, a0 /* address of next handler in A0 */
X} jmp a0@"); /* jump to it */
X\end{verbatim}}
X
XTo unlink our handler from the exception chain we first need to
Xlocate it in memory, and then make its predecessor point to its
Xsuccessor. This is where the XBRA protocol really comes into its own.
XWe begin the search at the exception vector looking for our XBRA
Xelements address. If our address is found we authenticate it
Xby testing the two magic numbers. Otherwise
Xwe travel down the chain by following the XBRA elements
X{\tt next} pointer.
X
X
```

```
X{\small%
X\begin{verbatim}
X/*
X * unlink a handler in a xbra friendly manner from the exc chain
X */
Xstatic void unlink_handler(me, exc)
Xxbra_struct *me;
Xint exc;
X{
X xbra_struct *this, *prev;
X long save_ssp;
X
X this = (xbra_struct *) /* get head of chain */
X ((unsigned long)Setexc(exc, -1L) - offsetof(xbra_struct, jump));
X if(this == me)
X { /* at the head, just unlink */
X Setexc(exc, me->next);
X return;
X }
X /* otherwise find me in the chain and unlink */
X save_ssp = Super(0L);
X for(prev = this; this && (this != me); prev = this,
X this = (xbra_struct *)((this->next)
X ? (((char *)(this->next)) - offsetof(xbra_struct, jump)) : 0))
X {
X /* validate the xbra */
X if(this->xbra_magic != _XBRA_MAGIC)
X { /* a non XBRA handler in the chain -- shame on you */
X Super(save_ssp);
X Setexc(exc, me->next); /* nuke it, otherwise it may call ME */
X return; /* after I am deinstalled */
X }
X }
X
X if( (this == me) && (this->gnuc_magic == _GNUC_MAGIC) )
X { /* unlink me from middle of the chain */
X prev->next = this->next;
X Super(save_ssp);
X return;
X }
X /* we are screwed */
X Super(save_ssp);
X Cconws("\r\nHandler not found!\r\n\n");
X}
X
X/* this routine may be called as unlink_handler(&xbra, _TIME_VEC) */
X\end{verbatim}}
X
X\section{Registering your XBRA}
XTo be fully XBRA compatible, your unique XBRA id must meet the following
```

```
Xcriteria:
X\begin{itemize}
X \item The id should contain only printable ASCII characters (32..126).
X \item The id has to be registered with Julian Reschke to ensure that
X it is unique. To do this you need to send mail to
X \mbox{julian@math.uni-muenster.de} or \mbox{jr@ms.maus.de} containing
X the following information:
X \begin{itemize}
X \item The full program name.
X \item Name of the author.
X \item XBRA id.
X \item Program status (PD, shareware, commercially and available
X from...).
X \item A list of used vectors.
X \end{itemize}
X\end{itemize}
XIf you are unable to send internet mail, i'll be glad to pass on your
Xrequest to Julian. I may be contacted on GEnie as \mbox{J.Bammi}
Xor on CompuServe as \mbox{71515,155}.
X
X\section{Risks}
XThere are two major risks in using the XBRA protocol as described above:
X\begin{itemize}
X \item Putting code in the data section.
X \item Overzealous use of vector grabbing.
X\end{itemize}
XAs described above we put a jump instruction in the XBRA structure that points
Xto our exception handler. Normally, C compilers will allocate this structure
Xin the data section, so when control is passed to our handler, an instruction
Xwill be fetched from the data section. Normally, this does not cause problems
Xon the atariST/TT architectures beacuse there is no protection.
XBut, if protection was ever enforced by TOS
Xwe would be in trouble, and we would end up with a segmentation violation as
Xcode would be fetched from a a non-text section. Putting the XBRA structure
Xin the text section is worse. Since we patch in the next address, it would
Xbe akin to self modifying code. On the 68030/40 machines this will not work
Xif the instruction cache is read-only. For now, putting the header in the data
Xsection seems to be the most reasonable and portable solution. But be aware
Xthat on the 030/040 you may have to force a cache flush after changing contents
Xto patch the next address, otherwise the system will crash.
X
XOn the subject of overzealous useage of XBRA Allan Pratt had the following
Xwords of advise:\\
X``It's just that I would have big banners all over it saying that
Xvector stealing is a bad idea in the first place. There are
Xjust a few vectors that you can legally steal, and a few more that
Xyou can reasonably steal. I would use only legal vectors
Xand legal uses in the examples. One kind of legal use for
Xa legal vector is a RAMdisk using hdv\_rw (and \_bpb and \_mediach).
XAlso, talk about unhooking vectors needs a whole raft of warnings
```

```
Xabout what a bad idea this is.
X
XThe right way to do almost anything that involves vector stealing is to
Xuse a TSR in the AUTO folder as a driver, and have a foreground
Xprogram communicate with that driver, usually through a trap it's
Xstealing or through the cookie the driver left in the cookie jar.
XThen there's never a question of unhooking. The driver is generally
Xsmall enough that you don't mind having it around even when you're
Xnot using the program in question.
X
XI guess I would just like to see more in the way of caveats, so people
Xwon't read this document and think that vector stealing is the best way
Xto do something. It often isn't. But that's all gravy on top of the
Xactual stated goal of the document, which is to describe XBRA itself.''
X
X\section{Conclusion}
XWe have tried to document the XBRA protocol, and to illustrate its usage
Xwith some typical code segments. Of course, your application may vary
Xin many details. The XBRA protocol does a good job of
Xreliably locating handlers in an exception chain and properly
Xinstalling and removing them from the chain. A complete example is
Xpresented in Appendix A. The {\tt xbra.h} include file from the GNUC
Xlibrary is presented in Appendix B.
X\clearpage
X\appendix
X\section{A complete example}
X{\footnotesize%
X\begin{verbatim}
X/*
X * XBRA example: install a handler using XBRA protocol into TOSs
X * timer handoff vector. Sit in a loop displaying a counter value
X * until any key is hit. Then remove the handler in a XBRA friendly
X * manner.
X *
X * ++jrb bammi@cadence.com
X */
X#include <stddef.h>
X#include <xbra.h>
X#include <osbind.h>
X#include <stdio.h>
X
Xunsigned short counter = 0; /* counter incremented in handler */
Xunsigned short divisor = 50; /* increment counter every divisor ticks */
Xvoid my_handler(void);
Xxbra_struct tick_xbra = _XBRA_INIT(my_handler); /* XBRA element */
X
X#define _TIME_VEC 0x100
X
X/*
X * our exception handler
```

```
X */
Xvoid my_handler(void)
X{
X if(--divisor == 0)
X {
X counter++; divisor = 50;
X }
X __asm__ volatile
X (" unlk a6 /* clean up stack frame */
X movl _tick_xbra+8, a0 /* jump to next handler */
X jmp a0@");
X}
X
X/*
X * unlink a handler in a xbra friendly manner from the exc chain
X * returns 0 on clean unlink, !0 if something if it could'nt
X */
Xint unlink_handler(me, exc)
Xxbra_struct *me;
Xint exc;
X{
X xbra_struct *this, *prev;
X long save_ssp;
X
X this = (xbra_struct *) /* get head of chain */
X ((unsigned long)Setexc(exc, -1L) - offsetof(xbra_struct, jump));
X if(this == me)
X { /* at the head, just unlink */
X Setexc(exc, me->next);
X return 0;
X }
X /* otherwise find me in the chain and unlink */
X save_ssp = Super(0L);
X for(prev = this; this && (this != me); prev = this,
X this = (xbra_struct *)((this->next) ?
X (((char *)(this->next)) - offsetof(xbra_struct, jump)) : 0))
X {
X /* validate the xbra */
X if(this->xbra_magic != _XBRA_MAGIC)
X { /* shame on you */
X Super(save_ssp);
X Setexc(exc, me->next); /* nuke it, otherwise it may call ME */
X return 1; /* after I am deinstalled */
X }
X }
X
X if( (this == me) && (this->gnuc_magic == _GNUC_MAGIC) )
X { /* unlink me from middle of the chain */
X prev->next = this->next;
X Super(save_ssp);
```

```
X return 0;
X }
X /* we are screwed */
X Super(save_ssp);
X return 2;
X}
X
Xint main()
X{
X char out[8];
X unsigned short last = 0xffff;
X
X /* install our handler */
X tick_xbra.next = (xptr) Setexc(_TIME_VEC, _XBRA_VEC(tick_xbra));
X
X /* continuously display counter until a key is hit */
X do {
X if(last != counter)
X {
X last = counter;
X sprintf(out, "%05u\r", last); /* display counter */
X Cconws(out);
X }
X } while( Bconstat(2) == 0 );
X
X /* remove the handler */
X return unlink_handler(&tick_xbra, _TIME_VEC);
X}
X\end{verbatim}}
X\clearpage
X\section{GNUC xbra.h}
X{\footnotesize%
X\begin{verbatim}
X#ifndef _XBRA_H
X#define _XBRA_H
X
Xtypedef void (*xptr) __PROTO((void));
X
Xtypedef struct __xbra
X{
X long xbra_magic;
X long gnuc_magic;
X xptr next;
X short jump;
X void (*this) __PROTO((void));
X} xbra_struct;
X
X#define _XBRA_MAGIC 0x58425241L /* "XBRA" */
X#define _GNUC_MAGIC 0x474E5543L /* "GNUC" */
X#define _JMP_OPCODE 0x4EF9
```

```
X#define _JSR_OPCODE 0x4EB9
X
X#define _XBRA_VEC(x) ((void (*) __PROTO((void))) &(x.jump))
X
X#define _XBRA_INIT(fn) { \
X _XBRA_MAGIC, \
X _GNUC_MAGIC, \
X (xptr) 0, \
X _JMP_OPCODE, \
X (void (*) __PROTO((void))) fn \
X }
X
X#define _TRAP_VEC(n,x) \
X ((void (*) __PROTO((void))) (((long) n << 24) | (long) &(x.jump)))
X
X#define _TRAP_INIT(fn) { \
X _XBRA_MAGIC, \
X _GNUC_MAGIC, \
X (xptr) 0, \
X _JSR_OPCODE, \
X (void (*) __PROTO((void))) fn \
X }
X#endif /* _XBRA_H */
X\end{verbatim}}
X
X\end{document}
X
SHAR_EOF
if test 19002 -ne "`cat 'xbra.tex' | wc -c`"
then
echo shar: error transmitting "'xbra.tex'" '(should have been 19002 characters)'
fi
echo shar: extracting "'fig1.tex'" '(1111 characters)'
if test -f 'fig1.tex'
then
echo shar: over-writing existing file "'fig1.tex'"
fi
sed 's/^X//' << \SHAR_EOF > 'fig1.tex'
X\setlength{\unitlength}{0.0125in}%
X\begin{picture}(370,145)(5,685)
X\thinlines
X\put(275,725){\vector( 1, 0){ 25}}
X\put(120,725){\vector( 1, 0){ 35}}
X\thicklines
X\put( 5,710){\framebox(115,30){}}
X\put(160,710){\framebox(115,30){}}
X\put(305,705){\framebox(70,50){}}
X\put(305,780){\framebox(70,50){}}
X\put( 5,785){\framebox(115,30){}}
X\thinlines
```

```
X\put(120,800){\vector( 1, 0){180}}
X\put(320,715){\makebox(0,0)[lb]{\raisebox{0pt}[0pt][0pt]{\elvrm handler}}}
X\put(325,735){\makebox(0,0)[lb]{\raisebox{0pt}[0pt][0pt]{\elvrm TOS}}}
X\put(320,790){\makebox(0,0)[lb]{\raisebox{0pt}[0pt][0pt]{\elvrm handler}}}
X\put(325,810){\makebox(0,0)[lb]{\raisebox{0pt}[0pt][0pt]{\elvrm TOS}}}
X\put(190,720){\makebox(0,0)[lb]{\raisebox{0pt}[0pt][0pt]{\elvrm My Code}}}
X\put( 20,720){\makebox(0,0)[lb]{\raisebox{0pt}[0pt][0pt]{\elvrm Exception Vector}}}
X\put( 20,795){\makebox(0,0)[lb]{\raisebox{0pt}[0pt][0pt]{\elvrm Exception Vector}}}
X\put(125,765){\makebox(0,0)[lb]{\raisebox{0pt}[0pt][0pt]{\elvrm Before hooking in
MyCode}}}
X\put(125,685){\makebox(0,0)[lb]{\raisebox{0pt}[0pt][0pt]{\elvrm After hooking in
MyCode}}}
X\end{picture}
SHAR_EOF
if test 1111 -ne "`cat 'fig1.tex' | wc -c`"
then
echo shar: error transmitting "'fig1.tex'" '(should have been 1111 characters)'
fi
echo shar: extracting "'fig2.tex'" '(1349 characters)'
if test -f 'fig2.tex'
then
echo shar: over-writing existing file "'fig2.tex'"
fi
sed 's/^X//' << \SHAR_EOF > 'fig2.tex'
X\setlength{\unitlength}{0.0125in}%
X\begin{picture}(405,150)(5,675)
X\thinlines
X\put(290,675){\framebox(100,150){}}
X\put(145,675){\framebox(100,150){}}
X\thicklines
X\put( 5,725){\framebox(105,30){}}
X\thinlines
X\put(110,740){\line( 1, 0){ 10}}
X\put(120,740){\line( 0,-1){ 55}}
X\put(120,685){\vector( 1, 0){ 25}}
X\put(245,730){\line( 1, 0){ 20}}
X\put(265,730){\line( 0,-1){ 45}}
X\put(265,685){\vector( 1, 0){ 25}}
X\put(145,790){\line( 1, 0){100}}
X\put(145,750){\line( 1, 0){100}}
X\put(145,710){\line( 1, 0){100}}
X\put(290,790){\line( 1, 0){100}}
X\put(290,750){\line( 1, 0){100}}
X\put(290,710){\line( 1, 0){100}}
X\put(390,730){\vector( 1, 0){ 20}}
X\put( 15,735){\makebox(0,0)[lb]{\raisebox{0pt}[0pt][0pt]{\elvrm Exception Vector}}}
X\put(170,805){\makebox(0,0)[lb]{\raisebox{0pt}[0pt][0pt]{\elvrm XBRA magic}}}
X\put(170,764){\makebox(0,0)[lb]{\raisebox{0pt}[0pt][0pt]{\elvrm PROGmagic}}}
X\put(185,728){\makebox(0,0)[lb]{\raisebox{0pt}[0pt][0pt]{\elvrm Next}}}
X\put(165,686){\makebox(0,0)[lb]{\raisebox{0pt}[0pt][0pt]{\elvrm Code Addr}}}
```

```
X\put(315,805){\makebox(0,0)[lb]{\raisebox{0pt}[0pt][0pt]{\elvrm XBRA magic}}}
X\put(315,764){\makebox(0,0)[lb]{\raisebox{0pt}[0pt][0pt]{\elvrm PROGmagic}}}
X\put(330,728){\makebox(0,0)[lb]{\raisebox{0pt}[0pt][0pt]{\elvrm Next}}}
X\put(315,686){\makebox(0,0)[lb]{\raisebox{0pt}[0pt][0pt]{\elvrm Code Addr}}}
X\end{picture}
SHAR_EOF
if test 1349 -ne "`cat 'fig2.tex' | wc -c`"
then
echo shar: error transmitting "'fig2.tex'" '(should have been 1349 characters)'
fi
echo shar: extracting "'xbra.list'" '(27843 characters)'
if test -f 'xbra.list'
then
echo shar: over-writing existing file "'xbra.list'"
fi
sed 's/^X//' << \SHAR_EOF > 'xbra.list'
XReturn-Path: <uunet!math.uni-muenster.de!julian>
XOrganization: Westfaelische Wilhelms-Universitaet, Muenster, Germany
XFrom: Julian Reschke <uunet!math.uni-muenster.de!julian>
XSubject: no subject (file transmission)
XTo: bammi (Jwahar R. Bammi)
XDate: Thu, 19 Dec 91 14:04:01 MET DST
XX-Mailer: ELM [version 2.2 PL0]
X
XListe der offiziell vergebenen XBRA-Kennungen
X-----------------------------------------
X
XStand: 19. Dezember 1991
X
XErgnzungen und Anfragen bitte an:
X
XJulian Reschke
X
XMailBox: Julian Reschke @ MAUS MS (0251/77261)
X
XEMail: onm07@dmswwu1a.bitnet
X julian@math.uni-muenster.de
X jr@ms.maus.de
X
XBriefpost: Markt&Technik Verlag AG
X Redaktion ST-Magazin
X Julian Reschke, Expertenforum
X Hans-Pinsel-Str. 2
X D-W8013 Haar bei Mnchen
X
X/* Weitergabe */
X
X...ist hochgradig erwnscht. Aber bitte *immer* nur in
Xunvernderter Form. Niemandem ist damit gedient, wenn es
Xverschiedene 'Fassungen' dieser Liste gibt.
```

```
X
X/* Neue Eintragungen */
X
XBitte IMMER verbogene Vektoren und Bezugsquelle nennen.
X`Reservierungen' werden nicht vorgenommen. Eine Rckmeldung
Xerfolgt nur dann, wenn eine Kennung nicht eingetragen werden
Xkonnte.
X
X/* Schreibweisen */
X
XMit 'C' gekennzeichnete Programme machen einen Eintrag in den
XCookie Jar, 'X' steht fr XBRA-Kennungen.
X
XMit '_' beginnende Cookie-Jar-Kennungen sind fr Atari
Xreserviert!
X
X'Offene' Cookies -- also solche, die von mehreren verschiedenen
XProgrammen gesetzt werden knnen -- sind mit '(Standardcookie)'
Xgekennzeichnet.
X
X/* Die Liste */
X
XC _CPU Atari Corporation
XCPU-Typ
X
XC _FDC Atari Corporation (Standardcookie)
XBeschreibt den Typ des vorhandenen Floppy-Controllers.
X
XC _FLK Atari Corporation (Standardcookie)
XGesetzt: File-Locking verfgbar (wird z. B. von 'MiNT 0.9'
Xbenutzt).
X
XC _FPU Atari Corporation
XInformationen ber die angeschlossene FPU
X
XC _FRB Atari Corporation
XZeiger auf DMA-Buffer im Fast-RAM
X
XC _INF Atari Corporation
XFix fr den Desktop.Inf-Bug im Desktop im TOS 1.06 des STE. In
Xder von K. Isakovic modifizierten Version MIT XBRA. Hngt sich
Xin den GEMDOS-Trap.
X
XC _MCH Atari Corporation
XTyp der verwendeten Hardware
X
XC _NET Atari Corporation (Standardcookie)
XTyp des verwendeten Netzwerks
X
XCX _OOL Allan Pratt, Atari Corporation
```

```
XPOOLFIX3, beseitigt ein Problem in der Speicherverwaltung von
XTOS 1.04 und TOS 1.06
X
XC _SLM Atari Corporation
XWird vom Diablo-Treiber (ab Version 1.4) gesetzt.
X
XC _SND Atari Corporation
XTyp der verwendeten Sound-Hardware
X
XC _SWI Atari Corporation
XZustand der 'configuration switches'
X
XC _VDO Atari Corporation
XTyp der verwendeten Video-Hardware
X
XX 8*8 Rainer Seitel
XSchriftumschaltung fr GEM-Programme
X
XX AgK0 Marcel Waldvogel
XAusGUCK-"RAM"-Disk
X
XX AHVR Alexander Herzlinger, OverScan GbR
XVRAM (virtuelle Speicherverwaltung fr den TT). Verbiegt hdv_rw,
Xhdv_bpb, buserror, ikbdsys...
X
XX AMC1 Arnd Beiner
XSoftware zur Monitor-Switchbox von Hard&Soft
X
XX AMC2 Arnd Beiner
XTreibersoftware zum PC-Tastaturinterface von Hard&Soft
X
XX AVOJ Oliver Joppich
XAnti-Virus-Programm
X
XX BASH Edgar Rder
XBourne-Again-Shell der FSF. Umgebogen: shell_p
X
XCX BIGS Julian Reschke, SciLab GmbH
XBigScreen 2, das neue BigScreen fr ST, STe und TT (verbiegt
XTrap 2, XBIOS und VBlank).
X
XX BIOC Tiemann Bjrn
XPirosca, Residenter Druckerspooler mit Hardcopy-Utility
X
XX BSIM Marcel Waldvogel
XBLiTSIM, ein "BLiTTER-Simulator" (hngt sich im TRAP #14 ein).
XEr meldet auf eine Blitmode()-Anfrage blo zurck, da ein
XBlitter installiert und aktiv sei.
X
XX BUG1 Markus Fritze
```

```
XBugaboo (Debugger)
X
XX CB2K Claus Brod
XPatch zur Behebung des "2KB-Gemdos-Bugs"
X
XX CBCE Claus Brod
Xmodifizierter Critical-Error-Handler
X
XX CBDF Claus Brod
X`DabbelFeature' (Umlenkung von Laufwerkszugriffen)
X
XX CBHD Claus Brod
XHarddisktreiber
X
XX CBHY Claus Brod
XTastaturtreiber in 'Hyperformat'
X
XX CBIT Guido Sawade
Xc't Bus-Interface-Treiber
X
XCX CHAM Karsten Isakovic
XAccessory zum Nachladen/Entfernen von Accessories.
X
XX CISY Ingo Ciechowski
XCISYSTEM (Ciechowsky Computer Innovations)
X
XX CKJR Julian Reschke
XInstalliert einen leeren Cookie Jar (ST-Magazin 3/1990).
XVerbiegt den Reset-Vektor.
X
XX CLK1 Dieter Jankowski
XUtility fr MEGA-ST Hardwareuhr
X
XX COLO Meinolf Schneider
X'Colos' (Mono->Color-Converter; Vertrieb ASH)
X
XX CRAC Protar
XProtar-Festplattentreiber
X
XCX CRIT Thomas Schrter, Fast Electronic GmbH
X'CRYPT-IT Personal Data Protection fr Atari ST/TT', verbiegt
Xdie drei hdv_-Vektoren.
X
XC CTCH Edgar Rder
XMaster-Modul catch.mmx (Abfangen von ^C, ^\ und ^Z, Timeouts fr
XProgramme)
X
XX CtCp Rasquin Jean-Pierre
X'CtCaps', CapsLock-Anzeige
X
```

```
XX CTSF Lars Erik Osterud
XCTSFIX.PRG -- 'CTS-bug fix'
X
XX DPRS Wilfried Cordes
XDruckerbuffer (PD)
X
XX DRIV Stefan Hintz
XDrive-Edit (verbiegt die drei Harddisk-Vektoren)
X
XX DRRH Dietmar Rabich
XWodan (Accessory zur Tastaturbelegung)
X
XX DSSO David von Stetten
XSOKRATES (Tastaturtreiber, verbiegt den IKBD-Vektor).
X
XC SYNL Robert Federle
X'Dynamic Link Library Driver V 1.10' -- ermglicht das Prinzip
Xdes dynamischen Linkens von Programmen, in dem die komplette
X'Purce C'-Bibliotheken im Speicher nur einmal vorhanden sind.
XFertige Programme erhalten nur eine Aufruf-Bibliothek, die pro
XFunktion nur 16 Bytes bentigt.
X
XC ENVR Pascal Fellerich
XProgramm zum Setzen des Desktop-Environments.
X
XX ETM M. Nick
XEntmauser
X
XX EXRA Marcel Waldvogel
XExtraRAM-Verwaltung fuer die FAFST-Beschleunigerkarte.
XHerstellung und Vertrieb: F. Aschwanden. Vektoren: GEMDOS, BIOS,
XXBIOS.
X
XX EXTD Robert Federle
X'TOS-Filename-Extender V1.04' -- mit diesem Accessory knnen
XPfadnamen verwendet werden, die eigentlich verboten sind (z. B.
X"EDITOR:EDITOR.PRG"), da smtliche GEMDOS- und AES-Funktionen,
Xdie Pfade bentigen, mit den "bersetzten" Pfaden aufgerufen
Xwerden. Verbogen: Trap #1, #2.
X
XX FALT Richard Kurz
XFALTOFF (Fixprogramm fr ein Problem bei Setscreen() auf
XMegaSTE's, PD).
X
XC FIX2 Uwe Seimet
XFIX24 (beschrnkt 68030-Adressierung auf 24 Bit, verffentlicht
Xin ST-Computer)
X
XX FLXD Alex Esser
XFlexdisk (Version 1.4)
```

```
X
XCX FLTP Patrick Dubbrow
XFlyTop, erlaubt Bestimmung der Position, an der fliegende
XDialogboxen erscheinen (verbiegt Trap 2 und -- bei
XNeuinstallierung des Cookie Jars -- resvector). Legt VSCR-Cookie
Xan. ST-Magazin 1/92.
X
XCF FOse Hayo Schmidt
XFontselector (ACC oder PRG) mit Zusatzprogramm FOSEINST.PRG
X(ST-Computer PD 430, PD-Pool 2239).
X
XX FSmp Martin Patzel
XFileselector (PD)
X
XX GABI Michael Schwingen
XGabriele 9009 IFD1-Emulator - Treiber fuer Schreibmaschine an
Xder seriellen Schnittstelle (verbesserte Version, Original war
Xmal in ST-Computer). Belegt Trap #13 und MFP Int #12
X
XC GDEV Edgar Rder
XGNU-C Device-Driver
XDer Wert ist ein Zeiger auf eine verkettete Liste von
XDevice-Records (eine genauere Beschreibung gibt es auf Anfrage),
Xdie von Programmen beim Start in eine entsprechende interne
XListe eingehaengt werden. Gemeinsam realisieren sie dann eine
Xdem /dev-Directory von Unix entsprechende Sammlung von
XGeraetetreibern (im Moment verfuegbar: /dev/tty, /dev/tty1,
X/dev/mouse, /dev/null, /dev/lp, weitere Treiber sind geplant).
X
XX GEMB GE-Soft
XHarddisktreiber.
X
XX GENV Julian Reschke
XGEM-Environment-Setter (ST-Magazin 6/1990)
X
XX GIGA Roland Alder
XGIGA-BOX St Driver
X
XX gkCO Gerd Knops
XCalamus Oberflchenmodul ((gkCO): Mausknopfroutine (ber VDI:
Xvex_butv) Mausbewegung (ber VDI: vex_motv))
X
XX gk5" Gerd Knops
XTreibersoftware fr 5.25" HIGH-Density-Drittlaufwerk (hdv_rw,
Xhdv_bpb, hdv_mediach, etv_critic)
X
XCX GMNI Stefan Eissing & Gereon Steffens
XGEMINI, der Shareware-Desktop
X
XX GNUC Edgar Rder
```

```
XGNU-CC Libraries (verbogen: alle Traps von Buserror bis
XTracetrap, kbd_vecs->ikbdsys, VBL, etv_term, etv_timer,
Xresvector)
X
XX GOff Laurenz Prner
XGrow- und Shrinkboxen abschalten (Trap #2)
X
XX HABO Julian Reschke
XHaBoo 1.8, Harddiskcache (erstmals verffentlicht in ST-Magazin
X6/1988). Hinweis: wird *nicht* mehr untersttzt, Nachfrage
Xzwecklos. Stattdessen TOS 1.04 (oder neuer) mit CACHENNN.PRG o.
X. benutzen!
X
XX HAMM Ingomar Otter & Hybrid Arts
XSoftware zum 'Melody Maker', verbiegt verschiedene
XTimer-Vektoren.
X
XX HcP6 Michael Schwingen
XNec-P6-Hardcopy in zwei Groessen, laeuft mit Hyperscreen. Belegt
XHardcopy-Vektor ($502)
X
XX HDDR Uwe Seimet
XHDDRIVER.PRG (Diskus-Plattentreiber ab Version 2.1)
X
XX HDJR Dieter Jankowski, Julian Reschke, Hard&Soft
XHard & Soft Harddisk-Interface
X
XX HDPR Roland Scholz
XHDPROTEC (Schreib- & Leseschutzprogramm)
X
XX HDSW Oliver Scheel
XHDSWITCH.PRG - High Density Switcher (z.Zt. V1.1). Konfiguration
Xfr HIDS. Verbiegt scr_dump. ber [LSHIFT][ALT][HELP] wird der
XModus gewechselt (auto, forced HD, forced DD)
X
XCX HFIX Patrick Dubbrow
X
XX HIDS Oliver Scheel
XHIGHDENS.PRG - High Density Disk Driver (z.Zt. V2.0). Verbiegt
Xetv_critic, hdv_bpb, hdv_rw, XBIOS. Braucht 1xVBI. Durch
XSchaltungsnderung der MAXON-HD-Lsung ist mit diesem Driver ein
X(fast) nicht bemerkbares High-Density Handling mglich,
Xinsbesondere bei 5 1/4"-Drives und/oder zwei Laufwerken.
X
XX HMDU Thomas Uhl
XSpeicherdump fr PMD des HM2-Systems, Exception 2-8
X
XX HMOC Andreas Alich
XObject-Cache fr Hnisch-Modula
X
```

```
XX HMRD Thomas Uhl
XRuntime-Debugger des Hnisch-Modula. Folgende Vektoren werden
Xverbogen: TRAP 0, 3-12, 15; Exceptionvektor 2-8, VBL-Interrupt
X
XX HMRS Thomas Uhl
XRuntime-System des HM2-Systems, Exception 2-8
X
XX HPHC Martin Wunderli
XHardcopy fr HP Deskjet; verbiegt Hardcopy-Vektor.
X
XX HPLJ Robert Federle
X"HP-Laserjet-Emulator V1.04" -- dieses Accessory wandelt die
XDrucker-Steuercodes eines HP-Laserjet-Druckers, die ber eine
XGEMDOS- oder BIOS-Funktion ausgegeben werden, in eine
XRaster-Grafik um. Benutzte Vektoren: Trap #1, Trap #13.
X
XX IBMP Lars Erik Osterud
XIBMPRINT.PRG -- 'Converts norwegian characters to IBM standard
Xprinter'
X
XX IDSK Stefan Becker
XICON-Desk (aus ST-Digital)
X
XX IMAC Wilfried Cordes
XBootsektor-Wchter (PD)
X
XC INSJ Oliver Groeger
XInsjar installiert einen Cookie-Jar oder erweitert einen bereits
Xbestehenden. Die fnf Standard-Cookies werden eingetragen. _CPU
Xund _FPU werden mit den Werten entsprechend der installierten
XHardware versorgt. Falls ein 68030 Board vorhanden ist, wird
X_longframe entsprechend gesetzt.
X
XC INXR Dietmar Pttmann/Dietmar Rabich
XIndexgenerator.
X
XX JAM1 Pascal Fellerich
X'Butler James'. Verbogene Vektoren sind hdv_rw, hdv_bpb, Trap
X#1, Trap #14, scrdump, MouseVec, IKBDsys. Auerdem wird ein
XVBL-Slot belegt. Bezugsquelle: div. Mailboxen, oder direkt beim
XAutor (-> siehe ST-Magazin 2/90)
X
XX JCNB Jens C. Neffe
XJCNBOOT (mausbedienbarer Bootselektor (Auto, Acc, Setups)).
XEventuell Verbogen: mousevec, etv_term, exec_os, resvector.
X
XX JCNC Jens C. Neffe
XKontrollfeld (little multi ACC). Verbogen etv_term, $114,
Xmousevec, kbdsys und vielleicht in Zukunft clockvec.
X
```

```
XX JCNH Jens C. Neffe
XHardcopyprogramm. Verbogen $100.
X
XX JCNT Jens C. Neffe
XTextverarbeitungsprogramm von Jens C. Neffe, Name COCTEAU (kann
Xsich noch ndern). Verbogen etv_term.
X
XX JSHD Jrgen Stessun
XHyper-Density Kontrollprogramm (ST-Computer 7 & 1989)
X
XX JUST Robert Irrgang, Trillian Computer AG
X'Justify'. Registriert alle Programm- und deren Datei-Aufrufe
Xund sichert diese. Diese Informationen knnen dann ausgewertet
Xwerden. Verbogen: GEMDOS-Trap.
X
XX KbEv Michael Seyfried
XKeyboard-Handling-Modul fr MM2
X
XX KIDI Robert Irrgang
XRamdisk.
X
XX LALA Laurenz Prner
XALBOLALA! Modul zum Abspielen von Samples via bell_hook
X(ST-Magazin 1/92).
X
XCX LAWC Robert Federle
X'Look-Ahead-Write-Cache V1.10' -- dieses Cache-Utility setzt zum
XLesen von Sektoren das Look-Ahead-Verfahren und zum Schreiben
Xeinen Write-Cache ein. Benutzte Vektoren: hdv_rw.
X
XX LLCR Logilex
X1st_lock (hdv-Vektoren).
X
XCX LTMF Oliver Scheel
XLETEMFLY.PRG bzw. LET_LGHT.PRG - Let 'em Fly! Verbiegt: TRAP #2
X(AES/VDI), TRAP #13 (BIOS). Ersetzt/erweitert fast alle
Xform_xxxx Routinen des AES. Dadurch sind jetzt viele Dialoge a)
Xflugfhig, b) ber die Tastatur zu bedienen und c) bei
XEdit-Feldern mit zustzlichen Funktionen ausgestattet. Weiterhin
Xwird ber den Cookie-Jar eine Flugroutine fr non-form_do()
XDialoge bereitgestellt. Status: Freeware.
X
XX LPCD Laurenz Prner
XCarrier-Detector
X
XX LPJM Laurenz Prner
XJoy-Mouse (ST-Magazin 7 & 89)
X
XX LP/2 Laurenz Prner
XMalloc/2, Gemdos-Vektor, vorgestellt im ST-Magazin 3/91.
```

```
X
XCX macc Ken Badertscher, Atari Corporation
XMACCEL 3.3 (verbiegt MFP rec. buffer full, mousevec, ikbdsys).
XDer Cookie hat einen anderen (nicht druckbaren) Wert.
X
XC MADD Uwe Seimet
XADDMEM (Nutzung des TT-RAM trotz 24-Bit-Adressierung,
Xverffentlicht in ST-Computer)
X
XX MAST Naumann&Rder
XMaster (verbogen: Buserror, Trap #1, Trap #13, etv_critic,
Xetv_term, _shell_p, resvector (old_resvalid steht direct vor dem
X'XBRA'))
X
XCX MFNT Hayo Schmidt
XFontloader-Accessory oder Programm mit Zusatzprogramm
XMFNTINST.PRG (PD-Pool 2240).
X
XCX MGEM Pascal Merle
XMulti-GEM (Maxon GmbH).
X
XX MID3 Lars Erik Osterud
XMIDINET3.PRG -- 'Resident MidiNet terminal (for use with MiniBBS)'
X
XX MIMA Oliver Scheel
XMIDIMAN.PRG/ACC - MIDI-Manager (z.Zt V1.0) (verbiegt: midisys,
Xklinkt aus: midivec, braucht: 1xVBI). Ein MIDI-Utility welches
Xes erlaubt SysEx-Daten auszutauschen, einen MIDI-Monitor, ein
XMIDI-Keyboard, einen MIDI-Filter und latrlich MIDI-Thru
Xenthlt.
X
XCX MiNT Eric Smith
XMiNT (MiNT is Not TOS) -- Multitasking-Erweiterung fr GEMDOS.
X
XX MJAF Martin Jahr
XAUTOFONT
X
XX MKHC Marcus Kraft
XHardcopy-Fix (ST-Computer 12 & 1989)
X
XC MkJr Thomas Schallar
XDerCookie identifiziert mein MakeCookieJar Auto-Ordner-Programm,
Xdass auf allen Nicht-STEs bzw. Nicht-TTs einen Cookie Jar
Xeinrichtet. Die vier Systemcookies werden angelegt, wobei _CPU
Xdie Prozessortypen 68000, 68010, 68020 und 68030 (sauber)
Xunterscheidet, die anderen Cookies jedoch fixe Werte zugewiesen
Xbekommen (entsprechend einem [Mega] ST[F[M]]).
X
XX MM_2 Markus Fritze
XMidimaze 2 (Shareware).
```

```
X
XX MMUT Oliver Scheel
XMM2_UTIL.PRG - Midi-Maze ][ Utility. Verbiegt: midivec. Mit
X_THE_ Midi-Maze ][ Utility wird der Ringtest etwas komfortabler
Xgestaltet. Weiterhin ist durch ein MIDI Thru eine verlassen von
XMidi-Maze mglich, ohne da der Ring zusammenbricht. Status:
XFreeware.
X
XX MRAM Rainer Seitel
XMehr RAM (vergrert den freien Speicher)
X
XX MSPD Lars Erik Osterud
XMSPEED.PRG -- 'Very small and simple mouse speeder'
X
XCX MUPF Gereon Steffens
X'Mupfel' (Unix-Shell)
X
XX NERV Laurenz Prner/ST-Magazin
XUnterbindet die etv-critic-Alertbox auf den Laufwerken A: und
XB: nach mehrmaligem Versuch.
X
XX NETS PAM's Software
XTreibersoftware zur Novell-Netware
X
XX NOR5 Lars Erik Osterud
XNORKEY5.PRG -- 'Norwegian keyboard-driver with lots of extra
Xstuff'
X
XX NO7P Lars Erik Osterud
XNO7PRINT.PRG -- 'Converts norwegian characters to 7-bits
Xprinters'
X
XX NSC1 Noud v. Kruysbergen
XN_SYSCOM 1.1 -- ein Accessory, das alle GEMDOS-, XBIOS-, BIOS-
Xund GEM- Aufrufe auf dem Bildschirm anzeigt.
X
XCX NVDI Sven&Wilfried Behne, BELA
XBildschirmbeschleuniger mit integriertem GDOS, der das ATARI VDI
Xkomplett ersetzt. Verndert LINEA, GEM, GEMDOS, BIOS, XBIOS und
Xden LINE-A Vektor.
X
XX N203 Noud v. Kruysbergen
XMultipurpose accessory (vernderte Vektoren: Timer C, GEMDOS,
XBIOS, XBIOS, Hardcopy, hdv_rw, hdv_bpb, hdv_mediach, Tastatur,
XMaus, Vblank)
X
XCX OFLS Hans-Jrgen Richstein (Standardcookie)
X...zur Protokollierung, wieviele Dateien noch auf welchem
XLaufwerk geffnet sind. Wird von dem PD-Programm 'CHECK_OFLS'
Ximplementiert. Dokumentation siehe Manual und ST-Magazin
```

X11/1991.
X
XCX OVER Karsten Isakovic, OverScan GbR
XTreiber zur AutoSwitch-OverScan Hardware. Verndert GEM, GEMDOS,
XBIOS, XBIOS, LINEA, IKBDSYS, IPL_4, VBL und RESET Vektoren.
XDazugehrige Tools:
X
XX OVUT OVERUTIL Bildschirmschoner, Desktopuhr (Mousespeeder iV)
XX OVIM OVER_IMG Hardcopytreiber fr IMG-Files
XX OV24 OVER_24N Hardcopytreiber fr 24 Nadel-Drucker
XX OVEP OVER_EPS Hardcopytreiber fr 9 Nadel-Drucker?
XX OVDJ OVER_DJT Hardcopytreiber fr HP-DeskJet
XX OVLS OVER_LSB Patch fr DMC-Laserbrain
XX OVFS OVER_FSB OverScan Fileselector Patch
XX OVWI OVER_WIN OverScan Window-Size Patch
XX OVEX OVER_EXC OverScan Exception Patch
XX OVRD OVER_RAM OverScan RamDisk (iV)
X
XX PAMN PAM's Software
XTreibersoftware zum PAM's-Net
X
XX PFIX Julian Reschke, SciLab GmbH
XPTSINFIX (behebt einen Fehler im VDI des TOS 3.01)
X
XX Pinp Jens Schmidt
XTreiber fr die Eingabe vom parallelen Port. Verbogene Vektoren
Xsind $100, $51E, $53E, $55E und $57E. Dieser Treiber lt den
XPort fr einen anderen Rechner wie einen Drucker aussehen (mit
Xeinem Kabel, bei dem Strobe und Busy gekreuzt sind) und
Xermglicht das Lesen von diesem Port mit den BIOS-Routinen.
X
XX PKSH Pahlen & Krau Software
XPKS-Shell (verbiegt _shell_p)
X
XC PMMU Alexander Herzlinger (Standardcookie)
X...zur Programmierung der PMMU, vorgeschlagen von Alexander
XHerzlinger. Dokumentation siehe u. a. im Handbuch zu 'VRAM'
X(OverScan GbR).
X
XX PRCS Peter Rohde
X"copySTar v4.0", Kopierprogramm (ab Version 4.0)
X
XX PRDS Peter Rohde
X"PR's Disk-Speeder v1.1", Harddiskcache
X
XX PRN Michal Bernards/ST-Magazin
XWandelSZ - hngt im BIOS und wandelt das des ST in ein
XMS-DOS- um.
X
XX PRO5 Lars Erik Osterud

```
XPROTECT5.PRG -- 'Resident virus check/kill/prtotect program'
X
XX PROT Meinolf Schneider
X'Protos' (Screen-Utility; Vertrieb Application Systems
XHeidelberg)
X
XX PRTD Robert Federle
X'Print To Disk V1.10' -- leitet die GEMDOS- und BIOS-Ausgaben
Xfr den Drucker in eine Datei um. Benutzte Vektoren: Trap #1,
XTrap #13.
X
XX PRTO Peter Rohde
X"ST-Tools v1.0"
X
XX PRTR Protar
XProtar-Wechselplattentreiber
X
XX prtr Konrad Hinsen
XDruckertreiber zur Anpassung des Atari-Zeichensatzes an
XIBM-Drucker (verbiegt BIOS-Trap)
X
XX PSSG Thomas Much
XPaint Shop (Hardcopyvektor).
X
XCX PTOS Alexander Herzlinger
XROMRAM (kopiert TOS in TT-RAM, beschleunigt dadurch die
XAusfhrung und erlaubt Modifikationen, ohne die ROMs ndern zu
Xmssen). ROMRAM hngt sich je nach den eingestellten Optionen in
X'hdv_rw' und den Reset-Vektor ein. Geplant: Bus-Error und
X'ikbdsys'.
X
XX QUAN Bernd Blank
XQUANTOS - Multiutility (Ramdisk, Spooler, Hardcopy). Verbogen
Xwerden TRAP #1, TRAP #13, MFP Parallel Port, MFP Timer C,
XMFP Keyboard/Midi ACIA, etv_term, hdv_bpb, hdv_rw,
Xhdv_mediach, exec_os, dump_vec.
X
XX QIKM Gereon Steffens
XQuickMouse, berarbeitete Version des Mausbeschleunigers aus der
Xc't
X
XX QMAC Wilfried Cordes
XQuickmaustreiber-Acc (PD)
X
XX QMCP Wilfried Cordes
XQuickmaustreiber in CHEMPLOT
X
XX RAIL Otmar Birn
XRAIL_MAN (Modellbahnsteuerung, verbiegt Trap #1, MFP-CTS und
XMFP-Empfangspuffer-Voll-Interrupt).
```

```
X
XCX RFLX Karsten Isakovic, OverScan GbR
XAutoSwitch-Treiber fr die REFLEX Graphic Card. Verndert GEM,
XGEMDOS, BIOS, XBIOS, LINEA, IPL_4, VBL und RESET Vektoren.
X
XX RFUS Michael Bernards
XRUFUS, das Shareware-Terminalprogramm.
X
XX RING Julian Reschke
XTelefonklingel-Detektor
X
XX ROT8 Thomas Frhlter
XRotate
X
XX RSLT Volker Brodel, GengTEC
XTreibersoftware fr die GengTEC-VGA im Monochrom- und
X16-Farbmodus. Verbiegt XBIOS-, VBL- und GEM-Vektoren.
X
XX RTOB Robert Tolksdorf
XOptoBell (BIOS-Trap). ndert die Darstellung von ASCII-BEL
X(ST-Computer).
X
XX RTKC Robert Tolksdorf
X'Keyclick' (verndert ikbd_sys, AES-, VDI-, GEMDOS und
XXBIOS-Vektoren)
X
XCX RWIN Karsten Isakovic
XRootWin - Laden eines neuen Desktop-Hintergrunds. Verndert VDI-
Xund BIOS-Trap.
X
XX SBKM Stefan Brck
XRING-Erkennung in Modem-Routinen
X
XX SBTE Stefan Brck
XTerminalprogramm
X
XX SBTS Stefan Brck
XTrap-Spy
X
XX SCAH Julian Reschke, Hard&Soft
XSpeed Cache (Festplattencache fr TOS-Versionen vor 1.04,
Xverbiegt die BIOS-Festplattenvektoren).
X
XC SCRN Edgar Rder
XMaster-Modul screen.mmx (Setzen von Scrolling-Regions)
X
XX SCRS Urs Thrmann
XBildschirmschoner
X
XCX SCRW Uwe Seimet
```

```
XSCREENWATCH.PRG (Warnton bei unsauberen Bildschirmzugriffen)
X
XX SDsk Gerhard Hlscher
XSoftdisk (resetfeste, bootfhige Ramdisk). Verbiegt hdv_bpb,
Xhdv_rw und hdv_mediach.
X
XX SDWN Marcel Waldvogel
XScreenDown (behlt Bildschirmspeicher im ST-RAM) Status: Public
XDomain. Vektoren: XBIOS
X
XX SELC Michael Haydn
XFile-Selector von C-Lab
X
XX SENV Andreas Gro
XEnvironment-Setter
X
XCX SFA^ Sevo Stille
XFONT_BLK.PRG (residenter Autoordnerteil), FONTLOAD.ACC,
XFONTLOAD.PRG, FONTLOAD.CPX (Ladeprogramme fr die
X8*16-ST-Systemfonts)
X
XX SFIX Allan Pratt, Atari Corporation
XPatchprogramm fr die serielle Schnittstelle (TOS 2.05, TOS 3.01
Xund TOS 3.05).
X
XCX SM00 STAGE Microsystems
XSOTA Printer Spooler
X
XCX SM01 STAGE Microsystems
XReProK Bueromanagement DUO
X
XCX SM02 STAGE Microystems
XReProK international EM-NET II, Datenbank-Server fr das
XPAMs-Netzwerk Dieser Server besteht aus zwei Komponenten:
XPAMSERVE.PRG (AUTO-Ordner) und PAMSERVE.ACC. PAMSERVE.PRG
Xinstalliert einen neuen Reset-Vektor ($426 resvalid und $42a
Xresvector) mit der XBRA-ID SM02 sowie einen Cookie SM02 zur
XKommunikation mit dem Accessory.
X
XX SMAU Marcel Waldvogel
XSet-Maus-Accessory
X
XX SMon Karsten Isakovic, OverScan GbR
XSysMon, der System-Monitor. Verndert GEM, GEMDOS, BIOS, XBIOS,
XLINEA, RTX (Trap #4 & 5), VBL, IKBDSYS
X
XCX SMTT Karsten Isakovic, OverScan GbR
XSM124-Emulator (verbiegt AES-, GEMDOS-, BIOS- und XBIOS-Trap
Xsowie den exec_os-Vektor).
X
```

```
XX SNAP Konrad Hinsen
XThat's-Snap-Accessory (verbiegt Hardcopy-Vektor).
X
XX SPCK Robert Irrgang
XRamdisk fr SPC-Modula
X
XX SPEE Stefan Hintz
XMaus-Speeder (PD)
X
XCX SPEX Stefan Eissing, SciLab Gmbh
XSteve's Printing Exzessory 2.0 (Druckerspooler fr ST/STE und
XTT, verbiegt BIOS-Trap, BIOS-Ausgabevektoren und
XBUSY-Interrupt).
X
XX STAT Laurenz Prner
XSTATOS (statistische Auswertung von BIOS-, XBIOS- und
XGEMDOS-Aufrufen). Erschienen im ST-Magazin.
X
XX STMS Martin Backschat & Peter Melzer
XST-Magazin Screendump (St-Magazin 2 & 1990). Verbiegt den
XHardcopy-Vektor.
X
XCX SWAP Uwe Seimet, Maxon Computer
XOUTSIDE.PRG (virtuelle Speicherverwaltung fr TT)
X
XX SYNT Marcel Waldvogel
XSyntex (Schrifterkennung, Marvin AG). Tastatursimulation: TOS
X1.0: BIOS; nicht TOS 1.0: xconstat und xconin der Console;
XJoystick
X
XX SysE Martin Drrschnabel
XSystemeditor, verwaltet und fgt nderungen ins Betriebssystem
Xein
X
XX Syso Hecker + Knobbe Computersysteme GbR
XST-Sysop (PC-Net kompatible Mailbox fuer Atari, verbiegt versch.
XException-Vektoren, BIOS-Vektoren und einen Eintrag der
XVBl-Queue)
X
XX SZ_M Nickel Szebrowski
XDyn. Mausbeschleuniger (Bezugsquelle: NICKEL@MAFIA.ZER,
X/usergroups-lokal/st/file-system@MAFIA.ZER) Verbogen wird:
Xmousevec (XBIOS 34 Kbdvbase)
X
XX ST-C Matthias Andr
XST-Cache (verbiegt hdv_rw und hdv_mediach).
X
XX TASS Markus Fritze
XTurbo-Assembler
X
```

```
XX TCFS Borland Mnchen
XTurbo-C-Fileselector als Accessory; verbiegt den GEM-Trap.
X
XCX TCRB Ralf Biedermann
XTCache (Harddiskcache). Hngt in hdv_bpb(), hdv_mediach(),
Xhdv_rw()) und TRAP #13.
X
XX Tenv Markus Bank
XSetzt Enviroment aus AUTO-Ordner, biegt exec_os um, gehrt
Xzum Terminalprogramm TRAPIDO.
X
XX TFIX Karsten Isakovic, Atari Corporation
XXBRA-Version des TOS-14-FIX-Programm von Atari. Verndert XBIOS,
XLINEF und RESET Vektoren.
X
XCX THNX Dirk Haun
XTHINX (Shell). Zeichenfilter fr Druckerausgaben. Verbiegt den
XBIOS-Vektor. THINX ist Shareware und auf der
XST-Computer-PD-Diskette 323 sowie PD-Journal Disk Nr. 124 zu
Xfinden.
X
XX TIM3 Lars Erik Osterud
XTIMEDRV3.PRG -- 'Corner clock and active disk drive/direction
Xdisplay'
X
XX TIM5 Lars Erik Osterud
XTIMEDRV5.PRG -- 'Same as TIMEDRV3 but with screen protector'
X
XX TMon Thomas Tempelmann & Johannes Hill
XTemplemon (unverzichtbarer Debugger).
X
XX TOpW Laurenz Prner
XTOp-Manager Watcher (etv_critic).
X
XX TPat Laurenz Prner
Xvr_trnfm()-Patch. Behebt den int-overflow-Fehler in der
Xvr_trnfm()-Routine des TOS. Verbiegt VDI/AES- und BIOS-Traps.
X
XX TRAK Julian F. Reschke
XTrack-Speed (einfacher Maus-Speeder). Hngt im Maus-Vektor.
X
XX TSEN Jrgen Kriege
XTSE-NET (Netzwerk von Inotec)
X
XC TTTF Marcel Waldvogel
XTT2TF ("Thirty-Two to Twenty-Four"). Damit wird dem TT ein
X24-Bit-Adressbus verpat, so da z.B. TEMPUS drauf luft. Der
XCookie zeigt auf eine Routine, mit der zwischen 24- und
X32-Bit-Adressbus umgeschalten werden kann.
X
```

```
XX TWFS Konrad Hinsen
XThat's-Write-File-Selector-Accessory (verbiegt TRAP #2)
X
XCX Typ1 Frank Knobbe
XTYPENRAD-Accessory, hngt in PRN-OUT, PRN-OUTSTAT und
XVBL-Vektor.
X
XX UKB1 Uwe Koloska
XFastload
X
XX UKB3 Uwe Koloska
XFastload & Midi-Through
X
XX UN*X Michael Schwingen
XUnixname - belegt trap #1, konvertiert UNIX-Filenamen bei allen
XGEMDOS-Aufrufen in GEMDOS-konformes Format (im Moment nur '/'
Xnach '\'.
X
XX VECS Stephan Gerle
XVecshow (zeigt Systemvektoren an; verbiegt Bus error)
X
XCX VFIX Karsten Isakovic
XBeseitigt das in ST-Magazin 1/90 beschriebene Handle-Problem im
XVDI von TOS 1.0, TOS 1.04, TOS 1.06, TOS 1.62 und TOS 2.05
X(verndert TRAP#2-Vektor).
X
XX VIRA Carsten Frischkorn, Galactic
XVIRUS-Alarm, residentes Programm, das eingelegte Disketten auf
Xausfhrbare Bootsektoren berprft (vernderter Vektor: hdv_bpb)
X
XC VRAM Alexander Herzlinger, OverScan GbR
XVRAM (virtuelle Speicherverwaltung fr TT).
X
XX VREP Carsten Frischkorn, Galactic
XResetresidentes Programm, das Systemvektoren berwacht
X(vernderter Vektor: resvector)
X
XX VSco Arnfried Griesert
XVirusscope (Maxon PD-Disk 227)
X
XC VSCR Julian F. Reschke (Standardcookie)
XZeiger auf Informations-Struktur fr Grobildschirm-Simulatoren.
XVorgeschlagen von Julian F. Reschke (erstmals benutzt in:
XBigScreen 2, Dokumentation ST-Magazin 7/91, Anleitung zu
XBigScreen 2).
X
XX VSTM Focke Frentzen
XTransfer (ber MIDI, PD)
X
XCX WEGA Dietmar Rabich
```

```
XWird von der WEGA-Library (Dialogboxen etc) benutzt.
X
XX WINZ Claus Brod
XWINZ-Ramdisk (aus dem Buch "Scheibenkleister")
X
XCX WPRO Christoph Conrad
XWProtect (softwaremiger Schreibschutz fuer beliebige logische
XLaufwerke)
X
XX XBTN Tassilo Nitz
XMaus-Routine in `XBOOT'.
X
XCX XDsk Thomas Schallar
XDer Cookie identifiziert die X-Disk (resetfeste Ramdisk mit
Xallen mglichen Spielereien und Firlefanz). Im Value steht ein
XBit-Vektor, der alle Devices angibt, die von der X-Disk
Xkontrolliert werden (analog zur Systemvariable _drvbits).
X
XCX XFS1 Edgar Rder
XMaster-Modul xfs.mmx (erweitertes Filesystem fr TOS, biegt
XGEMDOS-Trap um)
X
XC XHDI Diverse (Standardcookie)
XStandardschnittstelle fr erweiterte Funktionen von
XFestplattentreibern. Dokumentation in einer der nchsten
XST-Magazin-Ausgaben.
X
XX XKBD Alex Esser
XExtended Keyboard, aktuelle Version (urspranglich verffentlicht
Xin ST-Computer 6 & 1988)
X
XX xNet Daniel Roedding
XxNet-ST (Low-Cost-Netzwerk)
X
XX XWin Konrad Hinsen
X'Extended-Windows'-Modul
X
SHAR_EOF
if test 27843 -ne "`cat 'xbra.list' | wc -c`"
then
echo shar: error transmitting "'xbra.list'" '(should have been 27843 characters)'
fi
# End of shell archive
exit 0
```

--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi

CIS: 71515,155

1209. TT and spectre....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-23 08:22:49 UTC
From: charles@aurora.unice.fr
Message-ID: <1992Mar23.082249.7125@taloa.unice.fr>
Source record: 45114

Hi atari user

I look for spectre user on TT/STE in order to exchange experiences. For the moment I have big problems to avoid spectre not to crash on my TT !!!!

I think it could be nice to start checking all software that make spectre crashes (and minor problems.....) on ST/STE and..TT. In my opinion it could be useful to get a such list in order to facilitate the hard life of spectre user (I personnaly check spectre with more than 200 software on STE/TT).

Don't hesitate to mail me

charles@aurora.unice.fr

Tony.

1210. Re: comp.sys.atari.st.tech

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-23 13:42:11 UTC
From: terjeve@ifi.uio.no
Message-ID: <TERJEVE.92Mar23144211@kolsaas.ifi.uio.no>
Source record: 45115

In article <1992Mar23.151138.2369@otago.ac.nz> cosc226@otago.ac.nz writes:
This is my first attempt at a post so please forgive any muck ups...

Here's the question - I recently read about a hack purporting to give
'32k colours' on the screen. I have also acquired the file with the docs
for this. I am however having difficulty in finding the ZOO program I
need to dearchive it. Would someone be able to post me the ZOO bin. for the
ST...

Secondly a bit of background please. How much expertise does the install-
ation of the 32k colours hack involve. I put in overscan ok... And what
does it require in the way of software - (I'm sure that COLOR 23452 won't
work all that well :-)

Please Post responses to the 32K question, and if you can't send me a ZOO
exec. then could someone tell me where (and how!) I can get hold of it.

TNX in advance, Gneil

You'll find the ZOO program in the archivers-directory at
atari.archive.umich.edu.
I was thinking about installing the 32K color-hack myself a couple of
months back, but I didn't succeed in finding exact doc's on how to do
this. The doc's at a.a doesn't include a circuit-diagram, which is
what I need.
The hack involves installing a second shifter-chip, and looks fairly
simple. I still want a circuit-diagram before I start ripping my ST
apart though :-)

Your ST will still be compatible with all existing software, and the
new colors can be accessed in exactly the same way as on an STE. The
hack just uses more bits from the palette-registers.

If you have the cicuit-diagram, can you please mail it to me?

--

Terje Vernly
Internet : terjeve@ifi.uio.no

1211. Mega needs two boots

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-23 17:04:43 UTC
From: erik@microware.com
Message-ID: <12406@mcrware.UUCP>
Source record: 45116

Hello,

My Mega 4 just took a turn for worse and now powers up to a black screen when it is cold. But, if I then reboot it is fine.

Could this be a power supply problem? (1st boot just primes it?)

How much trouble is it to put a GOOD power supply in an Atari?

Any help is appreciated,

Erik Johnson erik@microware.com

1212. Optical disk-drives and the ST....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-23 23:44:59 UTC
From: ssw9@aber.ac.uk
Message-ID: <1992Mar23.234459.3666@aber.ac.uk>
Source record: 45117

Another question....

Is it possible, or has anyone actually managed, to connect an IBM
optical diskdrive to either an ST or a TT? Does anyone know if it is actually
possible? According to an acquaintance of mine, it should be possible to
hook up an IBM optical drive to the ST's hard-drive port, and somehow convice
the ST that the opti-drive is a hard disk?

Has anyone managed this?
Are optical drives actually available for the ST? If so, how much do they cost?
Can an IBM opti-drive be connected to the ST? (I am able to get a 200Mb optical
drive for less than the price of a 100Mb hard-disk!)

Any feedback, email or otherwise, would be greatly appreciated. I will summarise
if I recieve enough feedback.

Thankx in advance.

Simon.

+-- EMAIL : ssw9@uk.ac.aber || ssw9%aber@ukacrl || ...!mcsun!ukc!aber!ssw9 --+
Simon Ward |RushTheCureFieldsOfTheNephilimNewModelArmySlayer |
Department of Physics |AnthraxMetallicABauhausJoyDivisionAnnihilatorGBH |
UCW Aberystwyth |MegaCity4PrimusRedHotChiliPeppers....anddon'tforget|
Aberystwyth, Dyfed, |theATARI!! (AtmosphericScientistandSTOwner,soNER!) |
WALES, SY23 3BZ |What are these disclaimer things anyway??? |
+-- This is yet another .sig virus ... copy me into your .sig or else! :-) --+

1213. Getting longer filenames out of GEMDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 00:25:49 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Mar24.002549.31258@infoserver.th-darmstadt.de>
Source record: 45118

```
It appears to me that even with the coming of MTOS we will still
be stuck with FILENAME.EXT for the future. This isn't
all that desirable for some folks (like myself). I will put out a few
ideas how to get longer filenames out of GEMDOS , and maybe you'd like
to comment on it. (Eventually we will force Atari & Microsoft to adapt
this standard (har har))

o The most obvious: kill GEMDOS beneath the system calls. This implies
a totally new disc structure (*slobber*)

o The most simple: add a translation table to the disk structure, that maps
long filenames to short filenames (uniquely of course, short filenames
should be then out of reach for regular GEMDOS accesss (like Fopen..).
This requires with HDs a lot of RAM for caching and slows down I/O a bit.

o The most kludgey: in an effort to remain MSDOS compatible, how about this:
Since a directory entry is somewhat like this (pseudo-C)

struct _foo
{
char filename[8],
ext[3],
filetype,
otherstuff[ 20];
}

one might consider allocating two successive entries in the directory
table. So that the full filename would be constructed from this

struct _baz
{
char filename[8],
ext[3],
filetype,
otherstuff[ 20];
unused = 0xE5;
longfilename[ 31];
}

union _bar
{
struct _foo;
struct _baz;
}

pseudo access code (just for illustration purposes):
/* ---------------------------------------------------------------- */
```

```
#define LONGFILENAME 0x80

extern char *filename;
_bar *p;

if( ! (p->_foo.filetype & LONGFILENAME))
{
memcpy( filename, p->_foo.filename, 11);
return;
}
memcpy( filename, p->_baz.filename, 8);
memcpy( filename, p->_baz.longfilename, 31);
memcpy( filename, p->_baz.ext, 3);
return;
/* ------------------------------------------------------------------- */

In order to hide the second entry from older TOS versions and MSDOS
one might set longfilename to $E5 per default, as to not have it
listed in the old-style DIR search. Maybe the filetype byte ought to
be left alone as well. All this oughta yield a max filesize of ca.
40 chars, which is a LOT better than 11.
To distinguish between oldstyle and newstyle filenames, one can use
a free filetype bit.

Conceivably 'kludgey' could even be done w/o the official sanctioning
of Atari.

Nat!
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"
```

1214. Mega-4 for sale... !!!!! C H E A P !!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 01:37:00 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <39301@cuphub.cup.edu>
Source record: 45119
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,pa.forsale

An associate has a MEGA-4 he would like to sell.
Purchased new in 1990.
Tos 1.2 onboard.

He is asking $400.00 o.b.o

He also has a Supercharger PC Emulator
with 1-meg. $300.00 o.b.o.

Please contact me via the net or at home: (412)929-4023.
or him at : (412)832-9280.

I am in S.W. Pennsylvania about 30 mi. S. of Pittsburgh.
He could probably deliver it to you via UPS or (distance permitting) in person.

Please do not hesitate to call...
Thanx.

--
+---+
! uucp: kar7481@pitt!cuphub.cup.edu !
! Dan Karbowsky, 102 Lee Drive , Belle Vernon, PA 15012-2016 !
!"...One by one by the star-dogged moon, too quick for groan nor sigh, !
! Each turned his face with a ghastly stare and cursed me with his eye !
! .....``Do we REALLY NEED Linear Algebra? '' " !
+---+

--
+---+
! uucp: kar7481@cuphub.cup.edu !
! Dan Karbowsky, 102 Lee Drive , Belle Vernon, PA 15012-2016 !
!"...One by one by the star-dogged moon, too quick for groan nor sigh, !
! Each turned his face with a ghastly stare and cursed me with his eye !
! .....``Do we REALLY NEED linear algebra? '' " !
+---+

1215. Interrupting TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 02:13:25 UTC
From: Arthur_Leung@mindlink.bc.ca
Message-ID: <10945@mindlink.bc.ca>
Source record: 45120

I am in the process of porting a program from PC to the Atari. The program involves some low level system programming, and there's where I need help. I have not done much low level programming on the ST, so here are a few questions:

1. According to the documentation that I have, BIOS will _changed_ the return address on the stack on return. What does this mean?

2. When I interrupt BIOS, is there anything else to save beside d0-d7/a0-a6?

3. What's the difference between the following:

```
jmp old_routine
```

and

```
move.l old_routine, -(a7)
rts
```

Thanks for any help!

Arthur

1216. Re: Mega needs two boots

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 03:17:58 UTC
From: rosenkra@convex.com
Message-ID: <1992Mar24.031758.20116@convex.com>
Source record: 45121

In article <12406@mcrware.UUCP> erik@microware.com (Erik Johnson) writes:
>My Mega 4 just took a turn for worse and now powers up to a black screen when
>it is cold. But, if I then reboot it is fine.
^^^^^^^

i, too, have problems when my system is "cold". by cold here i mean powered down for 1/2 hr or more. the room is about 75 F. i figure it might need chip reseating (?) or might have a weak solder connection (the added heat causes some board to warp acceptably). it could also be in my megafile 60, too. i dunno. wait 10-15 minutes, reboot, and all is well.

>Could this be a power supply problem? (1st boot just primes it?)

if you find out, please let me (and the rest of us) know.

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1217. Re: Ack! GCC stdio losing characters? (MiNT?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 04:37:22 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Apr5122122@acae127.cadence.com>
Source record: 45122

```
In article <31341@sdcc12.ucsd.edu> atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:
> Help! I'm trying to read in a DEGAS .PI3 from standard input
> with the MiNT libraries (v.1.9) and MiNT 0.93 - but somehow 4 bytes
> are being lost in the pipe! When I issue an "a.out < degas_f.pi3"
.....
> However, when I force-feed my program 32034 "A" characters, it
> works fine -- leading me to believe that some "special" characters
> are being waylaid... Should I be using something other than:
> for (tc = 0; (c = fgetc(stdin) != EOF); tc++);
> to grab the incoming characters?
>

this is a common error: a degas file contains binary data,
which must be read in in binary mode. by default all buffered i/o is
done in text mode, and the standard streams (stdin/out/err) are set up
at startup in text mode. to switch an already open stream to a
different mode, you need to close it/freopen it using appropriate
modes (the mode arg contains an optional char 'b' or 't', for binary
and text modes respectively. not specifying 'b' is like specifying 't'
by default).
there is a convenince call binmode(1), which will implictly
open all further streams in binary mode. binmode(0) will reverse the
effect. remember that binmode(1) take effect for streams opened after
the call, and stdin/out/err are opened before your main() function is
invoked, so binmode() has no effect on them.
a short cut was to change the mode of an already open stream
is to or in the mode switch *before* the stream is ever used:
stdin->_flag |= _IOBIN; /* force switch to binary mode */
to undo this you could
fflush(stdin); stdin->_flag &= ~_IOBIN; /* force text mode */
(WARNING: potentially losing some buffered data).

also, when reading binary data the EOF test
(c = fgetc(fp)) == EOF
is not a reliable test. the preferred way to do this is
while(!feof(fp))
{
c = fgetc(fp);
.....
}

hope that helps,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
```

domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

1218. Spectre GCR

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 06:07:10 UTC
From: ec333way@sail.uwaterloo.ca
Message-ID: <1992Mar24.060710.7733@watserv1.waterloo.edu>
Source record: 45123
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ok, I have an opportunity to do some programming, but here's the part that hurts: It's for a mac.. Guess what - I've got an ST and a PC...
So, my question is this: How good is Spectre GCR at emulating a Mac? Will it run _ALL_ software a normal mac will? Are there any 'gotcha's??
Does it just use my built-in memory, so that I would need to get more than my current 1 meg to do anything useful?
What's the general feeling of the Spectre community? Can GCR replace a MAC?
I would appreciate any and all e-mail or postings..
Thanks,

--
Mattias Hembruch
mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.ca

1219. ICD Host Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 06:11:17 UTC
From: ec333way@sail.uwaterloo.ca
Message-ID: <1992Mar24.061117.7944@watserv1.waterloo.edu>
Source record: 45124

Ok, I've got one of the nice and old ICD host adapters.. I think it's 1988 or 89 vintage.. I have an omti 8527 (the RLL) controller and a Tulin Tl240 RLL drive. My question is this: If I want to add more hard drive space to my ST, what are my options? Can I just buy an old MFM st-506 drive and plug it in as a second drive? Or do I need a second RLL drive?
If I was willing to trash my old drive altogether, would I be able to hook up a SCSI drive straight to the host adapter? Can the software (I have 4.8.x) handle these beasts?

--
Mattias Hembruch
mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.ca

1220. MiNT SIGTSTOP question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 06:36:47 UTC
From: dstailey@gsfc.nasa.gov
Message-ID: <1992Mar24.063647.4914@nsisrv.gsfc.nasa.gov>
Source record: 45125
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm trying to port ASH, the public domain Bourne shell clone, to the MiNT environment. Job control is supported, but none of the job control related builtins are giving any results. After activating the debugging routines for jobs.c, I got the following results when sending the pause-jove command to a MiNT port of JOVE. Since this is my port of JOVE, I know this does a SIGTSTOP.

```
JOVE (Text) Buffer: Main "[No file]" - (00:01)
wait returns 98, status=4641
Changin status of proc 98 from 0xffffffff to 0x1221
Job 1: changing state from 0 to 2
Signal 33
showjobs(1) called
dowait(0) called
wait returns 0, status=1212144
```

Note that the exit status returned from wait3() is 4641, indicating that JOVE was sent signal "33," which falls outside of the maximum count of signals in wait.h. However, in wait.h I do notice the line:

```
#define WSTOPPED 33 /* fake "signal" for stopped processes */
```

The code to ASH contains no explicit reference to WSTOPPED, but perhaps this is coded into wait3(). Should I add extra code to handle this exit status, or is there something I'm missing?

Thanks for any help.

--
Doug
dstailey@leidecker.gsfc.nasa.gov

1221. Brother electronic typemachine CE-60 interface wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 11:59:52 UTC
From: vince@sci.kun.nl
Message-ID: <1992Mar24.115952.15577@sci.kun.nl>
Source record: 45126

Hello

A friend of mine has got a Brother CE-60 electronic typewriter and
he'd like to hook it onto his ST. Two years ago this model went out of
the market so it's a bit hard for him to find an interface for it.
Does anybody know this typewriter and/or has suggestions for an
interface? Thanx in advance,

Sander STOks
vince@pomeron.sci.kun.nl

1222. Tape Streamers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 12:28:34 UTC
From: jas@dcs.warwick.ac.uk
Message-ID: <1992Mar24.122834.12650@dcs.warwick.ac.uk>
Source record: 45127

I know that you can connect a SCSI Hard Disk to the ST using a controller like ICD's, and that the driver software comes with the controller. I also want to put a SCSI tape streamer in the back of my ST, but I don't know what software I will need to drive it. What is out there for this? Does it come with the ICD (or other) controller? Is it commercial or PD?

Any help appreciated,

Jas.

1223. Re: Interrupting TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 15:19:09 UTC
From: terjeve@ifi.uio.no
Message-ID: <TERJEVE.92Mar24161909@kolsaas.ifi.uio.no>
Source record: 45128

In article <10945@mindlink.bc.ca> Arthur_Leung@mindlink.bc.ca (Arthur Leung) writes:

[.stuff deleted.]

3. What's the difference between the following:
jmp old_routine
and
move.l old_routine, -(a7)
rts

Am I right when I assume that you have stolen a system vector and
placed the old adress in the address at old_routine?

Steal vector : move.l $70,old_routine
move.l #my_routine,$70
---
my_routine: <do somethin>
move.l old_routine,-(a7)
rts

old_routine: ds.l 1

If that's the way you have done it only the second one wll work. The
jmp old_routine instruction will probably cause a crash.

If old_routine is a program label only the first one will work.
--

Terje Vernly
Internet : terjeve@ifi.uio.no

1224. Re: Getting longer filenames out of GEMDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 15:20:12 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92084.102012EENG6801@RyeVm.Ryerson.Ca>
Source record: 45129

I have two other alternatives:

- On a directory table there is 10 bytes unused per file. This can be
used to extend the filename to 18 characters.

- On IBM world there is a program called 4DOS that creates a file
called DESCRIPT.ION that is hidden and that contains descriptions
of the files on that directory. A program would have to be written
to update the descriptions when files are erased, copied or moved.
Another program would read the descriptions and update the directory
window. I wouldn't mind sacrificing the date and time to have more space.

==
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
==

1225. Re: Ataris Future?????

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 15:36:36 UTC
From: steve@thelake.mn.org
Message-ID: <A1284642936@thelake.mn.org>
Source record: 45130

[In article <gy31HB2w164w@status.gen.nz>,
ursulus@status.gen.nz (malcolm fletcher) writes ...]

> I would be interested in knowing what the overall feeling about ATARIs
> future is, and what the general populous thinks of ATARI worldwide, as in NZ
> Atari is virtually DEAD, there are faithful ATARI'ests like me but thereis a
> lack of support in this country!!!
> HELP!!!

Please do not discuss this sort of thing in the tech newsgroup.
It is forbidden by the charter. The general newsgroup is open
to such discussion.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1226. Re: Getting longer filenames out of GEMDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 15:41:02 UTC
From: steve@thelake.mn.org
Message-ID: <A1294014584@thelake.mn.org>
Source record: 45131

[In article <1992Mar24.002549.31258@infoserver.th-darmstadt.de>,
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes ...]

> It appears to me that even with the coming of MTOS we will still
> be stuck with FILENAME.EXT for the future.

I think that's still an unanswered question. If MultiTOS is truly based
on MiNT, it may be possible to use MiNT's installable file systems.
The real bottleneck is that the AES and application software assume
the 8+3 filename format and the backslash path delimiter.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1227. Re: Ataris Future?????

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 16:45:21 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Mar24.164521.114470@rrz.uni-koeln.de>
Source record: 45132

In <gy31HB2w164w@status.gen.nz> ursulus@status.gen.nz (malcolm fletcher) writes:

>I would be interested in knowing what the overall feeling about ATARIs
>future is, and what the general populous thinks of ATARI worldwide, as in NZ
>Atari is virtually DEAD, there are faithful ATARI'ests like me but thereis a
>lack of support in this country!!!
>HELP!!!
>I would like to know how ATARI is seen world wide to know if it has a
>FUTURE!

Over here in Germany, Atari definitely has a future. Some Universities and
other academic institutes have Atari STs running in networks together with
IBM-clones and/or mainframes like VAX under VMS or various UNIX systems.
I hope that we will have such a network here at our place soon.
Many people who have something to do with those networks appreciate the fact
that the STs do not cause all kinds of weird problems in the network because
of different BIOSes and the like. Also, there is no twisted 640K border ...
The major disadvantage of the STs is that there is a lack of "serious"
software. Of course, there are programs around for almost every purpose,
and many of them are low-cost and shareware, but large program packages
with lots of programs that cooperate and work reliably, and that are
supported by a competent group are rare in the ST scene. In our institute,
a lot of genetic research is done, and there is no genetic software package
for the ST known to me, whereas there are such packages for clones and for
macintoshs.
My idea is, that this situation was caused by the fact that the ST is easier
to program than the clones and the mac. Therefore, commercial developers
faced more concurrence by PD programs, and so they moved to other systems.
However, this development will not necessarily continue. As I see it,
MSDOS has reached its limit, and I expect it to disappear in the future
(and I really hope so), especially because all reasonable clones can run
UNIX these days. Atari, on the other hand, is about to release one of the
finest microcomputer operating systems, MultiTOS. I could well imagine
that Atari computers will partly take the place those stone-age-clones
hold today ...

Jan Kim X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de
Internet: kim@vax.mpiz-koeln.mpg.dbp.de

********** hierarchical systems are for files, not for humans **********

1228. Networking with exixting IBM networks/ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 18:38:00 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Mar24.183800.15069@a.cs.okstate.edu>
Source record: 45133

I have a question.
I'm at an American university with 100Mbit/second FDDI and
10Mbit/second ethernet and 16Mbit (I think) token ring available.
My ST is interfaced via rs232 persently at 9.6kbaud and I'm frustrated.
Just how do folks in Germany interface via token-ring or Ethernet?
I have a Mega2 if it makes any difference.

Thanks!
jc

1229. Re: Ataris Future?????

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 18:58:51 UTC
From: petav@Physik.TU-Muenchen.DE
Message-ID: <petav.701463531@e20.physik.TU-Muenchen.DE>
Source record: 45134

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>In <gy31HB2w164w@status.gen.nz> ursulus@status.gen.nz (malcolm fletcher) writes:

>>I would be interested in knowing what the overall feeling about ATARIs
>>future is, and what the general populous thinks of ATARI worldwide, as in NZ
>>Atari is virtually DEAD, there are faithful ATARI'ests like me but thereis a
>>lack of support in this country!!!
>>HELP!!!
>>I would like to know how ATARI is seen world wide to know if it has a
>>FUTURE!

>Over here in Germany, Atari definitely has a future. Some Universities and
>other academic institutes have Atari STs running in networks together with
>IBM-clones and/or mainframes like VAX under VMS or various UNIX systems.
>I hope that we will have such a network here at our place soon.

For your sanity, i hope not. I have had a 3 1/2 year thread with all companies
that offer ethernet hardware and just recently finally gave up. Not that i
don't know how to network (all my other computers just run fine), but whenever
it comes to serious applications, atari companies usually screw up.

<stuff deleted...>
> The major disadvantage of the STs is that there is a lack of "serious"
>software.

as you name it...

<stuff deleted...>
>As I see it,
>MSDOS has reached its limit, and I expect it to disappear in the future
>(and I really hope so),

Good joke! Messy-dos shure is an ugly beast, but i take any bets that it
will live longer than any atari operating system (easy, 'cause it was
there earlier, so when they live infinitely, dos still will be older...)

<speculations about to-come stuff deleted>

now, malcolm: lack of support was there from the very beginning. Atari is
especially good at things like that. I would suspect if they do not manage
to cut prices dramatically within the next, say 1-3 years, they will for
shure get seriously into trouble. A Pee-Cee 5 times as fast as an St with
a reasonable HD & ram & 70Hz hires screen costs as much as an st over here,
with still steeper slopes on the pc-price curve. As Atari has f***ed up
on the notebook too, there is even bigger tendency to live with weird
applications. (last month i set up a 386 notebook with GEM & Wordplus for

one of my users, and he's just happy 8-}). In my opinion a TT with 200 meg drive & 19" screen must not cost more than, say 1500$. In our country the prices for low end unix boxes (20-100 times as fast as an st) range from 3500 - 5000$ for a very complete system including licences, so that sets the range. As atari always has screwed up on real high-tech i hope they will cut prices drastically on their existing stuff to survive, otherwise all we'll see from them in the future is pacman,lynx & co.

- Peter -

--
Peter Averkamp, | email:
Physics Department E20 | petav@radon.e20.physik.tu-muenchen.de
Techn. Univ. of Munich | Phone: ++49 (89) 3209-2408
D-8046 Garching, Germany | Fax: ++49 (89) 3209-2338

1230. Refilling DeskJet Cartridges

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 19:55:50 UTC
From: davea@col.hp.com
Message-ID: <68500001@col.hp.com>
Source record: 45135

Help.
Some time ago there was discussion on re-filling DeskJet ink cartridges.
Could someone re-tell the story.
Thanks muchly.
dave allen, colorado springs

1231. Re: Getting longer filenames out of GEMDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 20:18:14 UTC
From: au215@cleveland.Freenet.Edu
Message-ID: <1992Mar24.201814.25102@usenet.ins.cwru.edu>
Source record: 45136

In a previous article, wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) sagt:
+It appears to me that even with the coming of MTOS we will still
+be stuck with FILENAME.EXT for the future. This isn't
+all that desirable for some folks (like myself). I will put out a few
+ideas how to get longer filenames out of GEMDOS , and maybe you'd like
+to comment on it. (Eventually we will force Atari & Microsoft to adapt
+this standard (har har))

It might not be quite the same thing, but I rather fancy the idea of using the first few bytes of the file to contain its name, plus maybe an icon. This could be done within the MSDOS rules, although there would be problems about how the files could have individual names in the disk's directory. Maybe the first 11 characters of each extended filename would have to be unique..

There's probably some horribly obvious flaw in this method. (:
--
Bush used your $$$ for this

1232. RAM speed for upgraded Ataris

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 20:35:43 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Mar24.203543.25775@a.cs.okstate.edu>
Source record: 45137

For those considering building an SST, I ask:

What is the minimum memory speed to get maximum throughput from a 40Mhz
68030 (for instance in the Gadgets SST board)???

How about the same question, but a 50Mhz 68030 and crystal?

I need to budget for expansion, and I plan on going with MiNT, GNU, and
a lot more screen. Please post or e-mail responses! Short answers welcome!!!
(since a few short answers will contain the info I need!!!)

I'm almost certain this is wrong (I'm assuming memory access every clock
cycle...) but I want folks to know I need help here...

I figure 1/80ns = 12.5MHz (less than 50Mhz or 40Mhz for that matter...
Must be tooooo slow!)
So 1/50Mhz = 20ns (humm... don't thing 4MB simms are available that quick,
Maybe this is overkill? Sure hope so!!!)

Please reply!
jc cummins@a.cs.okstate.edu

1233. Re: Ataris Future?????

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 23:02:42 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.t9vO3rsRZio@jonh.wimsey.bc.ca>
Source record: 45138

In <gy31HB2w164w@status.gen.nz>, malcolm fletcher writes:
>I would be interested in knowing what the overall feeling about ATARIs
>future is, and what the general populous thinks of ATARI worldwide

This discussion you seek is underway, more or less continuosly,
in comp.sys.atari.st, which is one of the main reasons why this
.tech newsgroups was formed. Perhaps posting your question to the
correct newsgroup would generate more responses.

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

1234. Re: ICD Host Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 23:09:48 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.baEk7p2btAc@jonh.wimsey.bc.ca>
Source record: 45139

In <1992Mar24.061117.7944@watserv1.waterloo.edu>, writes:
>
>Ok, I've got one of the nice and old ICD host adapters.. I think it's 1988 or 89
>vintage.. I have an omti 8527 (the RLL) controller and a Tulin Tl240 RLL drive.
>My question is this: If I want to add more hard drive space to my ST, what are
>my options? Can I just buy an old MFM st-506 drive and plug it in as a second
>drive? Or do I need a second RLL drive?
>If I was willing to trash my old drive altogether, would I be able to hook up
>a SCSI drive straight to the host adapter? Can the software (I have 4.8.x)
>handle these beasts?
>
Either option should be available to you if the OMTI, like the
adaptec, supports 2 logical units. Look for a second 20 pin connector
on the OMTI card. You also need to press a second connector in the middle
of the 37 pin cable.
SCSI drives may not work, unless you use older ones or get replacement
PALs from ICD. I replaced the pals on an original ICD card to hook up a
Syquest as a second drive, but when I tried adding a Quantum, the ICD card
wouldn't recognise it. I ended up buying a new ADscsi card.

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

1235. Re: Mega needs two boots

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-24 23:13:04 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.Erx2oNPjYbM@jonh.wimsey.bc.ca>
Source record: 45140

In <1992Mar24.031758.20116@convex.com>, William Rosenkranz writes:

< problems with booting to a black screen deleted >
>
>if you find out, please let me (and the rest of us) know.

I had the same problm, so I used the old 6 inch drop fix, this
worked for a while, so when it happened again, I took it apart and
reseated all the chips. Haven't had a problem since.

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

1236. Re: Ataris Future?????

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 00:28:43 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar25.002843.12646@actrix.gen.nz>
Source record: 44941

In article <gy31HB2w164w@status.gen.nz> ursulus@status.gen.nz (malcolm fletcher) writes:
> I would be interested in knowing what the overall feeling about ATARIs
> future is, and what the general populous thinks of ATARI worldwide, as in NZ
> Atari is virtually DEAD, there are faithful ATARI'ests like me but thereis a
> lack of support in this country!!!
> HELP!!!
> I would like to know how ATARI is seen world wide to know if it has a
> FUTURE!
>
> Thanks
> Fletch/Ursulus

Yes I do aggree with you.

I did noticed that a UK, magazine has now droped Atari from its pages.

Also the Miracle piano tutor thing, why no Atari version,
is the Atari not a midi machine that is sold in music shops, well not
here in NZ....

Or are we just being fed lyes or posible wish full thinging..

Yes I have bean told to get support here for Atari that we will have to
go to OZZ..???

I don't think that any one in his right mind will touch Atari now, the company
will never change and it has left to many bad tasts in people mouths..

My next machine will be a ACORN Archemides A5000 and these are far
cheaper here that any thing that Atari can offer me, it out performs
a TT and comes with a Muti-sync monitor for some $2300nz less than a TT..!!

At lest ACORN have a office here..!! Atari does not have any thing at all...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1237. re: Ataris Future????

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 01:04:46 UTC
From: cosc226@otago.ac.nz
Message-ID: <1992Mar25.140446.2389@otago.ac.nz>
Source record: 44942

Hello there, I can only echo your views that Atari is next to dead in NZ - There is a major problem in that the distributors are not big time guys...

However, there is still some semblance of world wide support despite Atari's efforts... Keep going, we all know what we've got..

Mind you, this is comp.sys.atari.TECH..... :-)

Cheers, Gneil...
"I know what you're thinking - let's try it :-)"

1238. 1.44 meg drive modification

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 01:18:11 UTC
From: bossoj@vccsouth21.its.rpi.edu
Message-ID: <j9ltm7q@rpi.edu>
Source record: 44943

My Double Sided drive died the other day and I have a new 1.44 meg drive
on the way (It was the same price as a 720K drive), and I was wondering if someone could post the hardware mods to make it work in 1.44 on my ST.

Also, if anyone has done this mod (upgrading disk controller to handle 1.44 meg) could they pass along any helpful hints that could help me?

Please e-mail me with info.

Thanks

Joe Bossolini
bossoj@rpi.edu

1239. Re: Spectre GCR

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 04:44:04 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Mar24.224404.1349@doug.cae.wisc.edu>
Source record: 44944
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Mar24.060710.7733@watserv1.waterloo.edu> ec333way@sail.uwaterloo.ca writes:
>Ok, I have an opportunity to do some programming, but here's the part that
>hurts: It's for a mac.. Guess what - I've got an ST and a PC...
>So, my question is this: How good is Spectre GCR at emulating a Mac? Will it
>run _ALL_ software a normal mac will? Are there any 'gotcha's??
>Does it just use my built-in memory, so that I would need to get more than my
>current 1 meg to do anything useful?
>What's the general feeling of the Spectre community? Can GCR replace a MAC?
>I would appreciate any and all e-mail or postings..
>Thanks,
>
>--
>Mattias Hembruch
>mghembruch@electrical.watstar.uwaterloo.ca
>or ec333way@sail.uwaterloo.ca

For programming, Think C V4.0. is fine. I made a few inits with it, did
some larger projects. It works very well.

The debugger, source debugger that is, has to be modified with RESEDIT
to map out some checks for a floating point unit, otherwise the source
debugger will dump the Spectre into oblivion.

I could post the resource fork modifications so it works 100%.

Comments about Pascal:

The only problem I have is with Think Pascal's editor...its buggier
than hell on a real Mac too.

--Greg

1240. Re: Getting longer filenames out o

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 08:52:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A37947@MS.maus.de>
Source record: 44947

wallmann@backus.pu.informatik.th-darmstadt.de wrote:
>It appears to me that even with the coming of MTOS we will still
>be stuck with FILENAME.EXT for the future.

Why? MultiTOS's is based on MiNT. Check the MiNT functions Dopendir(),
Dreaddir(), Dclosedir() and Fxattr() and the Minix filesystem driver
available for MiNT.

1241. Re: Atari UUCP help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 09:08:52 UTC
From: martini@cloud9.in-berlin.de
Message-ID: <H.aplo4ecn41g@cloud9.in-berlin.de>
Source record: 44945

In <H.dwj5PM50uD2@jonh.wimsey.bc.ca>, John Henders writes:
[Hermes]
( ) English docs are promised.

... but unfortunately slow in coming. However, if you are willing to
put up with my English, and with mail reply delays, feel free to contact
me via email. BTW, the limitation to a two-stage login sequence is still
there, and hacking the uucico program will only partly solve the problem
because the programs that call uucico (notably uuwork) also have the
two-stage limit.

If you have a working version of a three-stage uucico, and only one site
to call, you might try the following:

a) rename your uucico to something different
b) write a uucico.par file for your version and store in it a safe place
c) write a little program called "uucico" that copies in your uucico.par
file (overwriting the one just created by uuwork) and calls the "hidden"
uucico.

This will make it impossible to get polled, but that problem is surmountable.
You could analyse the uucico.par file that is there and then decide what to
do.
--
|||| ~~~~ ALWAYS ~~~~ | Martin P Ibert, Westendallee 100d | __ ||||
|\/| ~~~~ LOOK ON ~~~ | D-1000 Berlin 19, Germany, Europe | ( )__ |\/|
|/\| ~~ THE BRIGHT ~~ |-----------------------------------| (9)_ |/\|
|||| ~ SIDE OF LIFE ~ | Mail: martini@cloud9.in-berlin.de | (_________) ||||

1242. Re: UUCP and the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 09:21:08 UTC
From: martini@cloud9.in-berlin.de
Message-ID: <H.Hw9nYnWFfGY@cloud9.in-berlin.de>
Source record: 44946

In <1992Mar19.225901.8215@pbhya.PacBell.COM>, Daniel B. Suthers writes:
( ) >I(T) garbles the directories that the news, and mail is stored in. And I cannot
( ) >delete those dirs once this happens. I have to zero the partition each time.

( ) I have similar problems with it, but mine occur when I try to uuto a file to
( ) my ST. It gets here, but as a strange file name.
You must always let the filename start with ~/, or (at least) the first
letter will be munged. Better still, get HERMES (shareware, written by me)
from atari.archive.umich.edu. You still have than ~/ quirk, but HERMES has
never ever (to my knowledge) munged a directory structure.

( ) Are the sources available anywhere? I would be glad to fix up that portion.
Yes, I have them (not only the HERMES sources, but also the Mercury ones).
But the UUCICO program is compiled BASIC!
--
|||| ~~~~ ALWAYS ~~~~ | Martin P Ibert, Westendallee 100d | __ ||||
|\/| ~~~~ LOOK ON ~~~ | D-1000 Berlin 19, Germany, Europe | ( )__ |\/|
|/\| ~~ THE BRIGHT ~~ |-----------------------------------| (9)_ |/\|
|||| ~ SIDE OF LIFE ~ | Mail: martini@cloud9.in-berlin.de | (_________) ||||

1243. PCspeed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 11:34:28 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar25.113428.28827@actrix.gen.nz>
Source record: 44948

Can some one help me with PCspeed..

A friend brought a Mega 1 with PCspeed included, but alas no manual
and the shop no longer sells Atari..

So how does one get this to work with his Mega file 44, he does have
all the software and a copy of MSDOS 3.3, so were do we go from here...

Thanks..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1244. Internal Disk Drive Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 13:29:57 UTC
From: ssammy@cs.strath.ac.uk
Message-ID: <SSAMMY.92Mar25132957@hunter-09.cs.strath.ac.uk>
Source record: 44949

Well, I've just splashed out on upgrading my internal drive to
a 1 meg beast. However, I understand that I'll need to make some
case modifications. What does this intail?
I presume that the new drive face is a different shape and so I'll need
to alter the right-hand side bit (where the old drive face is flush
with the case).
Is this right? Any tips on how to go about it? I had thought of a file, to
file away any plastic in the way.

Paul
--

"woof, bloody woof" | Internet: ssammy@cs.strath.ac.uk
-Gaspode The Wonder Dog| JANET : ssammy@uk.ac.strath.cs
(not an old girlfriend) |
Copy this line into your .signature to protect it against viruses! [version -9]

1245. TT Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 14:13:36 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Mar25.141336.26921@aber.ac.uk>
Source record: 44951

Now that Atari UK have dropped their prices for the TT (perhaps under a
1000 pounds for a TT/2 (no HD or Monitor though)) I am toying with the idea
of buying one. Before I do that I wonder if anyone knows the
answer to this question.

What is the state of memory in the various TT configuration, i.e
TT/2, TT/4 etc. Is this memory ST RAM? (I guess it must be) and can
one upgrade the memory simply by plugging in SIMMS (as with the STe)?

I see little point in buying a TT unless I can upgrade.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1246. Re: Networking with exixting IBM networks/ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 14:25:44 UTC
From: petav@Physik.TU-Muenchen.DE
Message-ID: <petav.701533544@e20.physik.TU-Muenchen.DE>
Source record: 44952

cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:

>I have a question.
>I'm at an American university with 100Mbit/second FDDI and
>10Mbit/second ethernet and 16Mbit (I think) token ring available.
>My ST is interfaced via rs232 persently at 9.6kbaud and I'm frustrated.
>Just how do folks in Germany interface via token-ring or Ethernet?
>I have a Mega2 if it makes any difference.

We have at least two 'companies' in Germany (Biodata & PamSoft), both of which try to make products that would fill your (our) needs. So far they have not been satisfactory successfull. I spent lots of time and money to both, even provided sources & technical support, but still there is not a product to recommend. Do not believe in advertisement that states the contrary! Most of the so-called 'running' networks are island-solutions or imply very starnge setups with lots of constraints on the St side. The customer support as at atari level or below (if at all possible). Besides, it is nowadays less expensive to buy a 386 PC with network card and working software than to buy the St net-adapters alone!!!

Sorry to disappoint you, but reality is sometimes crude..

- Peter -

--
Peter Averkamp, | email:
Physics Department E20 | petav@radon.e20.physik.tu-muenchen.de
Techn. Univ. of Munich | Phone: ++49 (89) 3209-2408
D-8046 Garching, Germany | Fax: ++49 (89) 3209-2338

1247. Re: Ataris Future?????(now heterogeneous networks)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 14:28:34 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Mar25.142834.19053@chinet.chi.il.us>
Source record: 44953

Did you say German university with a network of many different kinds of machines including STs??? Please describe in as much detail as you have patience for. Physical layer, protocols, operating systems and extensions, all that dull stuff.
Steve

1248. Re: Optical disk-drives and the ST....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 14:29:35 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92085.092935EENG6801@RyeVm.Ryerson.Ca>
Source record: 44954

Here it is an ad:

650/1200MbMaxtor M/Optical Read/Write

Magneto/Optical drive. This is the fastest access 5.25"
M/O drive on the market (35Ms). If you have large
storage needs the cost per megabyte is unbeatable. Less
than 25 cents/ per Mb using 1.2 Gigabyte disks. We've
packagedthis incredible drive in a Dual CPU enclosure so
you can put it to maximum use on virtually any computer
that has a SCSI interface. Comes complete with ICD+.

DCPU option, SB case, 650Mb disk, SCSIID US$4299

Maxtor 650Meg Disks $249 1Gig Disks $299

650Mb Sony M/Optcl. US$2999

650Mb Disks for Sony $179

Carter Graphics & Computers
520 North 200 East, Washington, UT 84780
801-628-6111 (9am-6pm Mt. Time Mon-Fri)

I'm not associated in any way to the above company,
I just posted the information.

```
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

1249. Re: Spectre GCR

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 14:36:02 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1992Mar25.143602.20547@cbfsb.cb.att.com>
Source record: 44955
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>
> The debugger, source debugger that is, has to be modified with RESEDIT
> to map out some checks for a floating point unit, otherwise the source
> debugger will dump the Spectre into oblivion.
>
> I could post the resource fork modifications so it works 100%.
>
> --Greg

Please do post the modifications.
It will make Think C a very useful adjunct for Spectre.

Personal Note.

I bought Spectre to protect my ST hardware investment.
So far all "meaningful " programs run just fine.

Howard Johnson
ATT BELL LABS
att!mtgzy!hcj
hcj@mtgzy.att.com

1250. Re: Getting longer filenames out of GEMDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 15:10:08 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92085.151008ONM07@DMSWWU1A.BITNET>
Source record: 44950

```
In article <92084.102012EENG6801@RyeVm.Ryerson.Ca>, EENG6801@RyeVm.Ryerson.Ca
(Carlos Varela) says:
>
>I have two other alternatives:
>
>- On a directory table there is 10 bytes unused per file. This can be
>used to extend the filename to 18 characters.
>
>- On IBM world there is a program called 4DOS that creates a file
>called DESCRIPT.ION that is hidden and that contains descriptions
>of the files on that directory. A program would have to be written
>to update the descriptions when files are erased, copied or moved.
>Another program would read the descriptions and update the directory
>window. I wouldn't mind sacrificing the date and time to have more space.
>=====================================================================
>| " Competence, like truth, beauty and = Carlos J. C. Varela |
>| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
>| beholder." = Fnet Node: #18, #38 |
>=====================================================================

Come on, this exists since years and is called UNIXMODE. Better yet, use
the MiNT facilities for loaded file system drivers...
____________________________ cut here ____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
_____________________ correct me if I'm wrong ______________________________
```

1251. vga monitors & 520

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 16:19:39 UTC
From: gene@chaney.ipac.caltech.edu
Message-ID: <1992Mar25.161939.17627@cco.caltech.edu>
Source record: 44956

I would like to use a vga monitor with my 520st. Has this been done?
If so, where can I find info?

thanks

1252. Ramblings about upgrading....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 16:44:42 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Mar25.164442.9179@a.cs.okstate.edu>
Source record: 44957

I've noticed that most of the MiNT specific utilities work very
well under MGR, and since they appear to be fairly simple ports
of unix utilities... I have hopes of porting (or using other peoples
ports of) unix applications.

Witness that less, ps, vi, emacs all work well, and you'll see my hopes.

Anyhow, I do use a lot of non-mint-specific .TTP utilities, and they
do run okay in the background using mint. I can run Flash in the forground
under mint (but not under mgr) and that's about the best I've done lately in
the way of combining background tasks with forground tasks. What I'd really
like to see is a vt100 terminal in a window under MGR... and hope to find one
soon! When I do, I'll leave it logged into the mainframe where I can see it
(in the corner of a big screen) and use the remainder of the screen for
local utilities!

What I'd really like is a multiple window, packetizing terminal program
that would allow me to have multiple sessions with the mainframe here...
but that's a pipe dream I suppose.

Anyhow, a big screen, and spare clock cycles will help... and I can
take care of those two items. So I'm shopping for Speed and Resolution!!!

Seeya!
jc cummins@a.cs.okstate.edu

1253. Wanted OWK mail reader

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 17:00:56 UTC
From: fabrizio@deis65.cineca.it
Message-ID: <1992Mar25.170056.24863@deis35.cineca.it>
Source record: 44958

```
Is there an OWK mail reader for the Atari ST ?
Where can I find it ?
```

1254. ST mouse flaky; easy fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 21:11:05 UTC
From: woodcock@utdallas.edu
Message-ID: <1992Mar25.211105.25418@utdallas.edu>
Source record: 44959
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My axels are spinning properly but the optical detecor unit (or something farther up the line) is not registering the rotation of the disk! I am experiencing symptoms like only bing able to move up/left/right (not down) or not being able to move verticaly at all (neither up nor down). The mouse has had *very* moderate use and is only about a month old (no receipt to return it). Is there a way to fix this short of getting a whole new mouse? Is there someone that sells replacement optical units cheap? Is this in the FAQ? Is there a FAQ? Am I annoying you yet?

--

Gregg Woodcock = woodcock@utdallas.edu or bn202@medina.freenet.edu

--

Gregg Woodcock = woodcock@utdallas.edu or bn202@medina.freenet.edu

1255. Mouse/Joystick switch for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 21:38:42 UTC
From: bb693@cleveland.Freenet.Edu
Message-ID: <1992Mar25.213842.22187@usenet.ins.cwru.edu>
Source record: 44960

Like all students, I need some cash, and like all (?) Atari users, I have to cope with Atari's stupidity in locating the joy/mouse ports. Having solved this problem myself by building my own switch, I would like to start making and selling this switch. I will fully guarantee my product or I will replace it for you for free. But before I start buying the necessary components, I would like to get a rough idea of the potential market. At a VERY rough estimate I will offer the switch at a price of $9.00-$11.00, plus shipping. But as I said this is a rough estimate and may go up or down slightly Please e-mail me to tell me if you're interested, BUT NOT TO ORDER, for now I just need to know how many people are interested.

The switch I envision connects to the mouse/joy port, with about 12-16 inches of 9-wire cable which goes into a small box which holds the switch and two sockets, one for the mouse and the other for the joystick. I will be using 9-wire cable, so theoritically the switch should work with other devices connected to the ports, but i will NOT guarantee that, since I have tested it only with a mouse and a joystick.
However, if anyone would like some other configuration, such as more sockets, I can do that too, but I will have to get back to you about the price since a different configuration would cost me a different amount.

Later!
--

S. Erick Shammas {:-) | bb693@cleveland.Freenet.Edu | Laughter is like
| shammas@ecn.purdue.edu | medicine to the heart

1256. Re: Optical disk-drives and the ST....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 23:06:50 UTC
From: kjackson@cix.compulink.co.uk
Message-ID: <1992Mar25.230650.14075@demon.co.uk>
Source record: 44961

In article <1992Mar23.234459.3666@aber.ac.uk>, ssw9@aber.ac.uk (Jethro K. Walrus) writes:
>Another question....
>
> Is it possible, or has anyone actually managed, to connect an IBM >optical diskdrive to either an ST or a TT? Does anyone know if it is >actually *possible*? According to an acquaintance of mine, it should be >possible to hook up an IBM optical drive to the ST's hard-drive port, and >somehow convice the ST that the opti-drive is a hard disk?
>
>Has anyone managed this?
>Are optical drives actually available for the ST? If so, how much do they >cost?
>Can an IBM opti-drive be connected to the ST? (I am able to get a 200Mb >optical drive for less than the price of a 100Mb hard-disk!)
>
>Any feedback, email or otherwise, would be greatly appreciated. I will >summarise if I recieve enough feedback.
>
>Thankx in advance.
>
>Simon.
>
It must be possible as Power Computing have been advertising them in the monthlies for some time. 1200 quid to you, Sir, for a 128Mb model and 36 more for a cartridge.

Keith

1257. Re: Mega needs two boots

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 23:34:15 UTC
From: erik@microware.com
Message-ID: <12443@mcrware.UUCP>
Source record: 44962

In article <1992Mar24.031758.20116@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>In article <12406@mcrware.UUCP> erik@microware.com (Erik Johnson) writes:
>>My Mega 4 just took a turn for worse and now powers up to a black screen when
>>it is cold. But, if I then reboot it is fine.
> ^^^^^^^
>
>i, too, have problems when my system is "cold". by cold here i mean powered
>down for 1/2 hr or more. the room is about 75 F. i figure it might need
>chip reseating (?) or might have a weak solder connection (the added
>heat causes some board to warp acceptably). it could also be in my megafile
>60, too. i dunno. wait 10-15 minutes, reboot, and all is well.
>
>if you find out, please let me (and the rest of us) know.
>
>-bill
>rosenkra@convex.com
>--
>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
>Convex Computer Corp. |ARPA: rosenkra@convex.com

Hello. Well it seems my Mega is slowly healing itself. Just lately it has
been booting first try.

I have had 2 STEs die on me. In both cases I had put 4meg of simms in the
machines. It could be possible that the RAM was some sort of high drain
simms that wore out the power supplies. The broken machine symptoms were as
follows: power light goes on (I think), but the floppy never tries to spin
up. Either that, or I am a natural at killing computers.

1258. Re: ICD Host Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-25 23:54:56 UTC
From: fortinp@bwdls56.bnr.ca
Message-ID: <1992Mar25.235456.20515@bwdls61.bnr.ca>
Source record: 44963

In article <H.baEk7p2btAc@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
|> SCSI drives may not work, unless you use older ones or get replacement
|> PALs from ICD. I replaced the pals on an original ICD card to hook up a
|> Syquest as a second drive, but when I tried adding a Quantum, the ICD card
|> wouldn't recognise it. I ended up buying a new ADscsi card.

I had a similar problem with a Maxtor 207M drive (ICD would not recognize
the drive). Turned out to be a drive jumper (can't remember the name, but
something to do with spin-up...)

|> John Henders jhenders@jonh.wimsey.bc.ca
--
Cheers,
Pierre Fortin fortinp@bnr.ca (613)763-2598 fax: (613)763-3283

1259. Re: Ramblings about upgrading....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-26 01:00:47 UTC
From: bigham@acpub.duke.edu
Message-ID: <2078@news.duke.edu>
Source record: 44964

From the Holy Book of <1992Mar25.164442.9179@a.cs.okstate.edu>
as spake by cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) :
>Witness that less, ps, vi, emacs all work well [under MiNT?] [...]
^^

Hello? What's this? Are you implying the existence of a MiNT-aware vi?
One that, for instance, would allow one to run external programs from within vi
using the ! command? That would be soooo useful.

I'm still looking for a good vi. I've tried most of the versions on a.a, and
so far STeVIe v3.9 seems the best (though it still crashes annoyingly often,
and has a few other bugs).

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

1260. VDI bindings for Turbo C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-26 10:41:32 UTC
From: daniel@uni-paderborn.de
Message-ID: <1992Mar26.104132.12314@uni-paderborn.de>
Source record: 44965

I have an Atari TT/6 and I develop my programs with the Turbo C compiler from Borland (now it's called pure C) and make extensive use of the VDI interface.

My problem is:
With the new FSM GDOS additional VDI functions are provided but the appropiate bindings are not available within Turbo C. Is there anybody in the world who has got these bindings or knows how to utilize them ?

I would be very happy about any information which addresses my problem.

My email is: daniel@uni-paderborn.de

1261. Re: Internal Disk Drive Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-26 11:22:59 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.92Mar26112259@ghiggins.hpl.hp.com>
Source record: 44966

> Well, I've just splashed out on upgrading my internal drive to
> a 1 meg beast. However, I understand that I'll need to make some
> case modifications. What does this intail?
> I presume that the new drive face is a different shape and so I'll need
> to alter the right-hand side bit (where the old drive face is flush
> with the case).
> Is this right? Any tips on how to go about it? I had thought of a file, to
> file away any plastic in the way.

I believe that the only thing that's different is the *shape* of the eject
button. On new disks it's rectangular, on original ones, it's trapezoidal. A
small file should do the trick.

--
Graham Higgins
<< My opinions above are exactly that: my own, and opinions. >>

1262. Memory

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-26 11:46:09 UTC
From: elendir@pegase.enst.fr
Message-ID: <1914@pegase.enst.fr>
Source record: 44967

Well, let's take a 40 MHz 68030 doing normal memory accesses (that is,
asynchronous ones, 3 cycles needed).
I have not here the electrical specifications, but I still can remember
that the data is latched on the beginning of the third cycle.
Given that the address is not valid after the first half-cycle, this lets
1.5 cycle for decoding and giving data.

1.5 cycle @ 40 MHz is 37 ns, and 30 @ 50 Mhz.

Obviously, this is impossible for normal DRAMs. The fastest aviable are 60 ns
access time. Meaning you'll have to insert at least one wait state.

Two for a 50 MHz 030.

I don't speak about synchronous access, which takes 2 cycles to complete !
And burst access, only one !

About TT : TT/2 TT/4 have only STRAM
TT/6 TT/8 have 4 Mb TT-Ram and the rest ST-Ram

There is no simple upgrade, you must buy Atari card, or something equivalent.

Enjoy,
Vincent.

1263. Re: Refilling DeskJet Cartridges

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-26 11:47:36 UTC
From: runneboo@cs.rulimburg.nl
Message-ID: <1992Mar26.114736.22286@cs.rulimburg.nl>
Source record: 44968

davea@col.hp.com (David E Allen) writes:

>Help.
>Some time ago there was discussion on re-filling DeskJet ink cartridges.
>Could someone re-tell the story.
>Thanks muchly.
>dave allen, colorado springs

I'v done some experiments on refilling the cartridges. I use ordinary pen ink (available in many colors !). To refill the cartridge, I use an injection needle (40 * 0.8 mm), to inject the ink in the little hole on top of the cartridge. You've got te beware of pushing the needle too far into the cartridge. About 4 to 6 cc of ink will do the job. I refilled my first cartridge about ten times now. About this time you can see the quality of the print-outs is going worse. I also experimented with colored ink to make a multi-color print-out. The disadvantage of not using the original ink is, that the original ink is water-resistent, and the ink I use is not. However, I've seen refill-packages to refill the cartridge 2 times with water-resitent ink. In Holland this cost about fl 50,- (about $25 I think). When you use ordinary pen ink and an injection neeedle, it's gonna cost yoy about $3 (fl 6,-). Quite a difference for a student.....

Jornand Runneboom
University of Limburg, The Netherlands
e_mail : runneboo@cs.rulimburg.nl

1264. Re: Getting longer filenames out of GEMDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-26 11:59:15 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Mar26.065915.1089@uwovax.uwo.ca>
Source record: 44969

In article <A1294014584@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
> [In article <1992Mar24.002549.31258@infoserver.th-darmstadt.de>,
> wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes ...]
>
> > It appears to me that even with the coming of MTOS we will still
> > be stuck with FILENAME.EXT for the future.
>
> I think that's still an unanswered question. If MultiTOS is truly based
> on MiNT, it may be possible to use MiNT's installable file systems.

MultiTOS truly is based on MiNT (Atari showed it at CEbit, so I'm allowed
to say that much now :-)). Not every feature of MiNT will necessarily
appear in MultiTOS, and vice-versa; but it might not be unreasonable to
suppose that MultiTOS will have some sort of installable file systems.

> The real bottleneck is that the AES and application software assume
> the 8+3 filename format and the backslash path delimiter.

Exactly. Actually, the backslash isn't so much of a problem (it's easy enough
to convert / <-> \) but all the existing applications that think that
all files have 8+3 uppercase names are going to be a real pain.

I should emphasize here that all of the above are my opinions only.
What Atari does with its operating system is its business, not mine,
and I cannot speak for them.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1265. Re: Ataris Future?????

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-26 13:20:12 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Mar26.132012.113979@rrz.uni-koeln.de>
Source record: 44970

In <petav.701463531@e20.physik.TU-Muenchen.DE> petav@Physik.TU-Muenchen.DE (Peter Averkamp) writes:

>aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>>Over here in Germany, Atari definitely has a future. Some Universities and
>>other academic institutes have Atari STs running in networks together with
>>IBM-clones and/or mainframes like VAX under VMS or various UNIX systems.
>>I hope that we will have such a network here at our place soon.

>For your sanity, i hope not. I have had a 3 1/2 year thread with all companies
>that offer ethernet hardware and just recently finally gave up. Not that i
>don't know how to network (all my other computers just run fine), but whenever
>it comes to serious applications, atari companies usually screw up.

Could you give any examples? I couldn't quite confirm this from whati I've
been told so far.

<stuff deleted...>

>>As I see it,
>>MSDOS has reached its limit, and I expect it to disappear in the future
>>(and I really hope so),

>Good joke! Messy-dos shure is an ugly beast, but i take any bets that it
>will live longer than any atari operating system (easy, 'cause it was
>there earlier, so when they live infinitely, dos still will be older...)

I don't care what system will have lived longer when it finally dies. My
point is, for MSDOS there is no space left for further development, whereas
MultiTOS is a most obvious demonstration that further development of TOS
is possible and in progress. Given these facts, I think that MSDOS has less
future as a live OS than TOS. Of course, it will not disappear suddenly
because of those innumerable applications running under MSDOS, but this
does not change the fact that MSDOS is basically outdated.

<stuff deleted>

>A Pee-Cee 5 times as fast as an St with
>a reasonable HD & ram & 70Hz hires screen costs as much as an st over here,
>with still steeper slopes on the pc-price curve. As Atari has f***ed up
>on the notebook too, there is even bigger tendency to live with weird
>applications. (last month i set up a 386 notebook with GEM & Wordplus for
>one of my users, and he's just happy 8-}).

Ever tried to set up one with Signum? :-) Really: From what I hear, prices
for Mega STe's are about the same as for 386DX clones, and standard software
for STs is generally less expensive than for MSDOS, and of better quality

at the same time.

>In my opinion a TT with 200 meg
>drive & 19" screen must not cost more than, say 1500$. In our country the
>prices for low end unix boxes (20-100 times as fast as an st) range from
>3500 - 5000$ for a very complete system including licences, so that sets
>the range. As atari always has screwed up on real high-tech i hope they
>will cut prices drastically on their existing stuff to survive, otherwise
>all we'll see from them in the future is pacman,lynx & co.

Of course, I'd love it too if Atari could cut their prices drastically,
so I can afford a nice TT and an ST book for travelling ... However, I
don't think that Atari computers are really overpriced, but they are
undersupported, especially by the software houses (I've speculated
about the reasons for this in my first posting).
As for Atri's future, I'd say their hardware seems ok, their OS looks fine,
but of course, the future of a system also depends on what software there
is available for it. And this is where the problems for the future of
Atari come from.

>- Peter -
>--
>Peter Averkamp, | email:
>Physics Department E20 | petav@radon.e20.physik.tu-muenchen.de
>Techn. Univ. of Munich | Phone: ++49 (89) 3209-2408
>D-8046 Garching, Germany | Fax: ++49 (89) 3209-2338

Jan Kim X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de
Internet: kim@vax.mpiz-koeln.mpg.dbp.de

********** hierarchical systems are for files, not for humans **********

1266. Re: Internal Disk Drive Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-26 14:45:17 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Mar26144517@solb1.essex.ac.uk>
Source record: 44971

In article <SSAMMY.92Mar25132957@hunter-09.cs.strath.ac.uk> ssammy@cs.strath.ac.uk (Paul Sammy 3rd Year iE) writes:

> Well, I've just splashed out on upgrading my internal drive to
> a 1 meg beast. However, I understand that I'll need to make some
> case modifications. What does this intail?
> I presume that the new drive face is a different shape and so I'll need
> to alter the right-hand side bit (where the old drive face is flush
> with the case).
> Is this right? Any tips on how to go about it? I had thought of a file, to
> file away any plastic in the way.

Well, I used a small hacksaw to get the shape roughly right, then finished off with a Stanley knife.

--
email: okes@essex.ac.uk
#
##
##
#
"Hell's bells!" the machine roared as it plummeted fifteen storeys and smashed itself to bits on the ground below.

1267. TinyTurbo30 vs. SST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-26 16:21:24 UTC
From: bcc@Eyring.COM
Message-ID: <1992Mar26.162124.2189@Eyring.COM>
Source record: 44972

The first issue of Atari Advantage came yesterday, with reviews and ads for both the SST and the TinyTurbo30. Has anybody thrown together a side by side comparison of the two?

Price: The SST has a range of prices, depending on how much the board is populated -- low end is $599 (sounds like bare board -- do you get a CPU at that price?) while the high end is over $1000. Anybody got a list of complete prices? The TinyTurbo30 (TT30) seems only to have one price, plus two options (68882, virtual memory). Consequently, the entry level price of the SST ($599) is lower than the entry level of the TT30 ($999) but the TT30 has an introductory offer good for a month putting it at $599 also.

Installation: The SST simply says 'Technical installation, dealer installation recommended'. Does it plug into the Mega expansion slot, or replace the CPU? The TT30 is also rather vague on installation, but indicates that some desoldering is required -- I assume that it replaces the CPU chip. Ok for those that have a 68000 already socketed, bummer for the rest. This must also mean different models for different boxes -- don't some of the latest machines have Pin Grid Array packages instead of Dual Inline Packages? Do any use Surface Mount?

Compatibility: The SST is only for the Mega -- apparently it is fairly large. The TT30 promotes the tiny size of the card (about 3 x 4 inches) and claims to go into anything from 520's to TT's. The TT30 also has a regular 8 Mhz 68000 on board so that it can run programs that use the MOVE SR,D0 instruction. Both come with Tos 2.06.

Memory: The SST comes with additional memory -- up to 12 Meg, and requires (?) that your Mega be fully populated w/ 4 Meg of base RAM. Considering that it is getting more and more difficult to get by with a puny half-meg, or even 2 meg, this doesn't seem too bad, but... The TT30 doesn't add memory, but has a virtual memory option (at $299 more) that makes disk space look like RAM -- up to 128M!

Speed: The SST brags of being up to 12 times faster than the stock Mega, the TT30 only claims a 6-fold speed increase. I gather that the extra factor of 2 speed on the SST comes from running out of the new memory, which isn't dual-ported into the video RAM and thus avoids a wait state.

Problem: I don't have the article in front of me as I type this, so I could have fuzzed out on some of the details, or gotten them completely wrong. Could someone fill in a few of the specifics -- i.e. just how is the installation of each one performed? There are no dealers within convenient distance from me, so I'd be on my own for either one; and just how slow would that virtual memory option end up being? It would be nice to see some timing

figures on monster programs, like the gnu C compiler compiling itself, for instance. Anyone want to give it a shot?

--

Brian Cooper bcc@Eyring.COM uunet!lanai!bcc
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS
(If the above doesn't work, try coope@bert.cs.byu.edu)

1268. Re: Getting longer filenames out of GEMDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-26 16:57:21 UTC
From: godot@uni-paderborn.de
Message-ID: <1992Mar26.165721.307@uni-paderborn.de>
Source record: 44973

In article <1992Mar24.002549.31258@infoserver.th-darmstadt.de>,
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
|> It appears to me that even with the coming of MTOS we will still
|> be stuck with FILENAME.EXT for the future. This isn't

MTOS will be capable of using alternative file systems.

Frank

1269. Re: Misbehavin' AUTO program

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-26 18:59:59 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.701636399@groucho.phil.ruu.nl>
Source record: 44974

boyd@pi.cs.fsu.edu (Mickey Boyd) writes:

>In article <1992Mar19.114811.14417@etek.chalmers.se>, fabian@etek.chalmers.se (Fabian)
writes:
>>
>>Suggestions has been mad about running something like
>>SETUP.PRG as the first AUTO-prog, to be able to decide
>>which AUTO-progs should be run at boot up. I don't want
>>to do that since that means sitting there waiting for the
>>ST to boot, which seems like no great thrill to me.
>>

>You should check out Desk Manager (available from atari.archive). It allows

>Superboot is another one that does these things and more, and it too can be

Try to get a copy of XBOOT & configuration program. Contains bypass-key option,
no. of seconds to wait before quiting automatically, etc. And (hold on!) it's
totally mouse-driven!!! - while the AES isn't initialized yet... The nicest
bootmanager I've seen - and I've tried them all (well, all?...)

Hendrik Jan Veenstra

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl * the best email is F-email *

1270. memcpy bug (dLibs 1.2 / Sozobon 1.33i)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-26 19:08:08 UTC
From: gavin@praxis.co.uk
Message-ID: <1992Mar26.190808.19220@praxis.co.uk>
Source record: 44975

I have discovered what seems to be a bug in the implementation of memcpy in dLibs 1.2. The version I am using is the one that comes with Sozobon C 1.33i (the "Heat and Serve" release).

As far as I have been able to narrow it down, the fault is that memcpy sometimes fails to copy the full number of bytes requested, depending on whether the source address is word-aligned.
I can reproduce the problem with the following example program, which simply calls memcpy repeatedly to copy 10 bytes at a time from a series of consecutive addresses:

```
char *src = "01234567890123456789";
char buff[11];

main()
{ int i;
for (i=0; i<8; i++)
{ strcpy(buff, "XXXXXXXXXX");
memcpy(buff, src+i, 10);
printf("i=%d, buff='%s'\n", i, buff);
}
}
```

When run, this produces the following output:

```
i=0, buff='01234567XX'
i=1, buff='1234567890'
i=2, buff='23456789XX'
i=3, buff='3456789012'
i=4, buff='45678901XX'
i=5, buff='5678901234'
i=6, buff='67890123XX'
i=7, buff='7890123456'
```

Cases i=1,3,5,7 show the correct behaviour, but for the cases i=0,2,4,6, only 8 bytes appear to get copied instead of 10 (the last two X's don't get overwritten).

Is this a known problem and if so is there a fix available?

Gavin Finnie email: gavin@praxis.co.uk
Praxis Systems plc
20 Manvers Street phone: +44-225-444700
Bath BA1 1PX, England fax: +44-225-465205

1271. Re: Memory

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-26 20:07:46 UTC
From: baffoni@aludra.usc.edu
Message-ID: <kt4boiINN5jq@aludra.usc.edu>
Source record: 44976

In article <1914@pegase.enst.fr> elendir@pegase.enst.fr (Vincent Habchi) writes:
>
><informitive stuff deleted>
> Obviously, this is impossible for normal DRAMs. The fastest aviable are 60 ns
>access time. Meaning you'll have to insert at least one wait state.
>
> Two for a 50 MHz 030.

I think the question here is, how does the TT determine how many wait-
states are needed, if at all? Does it automatically assume it needs four (I
would guess from the above info) wait-states, so that it will always work for
synchronous access from 80ns (or whatever is MININUM for the TT) RAM? Or does
the TT intelligently select wait-states? I.E.: if you have 30 ns RAM (say a
memory board with on-board cache), will it latch the data at 0 waitstates
(asychronus, 2 waitstates burst)?
So can anyone comment on how the TT's CPU perceives it's memory, and
how well it can adapt to different RAM?
> Enjoy,
> Vincent.

-Mike

1272. Re: Ramblings about upgrading....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-26 21:36:47 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Mar26.213647.24117@a.cs.okstate.edu>
Source record: 44977

Hummm.... well no. Just a vi well enough behaved to stay within it's
window and do stuff I normally do. STeVI 3.9x didn't seem to work as well
under MiNT as Elvis when I had the environment setup properly...
It did take me a few tries to get the environment setup right!!!
Sorry... but not having a shell installed properly at the moment, I cannot
check Elvis's ability to shell out and run something. If it's not working
I think a recompile with the proper libraries would fix it!

Someone please add to this... I've gone as far as can!
jc

1273. Hard drive questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-26 22:52:09 UTC
From: choclte@cats.ucsc.edu
Message-ID: <31428@darkstar.ucsc.edu>
Source record: 44979

My hard drive just broke, its a supradrive 20 meg atari hard drive. I called Supra and they dont make these anymore and said I would have to spend $325 to trade it in for a 52 meg. So my question is, does anyone know of a cheaper way? I dont need 52 megs, 20 was more then enough. Are PC drives cheaper and can they be connected to the atari? Does anyone have a drive they want to sell for less then that? Would a 52 meg drive cost me more then 325 in a store? Also, anyone from the Bay Area, where can you buy atari drives? (I'm in Santa Cruz, and there's no where here.)

thanks, Liz
choclte@cats.ucsc.edu

1274. Re: Brother electronic typemachine CE-60 interface wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-26 23:35:08 UTC
From: rincewind@discworld.oche.sub.org
Message-ID: <H.gxlnVunK44E@discworld.oche.sub.org>
Source record: 44978

In <1992Mar24.115952.15577@sci.kun.nl>, V.G.J.M. Stoks writes:
>Hello
>
> A friend of mine has got a Brother CE-60 electronic typewriter and
>he'd like to hook it onto his ST. Two years ago this model went out of
>the market so it's a bit hard for him to find an interface for it.
> Does anybody know this typewriter and/or has suggestions for an
>interface? Thanx in advance,

Is this machine compatible with Triumpf Adler's "Gabriele 9009" which was sold
in Germany ? In that case, I might be able to help.

cu
--

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@messua.informatik.rwth-aachen.de (use this for long mails!)
Home: rincewind@discworld.oche.sub.org Maus: Michael Schwingen@AC3
IRC: Rincewind

1275. MFP Interrupts

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 01:20:43 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <1992Mar27.012043.25255@usenet.ins.cwru.edu>
Source record: 44980

I've been trying to set up an MFP interrupt using Timer A, but am not having much luck. (The system locks up when I try and turn the interrupt on. <sigh>) Anyone have any info/hints/tips/code they'd care to share?

--
Troy L. Nothnagel
at731@cleveland.Freenet.Edu
"And for a gorilla, his English wasn't half bad." - Den of Earth
"No, now go away or I shall taunt you a second time-a!" - Guard, MP&tHG

1276. Ghostscript, epson 9 pin, & -R360x216

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 03:10:08 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992Mar27.031008.29401@usenet.ins.cwru.edu>
Source record: 44981

Is there any way to get -R360x216 in GS to work on an Epson 9 pin
printer? With micro-feeds? Also, how do you get gs to print a "?
(double quote)
-steve <selick@csa.bu.edu>

1277. Re: Mega needs two boots

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 03:43:32 UTC
From: swanee@megadata.uucp
Message-ID: <1992Mar27.034332.11999@megadata.uucp>
Source record: 44982

>In article <12406@mcrware.UUCP> erik@microware.com (Erik Johnson) writes:
>My Mega 4 just took a turn for worse and now powers up to a black screen when
>it is cold. But, if I then reboot it is fine.
^^^^^^^

I have recently come across this problem with an STE I borrowed. The problem seems to be in the power up reset circuitry. I haven't (as yet) dug out the circuits to check this hypothesis, but it also seems to be voltage sensitive. I was fooling around with some hardware hanging off the cartridge port and had to wind the voltage up a shade to compensate for a bit more load on the 5V rail. On the STE main board I wound the voltage from 4.77V to 5.00V and the problem was there just about every time I turned the machine on. Hit the reset button and the machine decided to boot. Perhaps the PUR pulse is not long enough? Anyhow I wound the volts back down to 4.80V and it now works a lot better, although the problem is still there. I hope to check out the circuits later this weekend and post any findings.

Sla/n go fo/ill,
Risky B.

Geoff Swan _--_|\ swanee@megadata.oz.au
Megadata Pty Ltd / \
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NSW 2113, Australia. v (AH) +61-2-477-6519

1278. Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 09:00:34 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <NVeaiB1w164w@ersys.edmonton.ab.ca>
Source record: 44983
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi. I wrote a terminal program for the ST a while back called DataLink. I am now re-writing it (still in Personal Pascal) and I would like to improve it. One of the improvements I would like to make is a status bar at the bottom of the terminal screen that shows information about what the program is doing, how it is set up, time online, etc. There are two ways I could do this:

1. Keep track of the incomming data, and actually scroll the screen myself when the data reaches the bottom. This is not the preferred way since it would slow the system down and waste program space and memory.

2. Convince the system that the screen is one line shorter than it actually is. I've seen this done, but do not know how to do it. This has the advantage of not wasting code, not slowing down the system, and not flickering. I need to know how to do this using system calls (BIOS, XBIOS, AES, VDI, or whatever it takes.) Personal Pascal doesn't provide internal support for aline calls, though (which I have heard have something to do with it) so I would have to find a way around that.

Thanks for any help offered.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "This offer is valid on absolutely ANY day >>
<< of the year, except...." >>
<< -- >>

1279. Re: Hard drive questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 09:13:19 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <56472@cup.portal.com>
Source record: 44984

Liz Neely asks about a broken Supra hard drive...

Liz.. what is is about your drive that's broken..?

It's possible that your existing drive could be fixed, or a new 20 Meg mechanism installed in the case, for a lot less than buying a new hard drive with more capacity than you really want.

If you don't have the technical experience to work on the drive, or know anyone close by, you could contact the Bay Area Atari Users Group and see if anyone there could help you.

Their BBS number is: (408) 986-0215 and their contact person is Joe Fischer at: (408) 988-3065

BAAUG meets the first Monday of each month in Santa Clara.. it might be worth a drive out there if someone can help you get your hard drive up and running again...

(Plus, if you join the group, you get a subscription to Atari Interface magazine, which is where I found this info... :)

BobR

1280. Re: VDI bindings for Turbo C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 09:26:18 UTC
From: ue@nathan.do.open.de
Message-ID: <mdcwN4Il4WQ@nathan.do.open.de>
Source record: 44985

In <1992Mar26.104132.12314@uni-paderborn.de>, Daniel Curato writes:

Hi,
>With the new FSM GDOS additional VDI functions are provided but the
>appropiate bindings are not available within Turbo C. Is there anybody
>in the world who has got these bindings or knows how to utilize them ?
unfortunately, TurboC is not supported anymore. Borland has dropped all
activities for non-Messy-Dos-machines. I'm afraid the only chance for
you is to buy PureC, which does have FSM-GDOS support (according to the
update informations, I do not have FSM, so I'm not able to test it).
/s/
--
Udo Erdelhoff ue@nathan.do.open.de Fido: Udo Erdelhoff on 2:245/52.1

1281. (None)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 10:26:16 UTC
From: mark.thomas@rose.uucp
Message-ID: <1992Mar27.102619.12154@rose.uucp>
Source record: 44986

Date Entered: 01-01-80 00:25
I use Laser C as my main programming language. Over the years my manual has broken into pieces. Twice, I wrote Megamax to ask if I could buy a new manual as I was a registered user. I have recieved no reply. Is the company still in business?

Mark

SLMR 2.0 All hope abandon, ye who enter messages here.
RM 1.60: Usenet: Rose Media - Hamilton (416) 575-5363

1282. Re: Memory

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 12:10:39 UTC
From: elendir@pegase.enst.fr
Message-ID: <1917@pegase.enst.fr>
Source record: 44987

Thus spake the Juxtaposer (!) :

>
> I think the question here is, how does the TT determine how many wait-
> states are needed, if at all? Does it automatically assume it needs four (I
> would guess from the above info) wait-states, so that it will always work for
> synchronous access from 80ns (or whatever is MININUM for the TT) RAM? Or does
> the TT intelligently select wait-states? I.E.: if you have 30 ns RAM (say a
> memory board with on-board cache), will it latch the data at 0 waitstates

Well, I guess there is no choice for ST-Ram. The timing is "harware-enforced"
by the TT-MMU or whatever custom chip which generates the DTACK (TT-SCU ?)
Furthermore, I believe that ST-Ram speed is 120 ns... And, anyway, the 030
is restricted to access ST-Ram every other 250 ns slice, because of the shifter
bandwidth.
Regarding the TT-Ram, this is, I think, selectable by a jumper on the card.
However, there is no such thing like an automatic timing selector. It's the
embedded custom chip which generates DTACK. If you build your own card, and
want to plug it in place of TT-Ram, you can select whatever timing you like.
No on-board custom will hinder you.
Caching can be done by replacing the daughter-board baering the 030 by one
of your own design, if you have an old TT. If you have the newer ones, with
030 on the mother board, let's say it's much more difficult !

SST is fast because it has its own memory and memory controler. Thus, the
timings are fully fitting memory speed.

Well, hope this will be useful.

Enjoy,
Vince.

1283. ftp -> atari via pc clone: How ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 13:33:04 UTC
From: skershaw@loki.une.edu.au
Message-ID: <2396@loki.une.edu.au>
Source record: 44988
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Guys and Gals,

I've spent the last two days ftp'ing stuff onto our unix (ultrix actually) machine here at une and then copied the files across to atari formatted discs inserted into a pc clone. I took them home to my atari (mega2st) and tried to un-arc them and my version of arc didn't want to know about them. I think I have v5.0 (or there abouts).

The question is, is there anything that I may not be doing or that I may be doing wrong (I am setting all the various file types for transfer to binary, could this be the problem?)?

e-mail responses gratefully accepted although I do read these groups regurlarly.

Thanks again,

Shane.
--
| "Life! Don't talk to me about life!" Douglas Adams via Marvin |
| Shane Kershaw Internet: skershaw@loki.une.edu.au |
\ University of NewEngland - Northern Rivers, Lismore NSW Australia /
==

1284. Re: Mega needs two boots

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 13:38:41 UTC
From: kemna@dutecai.et.tudelft.nl
Message-ID: <1992Mar27.133841.23977@donau.et.tudelft.nl>
Source record: 44989

>In article <1992Mar24.031758.20116@convex.com> rosenkra@convex.com (William Rosenkranz)
writes:
>>i, too, have problems when my system is "cold". by cold here i mean powered
>>down for 1/2 hr or more. the room is about 75 F. i figure it might need
>>chip reseating (?) or might have a weak solder connection (the added
>>heat causes some board to warp acceptably). it could also be in my megafile
>>60, too. i dunno. wait 10-15 minutes, reboot, and all is well.
>>
>>if you find out, please let me (and the rest of us) know.
>>
>>-bill
>>rosenkra@convex.com
>>--
>>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
>>Convex Computer Corp. |ARPA: rosenkra@convex.com

My MEGA ST2 has never had any quirk about staring up untill I bought a
Harddrive (a megafile 44). I have had this computer for 3 years untill I bought
the HD so I am convinced it has something to do with the HD.
It will only boot after I reset (button) the computer, NEVER straight after
power-on (no matter how long I wait after switching on the HD and waiting
for the green light (=LED)).

PETER

P.A. Donker Faculty of Architecture University of Technology Delft
The Netherlands
EMail kemna@duteca.et.tudelft.nl Europe

1285. Re: memcpy bug (dLibs 1.2 / Sozobon 1.33i)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 14:07:20 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Mar27.140720.18457@sun.pcl.ac.uk>
Source record: 44990

In article <1992Mar26.190808.19220@praxis.co.uk> gavin@praxis.co.uk (Gavin Finnie) writes:
>
>I have discovered what seems to be a bug in the implementation of memcpy in
>dLibs 1.2. The version I am using is the one that comes with Sozobon C 1.33i
>(the "Heat and Serve" release).
>
[Concise description of bug omitted]

I'm afraid I canot help with an answer to the bug (obvious solution is
to whip up your own assembler library alternative - should take all of 3
minutes)... BUT I too have experienced a problem with dLibs.

The 'strdup' function, which I use a lot, when tested in a little program
NEVER EVER used malloc to grap less that 16385 bytes!

EG

```
char *another;

printf("Memory free: %ld\n",malloc(-1L));
another = strdup("This is a string");
printf("Memory free %ld\n",malloc(-1L));
```

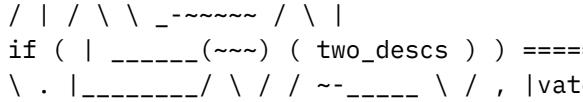
reported two memory frees, the second being over 16k less than the first.

Any comments? I resorted to simply doing it the long way round.
EG

```
another = (char *)malloc((long)strlen(original_string)+1);
strcpy(another,original_string);
```

-- In case I made a dumb typo error in the above, assume that I am making
the relevant function calls correctly....

At one point, I ended up with an implementation of a history list that
snaffled 16k per command, regardless of length ....

--


1286. ICD telephone number ??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 14:22:28 UTC
From: charltn@ccu.umanitoba.ca
Message-ID: <1992Mar27.142228.28126@ccu.umanitoba.ca>
Source record: 45041

Can someone send me ICD's telephone number in the US... I assume
I can order from them directly?
jim... charltn@ccu.umanitoba.ca
Jim Charlton
Chemistry, University of Manitoba

1287. Need help with new 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 14:56:34 UTC
From: automan@milton.u.washington.edu
Message-ID: <1992Mar27.145634.29817@u.washington.edu>
Source record: 45042
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear Net-Gods:

I have been following most of the threads here for the last several months. Even though I have owned an Atari ST now since it was first introduced, I have recently purchased a 1040STe. At the moment, it is merely a STOCK machine, but I have had a few problems/questions. If these are FAQs, please bear with me:

#1. I have some trouble running older entertainment type software on this new system (ie. StarGlider). For some reason, it will not go any further than the opening screen. The version of TOS is unknown to me except that I am sure it is "Rainbow TOS". I have yet had the time to experiment with many other titles but was wondering if this is normal and if so, if there is a quick fix.

#2. Some of the files I have FTP'ed and then downladed have an extension of TAR.Z. All references I can find in UNIX on this describe it as a tape utility. How can I uncompress this?

#3. I am considering obtaining the necessary hardware to allow my ST to run IBM software. I have considered the following items:
-PC Ditto II (quoted at $199)
-Spectre (quoted at $299)
-Turbo Charger? (quoted at $500)

If anyone could comment on thier experiences with these items, or better prices and where I might obtain them, please let me know. Also, am not familiar with the features peculiar to each item.

#4. (Lengthy, ain't I?) I have a HP-48sx calculator and would like to be able to transfer programs to it via a cable. Those have this model calculator and an ST probably know what I am talking about. I have the cable, but am still having problems. Can you recommend a kermit package, etc? Any help would be appreciated.

Well, that's it for now (I know, most of you are thinking "THANK GOD!). I thank you for your help in advance.

Roger McGhee (automan@milton.u.washington.edu)

"Electrical Engineers do it with less resistance" (Source unknown)

1288. Interrupting programs under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 15:40:09 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92087.154009HAC041@DJUKFA11.BITNET>
Source record: 45043

From the MiNT documentation I conclude that it is possible to interrupt
a program by typing Control-C even if the program is not reading data from
the terminal. At least this is supposed to work with programs using "cooked"
I/O. This already seems somewhat odd, after all the program is supposed
to be interrupted while not doing I/O at all. Anyway I could not get
anything like that to work.

To be specific, let's take an example program:

```
void main(void)
{
while (1);
}
```

Obviously this program runs in an infinite loop without doing I/O. Now
for the question: what must I add to this program to make it interruptible
by typing Control-C as under Unix?

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

1289. Re: Pascal on the ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 15:43:54 UTC
From: hubi@uni-paderborn.de
Message-ID: <1992Mar27.154354.6127@uni-paderborn.de>
Source record: 45044

In article <cooiHB6w164w@sys6626.bison.mb.ca>, genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
|> Does anyone know of a Turbo Pascal (for MS-DOS) compatible Pascal program
|> for the ST/TT (I have a TT)? Is High speed pascal compatible?
|> Thanks.
|>
Application Systems Heidelberg (West Germany) distributed a TP 6.0
compatible Pascal. A non - pre relaese might come up on the Atari expo
in D"usseldorf in Germany.

I think it will run on all Ataris. If got a Demo version on the CeBit.
looks good.

bye hubi@uni-paderborn.de

1290. Re: VDI bindings for Turbo C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 16:34:08 UTC
From: micro@imada.ou.dk
Message-ID: <1992Mar27.163408.18990@imada.ou.dk>
Source record: 45045

daniel@uni-paderborn.de (Daniel Curato) writes:

(daniel, please break the lines)
>With the new FSM GDOS additional VDI functions are provided but the appropiate
>bindings are not available within Turbo C. Is there anybody in the world who
>has got these bindings or knows how to utilize them ?

Pure C (feb92) comes with bindings for FSMGDOS. The online help manual contains
information about calling and parameters. The manuals haven't been upgraded,
to cover this subject.
The description of the bezier curve and polygon functions are a bit thin!

Have anyone figured out what the parameters are used for?

-Klaus

1291. Re: Reading Disk's Volume Name?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 17:21:25 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Mar27182125@orion.laas.fr>
Source record: 45046

>>>>> Regarding Re: Reading Disk's Volume Name?;
>>>>> Roger.Sheppard@bbs.actrix.gen.nz adds:

Roger> Some one told me that a Volume name can be added any time..??
Roger> or is this why the STCAT50 program fails..??

Yes, any time! True again, this is one of the problems that STDCAT50
has with volume labels. I'd suggest STDCAT43 which does this just
fine.

Now a question for *all* you ST gurus out there (and MS-DOS gurus,
too):

What is the correct definition of the 11 character volume name? Is
there an implicit dot (.) between the 8th and 9th characters like
files? Are lowercase letters allowed? Is an explict dot (.) allowed?
I have a floppy with the label "GEM.010" with an explicit dot!

I've noticed that different software read the above label differently.

Any comments?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

1292. Networking software for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 17:23:00 UTC
From: pm@fortec.tuwien.ac.at
Message-ID: <pm.701716980@fortec.tuwien.ac.at>
Source record: 45047

Hello,

some time ago we purchased a "Riebl-Card plus" ethernet card from Atari
to connect our Mega-ST to our LAN.
As we couldn't find convenient software to communicate to our Suns we
started to write our own. Meanwhile we have adapted it to be compatible
to the Atari ANS TCP/IP specifications.

Our software package currently includes
- a multi window telnet program
- a ftp server program, both useable as .ACC or .PRG
- an ANS compatible TCP/IP protocol stack
- an ethernet driver for Atari Riebl-Card plus

Anybody interested in this stuff drop me a mail.

--
Dipl.-Ing. Peter Mayer Rehabilitation Engineering Group
Institute for Electronics Technical University Vienna, Austria
Email: pm@fortec.tuwien.ac.at phone: +431 58801 3967

1293. Re: Getting longer filenames out of GEMDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 17:35:31 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Mar27.173531.20651@infoserver.th-darmstadt.de>
Source record: 45048

In article <1992Mar26.065915.1089@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>In article <A1294014584@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
>> [In article <1992Mar24.002549.31258@infoserver.th-darmstadt.de>,
>> wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes ...]
>>
>> > It appears to me that even with the coming of MTOS we will still
>> > be stuck with FILENAME.EXT for the future.
>>
>> I think that's still an unanswered question. If MultiTOS is truly based
>> on MiNT, it may be possible to use MiNT's installable file systems.
>
>MultiTOS truly is based on MiNT (Atari showed it at CEbit, so I'm allowed
>to say that much now :-)). Not every feature of MiNT will necessarily
>appear in MultiTOS, and vice-versa; but it might not be unreasonable to
>suppose that MultiTOS will have some sort of installable file systems.
The thing with installable file systems is nice, but I consider this
(up till now) only a 'personal fix'. Assuming that I am a distributing
software, I'd assume that the default filesystem STILL to be GEMDOS.
And if GEMDOS has this 11 character limit, I can't see how you
can conveniently use long filenames 'outside' your computer.

Of course if at one time GEMDOS would be officially replaced by an alternative
filesystem, (being the "most obvious solution" from my orig. article),
I'd be more than happy, but I (somehow (har)) feel that this won't be the case
very soon.

Personally I believe (now), that having a filename translation table, is
probably the best (and easiest) way to go (at least for my programs). This
way one can optionally translate the filenames, to longer ones, and best of
all this is independent of GEMDOS at all. (A lot like Space Quest for this
matter...)

Thanks for the many reponses (also by Email)

Nat!
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"

1294. Mouse/Joystick switch for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 17:44:59 UTC
From: bb693@cleveland.Freenet.Edu
Message-ID: <1992Mar27.174459.15564@usenet.ins.cwru.edu>
Source record: 45049

Like all students, I need some cash, and like all (?) Atari users, I have to cope with Atari's stupidity in locating the joy/mouse ports. Having solved this problem myself by building my own switch, I would like to start making and selling this switch. I will fully guarantee my product or I will replace it for you for free. But before I start buying the necessary components, I would like to get a rough idea of the potential market. At a VERY rough estimate I will offer the switch at a price of $9.00-$11.00, plus shipping. But as I said this is a rough estimate and may go up or down slightly Please e-mail me to tell me if you're interested, BUT NOT TO ORDER, for now I just need to know how many people are interested.

The switch I envision connects to the mouse/joy port, with about 12-16 inches of 9-wire cable which goes into a small box which holds the switch and two sockets, one for the mouse and the other for the joystick. I will be using 9-wire cable, so theoritically the switch should work with other devices connected to the ports, but i will NOT guarantee that, since I have tested it only with a mouse and a joystick.
However, if anyone would like some other configuration, such as more sockets, I can do that too, but I will have to get back to you about the price since a different configuration would cost me a different amount.

Later!
--

S. Erick Shammas {:-) | bb693@cleveland.Freenet.Edu | Laughter is like
| shammas@ecn.purdue.edu | medicine to the heart

1295. Re: memcpy bug (dLibs 1.2 / Sozobon 1.33i)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 17:58:47 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Mar27.175847.24352@infoserver.th-darmstadt.de>
Source record: 45050

In article <1992Mar27.140720.18457@sun.pcl.ac.uk> vatec@sun.pcl.ac.uk (Edward Deegan) writes:

```
>The 'strdup' function, which I use a lot, when tested in a little program
>NEVER EVER used malloc to grap less that 16385 bytes!
>
>EG
>
>char *another;
>
>printf("Memory free: %ld\n",malloc(-1L));
>another = strdup("This is a string");
>printf("Memory free %ld\n",malloc(-1L));
>
>reported two memory frees, the second being over 16k less than the first.
>
>Any comments? I resorted to simply doing it the long way round.
>EG
>
>another = (char *)malloc((long)strlen(original_string)+1);
>strcpy(another,original_string);
>
>-- In case I made a dumb typo error in the above, assume that I am making
>the relevant function calls correctly....
>
```

A couple of points:

o malloc as defined by any standard I know, doesn't return the amount of free memory, regardless of what you pass in as a pointer.

o if it does so, it is most likely a non-portable extension

o on GEMDOS machinery, most likely the call with a negative pointer is passed to Malloc, which indeed returns the "largest block" of RAM available.

o malloc most probably is not implemented as a direct pass thru to GEMDOSs' Malloc, but instead does it's own memory allocation scheme, that uses Malloc. So that if your mallocing the first time, malloc Mallocs itself a suitable block (apparently ~16K).

Try this:

```
unsigned long x;

strdup("This is a string");
x = malloc(-1L);
```

```
strdup("This is another string");
if( x != malloc( -1L))
puts("You have indeed a problem");
/* In this case, use this little ditty (or some such):

char *nstrdup( s) /* untested... written on the fly (nat/92) */
char *s;
{
char *t;

if( t = malloc( strlen( s) + 1))
strcpy( t, s);
return( t);
}
*/
else
puts("All's well apparently");

Hope this helps...
Nat!
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"
```

1296. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 19:06:39 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Mar27.130639.12800@doug.cae.wisc.edu>
Source record: 45051
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <NVeaiB1w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>Hi. I wrote a terminal program for the ST a while back called DataLink.
>I am now re-writing it (still in Personal Pascal) and I would like to
>improve it. One of the improvements I would like to make is a status bar
>at the bottom of the terminal screen that shows information about what
>the program is doing, how it is set up, time online, etc. There are two
>ways I could do this:
>
>1. Keep track of the incomming data, and actually scroll the screen
>myself when the data reaches the bottom. This is not the preferred way
>since it would slow the system down and waste program space and memory.

For my communications system, I wrote my own screen driver in C for managing windows. Works fine with a stripped down TOS 1.0 machine.

Actually, with all the rig a marole' TOS 1.0 text output is bad, but not bad enough to resort to ASM for serial applications.

Its also quite portable between TOS's too.

If you would like a discussion on it, email me.

I might even be gracious enough to show you how to do ANSI.

>
>2. Convince the system that the screen is one line shorter than it
>actually is. I've seen this done, but do not know how to do it. This
>has the advantage of not wasting code, not slowing down the system, and
>not flickering. I need to know how to do this using system calls (BIOS,
>XBIOS, AES, VDI, or whatever it takes.) Personal Pascal doesn't provide
>internal support for aline calls, though (which I have heard have
>something to do with it) so I would have to find a way around that.

You could write a Vblank driver...but why? By the time you do that, you could already have your own screen driver, which you are going to have to write anyway if you want to support more than VT52, which if you don't would make your terminal program kinda boring. Take a VACATION if you want to do it in assembly language using VBLANK drivers...

Trust me, its not as bad as it sounds.

PASCAL is NOT the way to go though in trying to do this. If you don't know C, learn it quickly. Or, learn 68K assembly and stick with PASCAL if thats your schtick.

C does make your life easier though....at least in this case...:).

>
>Thanks for any help offered.
>
><< -- >>
><< mforget@ersys.edmonton.ab.ca >>
><< ersys!mforget@nro.cs.athabascau.ca >>
><< Michel Forget >>
><< "This offer is valid on absolutely ANY day >>
><< of the year, except...." >>
><< -- >>

-Greggy poo.

1297. Re: Interrupting programs under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 19:51:34 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Mar27.145134.1104@uwovax.uwo.ca>
Source record: 45052

In article <92087.154009HAC041@DJUKFA11.BITNET>, HAC041@DJUKFA11.BITNET (Konrad Hinsen) writes:

> From the MiNT documentation I conclude that it is possible to interrupt
> a program by typing Control-C even if the program is not reading data from
> the terminal. At least this is supposed to work with programs using "cooked"
> I/O. This already seems somewhat odd, after all the program is supposed
> to be interrupted while not doing I/O at all.

The limitation that the program must be doing "cooked" i/o applies because some programs that use "raw" i/o (e.g. the BIOS Bconin function) rely on being able to read Control-C.

> void main(void)
> {
> while (1);
> }
>
> Obviously this program runs in an infinite loop without doing I/O. Now
> for the question: what must I add to this program to make it interruptible
> by typing Control-C as under Unix?

This program will be interruptible by typing Control-C when started from a shell like tcsh that sets the terminal into cooked mode. Or, you could do this in your program with the appropriate series of Fcntl calls.
Or, you could print a short message using a GEMDOS function like Cconws that is interruptible; this will switch the terminal into cooked mode.
(Do this before the "while" loop.)

Or, you could use Alt-Control-C, which will always interrupt even in raw mode.

--

Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1298. Re: Ghostscript, epson 9 pin, & -R360x216

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-27 22:28:54 UTC
From: sigrorn@icemark.oche.de
Message-ID: <H.qiIU66rLmJ6@icemark.oche.de>
Source record: 45053

In <1992Mar27.031008.29401@usenet.ins.cwru.edu>, Steve Selick writes:
>Is there any way to get -R360x216 in GS to work on an Epson 9 pin
>printer? With micro-feeds? Also, how do you get gs to print a "?
>(double quote)

I don't know GS so far, I'll look at it the next few days, ...
BUT do you really mean 360*216 dpi print?
As far as I remember all 9 pin printers, these can print resolutions
up to 240*216... Maybe, this is your problem?

Benedikt
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 sigrorn@icemark.oche.de

Love is sentimental measles.

1299. Poor Quick Index ratings on my TT with TOS 3.01...why?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-28 09:58:24 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <2RHciB2w164w@sys6626.bison.mb.ca>
Source record: 45054

I recently ran Quick index on my TT030/4 (4MB ST-RAM only) with TOS 3.01.
Without the screen accelerator Quick ST3 or any other accelerator for
that matter installed, I get these results:

TOS text : 44%
TOS string: 49%
TOS scroll: 18%
Dialog box: 66%

These are all with the 'TT' button selected and in TT medium with the
'med' button selected in QIndex. Why am I getting such poor results?
Since I'm using a TT, shouldn't those be all at 100%??? All the other
tests on my TT come out around the 100% mark, so how come all the TOS and
GEM tests rate so poorly? Is this some 'bug' in TOS 3.01 that gives me
these numbers? Has anyone gotten the same results, or is my machine a
mutant? Thanks for any help.

--- (Trevor Cordes) a user of sys6626, running waffle 1.64
E-mail: genius@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

1300. Floppy drive pulse on the TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-28 10:04:03 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <g2HciB3w164w@sys6626.bison.mb.ca>
Source record: 45055

The other day, I ran the various floppy drive rpm checking programs on my TT (TOS 3.01, 720k drive). One of them bombed out. The other put the drive light on for a second and then gave me an alert saying 'no drive pulse' and Quick Index just bombs if I try the rpm test. Besides this, my drive seems to work great and I've never had problems with it. Why do these programs crash or give me errors? Also, how come if the light on my floppy jitters on and off very faintly (only really noticable in the dark) even when the drive's not being used? Another annoyance is that when using the RCA audio out jacks hooked up to a stereo, the TT emits a noise on the line which is really annoying, especially noticable if I turn the stereo up loud. The noise seems to get worse the more white that's on the screen. I have Atari's PTC1426 color monitor which is mounted on top of my TT, is that what's causing the problem, or is it internal electrical noise in the TT? Thanks for any help.

--- (Trevor Cordes) a user of sys6626, running waffle 1.64
E-mail: genius@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

1301. Re: Memory

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-28 12:38:37 UTC
From: knop@duteca4.et.tudelft.nl
Message-ID: <1992Mar28.123837.3482@donau.et.tudelft.nl>
Source record: 45056

elendir@pegase.enst.fr (Vincent Habchi) writes:

...some lines deleted...

> Well, I guess there is no choice for ST-Ram. The timing is "harware-enforced"
>by the TT-MMU or whatever custom chip which generates the DTACK (TT-SCU ?)
>Furthermore, I believe that ST-Ram speed is 120 ns...

...some more lines deleted...

The 256 kbit DRAM chips in my 1040 STf are 150 ns types and the machine
works fine with them. I have never seen slower chips of similar capacity;
anything whould work in an ordinary ST.
--
Peter Knoppers - knop@duteca.et.tudelft.nl

1302. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-28 14:18:40 UTC
From: r0mill01@ulkyvx.louisville.edu
Message-ID: <1992Mar28.141840.12974@vlsi.louisville.edu>
Source record: 45057
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <NVeaiB1w164w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>Hi. I wrote a terminal program for the ST a while back called DataLink.
>XBIOS, AES, VDI, or whatever it takes.) Personal Pascal doesn't provide
>internal support for aline calls, though (which I have heard have
>something to do with it) so I would have to find a way around that.
>
>Thanks for any help offered.
>
><< -- >>
><< mforget@ersys.edmonton.ab.ca >>
><< ersys!mforget@nro.cs.athabascau.ca >>
><< Michel Forget >>

I use a trick that jwahar bammi (bammi@cadence.com (rather old address) or 71515.155@compuserve.com) posted many years ago which changes the total lines the system sees by altering a value in the aline structure. This is likely not legal, but it has worked for me ��without problems on a ST. I don't have the code handy but believe the value is V_CEL_MY in the aline.h file he distributed (max Y cells -1).

robert royar

1303. Atari USA -- Telephone?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-28 14:55:19 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <wyPciB1w164w@ersys.edmonton.ab.ca>
Source record: 45058
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi. Does anyone have the telephone number for Atari USA? I'd like to order the developer's kit, but I can't find a telephone number. I'd appreciate it if anyone could help me out. Thanks...

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "This offer is valid on absolutely ANY day >>
<< of the year, except...." >>
<< -- >>

1304. Mega STE problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-28 18:21:21 UTC
From: cbillows@sys6626.bison.mb.ca
Message-ID: <a35ciB1w164w@sys6626.bison.mb.ca>
Source record: 45059

Greeting everybody,
I have just purchased an Mega 2 STE/50 meg HD. It comes with TOS 2.05.
I'm experiencing some compatablilty problems and some hardware ones as
well.

I have games such as Lemmings, Wayne Gretzky Hockey and Dungeon Master
that do not work with this machine...yet I've been told from local
sources that this computer is *more* compatible software-wise than the
1040STE (TOS 1.6) Does anyone know or experienced software problems?
Which programs? Is there anything we can do?

As far as hardware goes I've experienced times where the Mega refuses to
acknowledge Drives A and B. It seems to happen after I've rebooted the
system a couple of times with floppies in the drive. It does'nt happen
when I initially boot up but once this happens I am forced to shut down
the machine to correct the problem. Has anybody had this problem?
As well certain software packages such as Barbarian, and Populous I've
experienced problems with the screen being shifted over. What happens is
the display is moved over to the right of the screen which then wraps
around to the left side. This only happens for certain programs yet
others tell me that they have'nt experienced such problems.

Finally I have a program that is supposed to allow for STs with higher
versions of TOS to emulate a 1040 ST (TOS 1.4). The problem is that it is
not executable but has a *.IMG extension. I've been told that the
computer will look for such a program and then load it in and vola! you
have a TOS 1.4 machine. Yet this has'nt happened since I know of no way
to have the machine read an unexecutable file. Does anybody else have
this program (Mine is called RAM_TOS.IMG) and do you know how to use it?

Any information or support regarding the above questions will be greatly
appreciated...

Thanks in advance.

Chris Billows.
System 6626, Winnipeg, CANADA.

--- (Chris Billows) a user of sys6626, running waffle 1.64
E-mail: cbillows@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

1305. Re: Wanted OWK mail reader

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-28 21:12:50 UTC
From: sterbbs@sus.eur.nl
Message-ID: <sterbbs.701817170@eursus>
Source record: 45060

fabrizio@deis65.cineca.it (Fabrizio Lugli) writes:

>Is there an OWK mail reader for the Atari ST ?
>Where can I find it ?

Yep, there is. The program is called TailMail and is available on STER BBS,
The netherlands.

```
==========================================================================
= If I've insulted anybody or anything I will take =
= everything back and state the opposite. =
= Complaints? EMail: Largest ST BBS in Europe: STER BBS =
= Holland +31 (0)1880 40035 SterUID: SYSOP. =
==========================================================================
```

1306. Mega STE (TOS 2.05)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-28 22:28:52 UTC
From: rdo@sys6626.bison.mb.ca
Message-ID: <TigDiB1w164w@sys6626.bison.mb.ca>
Source record: 45061

A friend of mine just bought himself one of these things and has been having all kinds of grief with it. The major concern is how compatible it is with a basic 1040e. The dealer says it's "Even more compatible". My friend has experienced otherwise...

The following games don't work with it: Lemmings, Wayne Gretzky Hockey, Barbarian. There were more, but I can't remember the others.

Also, his IBM emulator (Supercharger) doesn't work. The docs say you may have to change the SCSI port address for it to work. This is not simply flipping a dip switch, it involves some soldering and he's not about to try this unless he's sure it will work. Has anyone done this?

The most annoying thing is sometimes his drive A icon from the desktop says "Drive A does not exist" when he double clicks on it.

Is a MegaSTe really this bad in terms of compatibility with 1040 stuff? He has talked with the dealer but doesn't feel satisified with the answers. Perhaps there are some MegaSTe users out there that could help enlighten us.

What about if you get TOS 2.07? Does compatibility improve?

--- (Russell Ochocki) a user of sys6626, running waffle 1.64
E-mail: rdo@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

1307. Re: Interrupting programs under Mi

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-29 05:13:00 UTC
From: Stephan_Baucke@ac.maus.de
Message-ID: <A44808@AC.maus.de>
Source record: 45062

In article <92087.154009HAC041@DJUKFA11.BITNET> HAC041@DJUKFA11.BITNET (Konrad Hinsen) writes:

>From the MiNT documentation I conclude that it is possible to interrupt
>a program by typing Control-C even if the program is not reading data from
>the terminal.
>[...]
>Anyway I could not get anything like that to work.

This is also my observation. It seems to work only if the process is doing terminal I/O. The same goes for the sequence Ctrl-\. Hitting Ctrl-Alt-C works always, but kills ALL processes that don't catch the signal, including an eventually running window manager :-(... this is obviously not a good solution. However, you can of course interrupt the program by directly sending a signal to it, for example by using the `kill' command from a concurrently running shell.

>for the question: what must I add to this program to make it interruptible
>by typing Control-C as under Unix?

If the structure of your program allows for it, you can regularly poll the terminal, thus giving MiNT the opportunity to raise the signal (this can be done with something like "if (Cconis()) Cconin();").

Stephan.

Stephan Baucke, Pontstr. 1-3, D-5100 Aachen, Germany
Email: Stephan_Baucke@ac.maus.de

1308. MGR hanging

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-29 05:30:54 UTC
From: bertram@eastman.UUCP
Message-ID: <2964@eastman.UUCP>
Source record: 45063

I have retrieved Mint 093 and the MGR binaries from a.a
I have tried running mint from the AUTO folder and letting it start
GEM and also run mint directly from the desktop using mintshel as the
INIT program. In either case I have the following problem:

I start MGR and create a window.
At some unexpected time, while using MGR, the ST freezes.
The only way to get out is to reboot.
The freeze sometimes occurs even before I create a window.

My auto programs are the tos14 fixes, lg file selector, a clock setter
the ramplus ramdisk driver, and the pyro screen saver. With the
exception of the tos14 fixes and ramdisk all others are started using a
batch STARTUP program. I have an older 520st upgraded to 2.5M of ram.

Has anyone else has this problem with mint/mgr ? Is there a solution ?

Thanks.

1309. Re: ftp -> atari via pc clone: How ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-29 11:40:42 UTC
From: sigrorn@icemark.oche.de
Message-ID: <H.ptTsmpLE1Lc@icemark.oche.de>
Source record: 45064

In <2396@loki.une.edu.au>, Shane Kershaw writes:
>Hi Guys and Gals,
>
>I've spent the last two days ftp'ing stuff onto our unix (ultrix actually)
>machine here at une and then copied the files across to atari formatted discs
>inserted into a pc clone. I took them home to my atari (mega2st) and tried to
>un-arc them and my version of arc didn't want to know about them. I think I
>have v5.0 (or there abouts).
>
>The question is, is there anything that I may not be doing or that I may be
>doing wrong (I am setting all the various file types for transfer to binary,
>could this be the problem?)?

I don't think that the binary transfers are the problem, since binary normally
means "don't change even a bit in this file"! I think your problem is the
version of arc you use. Arc 5.0 is quite "outdated" - Arc 6.02 is the latest
officially released version. Try that one, you'll find it on a.a.u.e ...

yours,

Benedikt
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 sigrorn@icemark.oche.de

Coronation, n.:
The ceremony of investing a sovereign with the outward and
visible signs of his divine right to be blown skyhigh with a
dynamite bomb.
-- Ambrose Bierce, "The Devil's Dictionary"

1310. Re: MGR hanging

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-29 17:52:51 UTC
From: IFF327@DJUKFA11.BITNET
Message-ID: <92089.175251IFF327@DJUKFA11.BITNET>
Source record: 45065

I've got the same experiance with MiNT 0.92 on my TT (/8 - TOS 3.01)

Stefan <iff327@djukfa11.bitnet>

1311. Atary, The Future!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-29 18:36:58 UTC
From: ursulus@status.gen.nz
Message-ID: <B9RFiB3w164w@status.gen.nz>
Source record: 45066

Yes To all those that said, I know that this news group is not strickly for this kind of chatter, but I wanted technical data, I am an atari user who new the old 8 bit inside and out, and followed with Atari, WELL, The technical replies I have got so far have answered many questions I had, and I thank those that saw the inherent question instead of pre-judging ym question as being below them, they shall remain nameless, YOU know who you are! The technical/technological future of Atari in this country is a mystery, Thanks Folks, to ease the miffed people you might like to reply with any thoughts to the 'OTHER' Atari news forum

Ursulus

1312. Re: MGR hanging

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-29 20:56:59 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Mar29.155659.1126@uwovax.uwo.ca>
Source record: 45067

In article <2964@eastman.UUCP>, bertram@eastman.UUCP (Dudley Bertram) writes:
> I have retrieved Mint 093 and the MGR binaries from a.a
> I have tried running mint from the AUTO folder and letting it start
> GEM and also run mint directly from the desktop using mintshel as the
> INIT program. In either case I have the following problem:
>
> I start MGR and create a window.
> At some unexpected time, while using MGR, the ST freezes.

This is a bug in MiNT 0.93. Obviously, it is a serious bug :-(.
MiNT 0.94 will be posted to atari.archive sometime later this week, and
will correct this bug (and some others).

If anyone was thinking of getting MiNT 0.93 but hasn't yet, wait for
a week and get 0.94 -- it will be much less buggy.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1313. Re: Mega STE (TOS 2.05)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-29 22:01:49 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Mar29.160149.2836@doug.cae.wisc.edu>
Source record: 45068

In article <TigDiB1w164w@sys6626.bison.mb.ca> rdo@sys6626.bison.mb.ca (Russell Ochocki) writes:
>A friend of mine just bought himself one of these things and has been
>having all kinds of grief with it. The major concern is how compatible
>it is with a basic 1040e. The dealer says it's "Even more compatible".
>My friend has experienced otherwise...
>
>The following games don't work with it: Lemmings, Wayne Gretzky Hockey,
>Barbarian. There were more, but I can't remember the others.

Gosh, a MegaSTE is an AWEFULLY expensive game machine. If your friend bought his ST for games, he deserves what he got.

He would have been further off in buying a SEGA system. Games are far better and so is the game play, and its not as expensive.

>
>Also, his IBM emulator (Supercharger) doesn't work. The docs say you
>may have to change the SCSI port address for it to work. This is not
>simply flipping a dip switch, it involves some soldering and he's not
>about to try this unless he's sure it will work. Has anyone done this?
>

It isn't? On my MEGA STE it is. NO soldering required..

>The most annoying thing is sometimes his drive A icon from the desktop
>says "Drive A does not exist" when he double clicks on it.
>

This could be a lot of things besides hardware, software or both.
Be more specific and write back...about the devices hooked up, and auto/da's at boot up time.

>Is a MegaSTe really this bad in terms of compatibility with 1040 stuff?
>He has talked with the dealer but doesn't feel satisified with the
>answers. Perhaps there are some MegaSTe users out there that could
>help enlighten us.
>

I use my Mega STE basically to write my own software. Turbo C is the only thing I usually use and Flash. Both work fine, in fact, they work excellent! If I want to do any serious personal work, I always have my Spectre GCR, which also works just ducky...

The games I have played are Jay Minter's Mutant Camels, which work very well also...SimCity works very nicely too.

>What about if you get TOS 2.07? Does compatibility improve?
>

There IS NO TOS 2.07. Anyone who tells you otherwise has been drinking too much.

>--- (Russell Ochocki) a user of sys6626, running waffle 1.64
>E-mail: rdo@sys6626.bison.mb.ca
>system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

Don't use your ST for games. Its the worst game machine around, and its very out of date..ie, graphics are poor. (We have had the SAME graphics capabilities since 1986 for God sake...thats 8 years!)

At this date and time, the ST/TT is a hobbyists machine, so your gonna have to write your own software.

Save your money and get a Sega system, or SuperNES, for god sakes, those systems at least have CD ROM drives...

Hell will freeze over before you get anything like that on the ST.

-Greg

Flames are of course, always welcome.

PS: I am working on the post for Think C's debugger..be patient. I lost the paper a friend gave to me with the patches on it.

1314. Attaching IBM keyboard to 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 03:22:56 UTC
From: bossoj@vccsouth13.its.rpi.edu
Message-ID: <-#st7cb@rpi.edu>
Source record: 45069

I'm looking to move my 520ST motherboard into an IBM style case, and I figured it would also be a good time to attach a _real_ keyboard to it!

Does anyone have, or can anyone direct me towards, documentation on doing the hardware fix to get an IBM type keyboard attached?

You can e-mail me or post the info.

Thanks in advance!

Joe
bossoj@rpi.edu

1315. Gemini snatching modem output?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 03:39:40 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <1992Mar30.033940.29215@usenet.ins.cwru.edu>
Source record: 45070

I've been experimenting with using dialer accessories to dial numbers, but I've had some problems which I believe have something to do with Gemini. The "ATD..." string is being printed on the desktop menu bar instead of being sent to the modem. This happens even with a clean system and does not happen on the standard desktop. If I exit Gemini, the dialer accessories will work, but they will not work within programs run from Gemini. I've seen this happen with at least 2 different accessories and I think the same thing happened with a window terminal.

I was wondering if Gemini (1.21 UK) was intercepting OS calls or something and sending the string to the wrong place?

The Point: Has anyone had a similar problem, and is there any way to fix this?
--
Doug Wokoun
(aa384@cleveland.Freenet.Edu)
- - -
Atari SIG

1316. ZOO 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 04:28:31 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar30.042831.9282@actrix.gen.nz>
Source record: 45071

Can some one tell me what I am doing wrong, as I can't use my hard drive
at present do to a STE suffing it up, DMA bug..

I am having problems extracting a zoo file that has folders, I do have
2 disk drives and its a 2.5 meg STFM with TOS 1.4..

If I give zoo.ttp the x// string I get 2 bombs ..??

The zoo archive was extracted by running it in the inactive
window (B drive) and extracting to A drive with the x. string,
but why does the x// not work and why can't I not extract from say A
drive to B drive like all the other archivers..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1317. Re: Spectre GCR

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 06:40:27 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <44149@ucbvax.BERKELEY.EDU>
Source record: 45072
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Get the Mac Classic II with the educational discount. You'll be able to make most of the money back from the programming if you are getting paid.

Problems with GCR as Mac programming environment:

* Crashes. Crashes are common enough with regular (and irregular) programming environments, problems add up when you throw the Spectre into the mix.

* GCR will gobble up hard disk space.

* The Classic II is faster, for faster compiles etc.

--
John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

1318. Re: Atari USA -- Telephone?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 07:29:08 UTC
From: dcurtis@isis.cs.du.edu
Message-ID: <1992Mar30.072908.18672@mnemosyne.cs.du.edu>
Source record: 45073
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Number is (408) 745-2000, contact Gail Bacani
Fax number is (408)-2088.

Address is Atari Computer Corp.
Attn: Gail Bacani
1196 Borregas Ave.
Sunnyvale, CA 94086

I'm not sure if foreign developers should contact Atari U.S. Anyone
know or tried it?

=DC=

1319. Re: vga monitors & 520

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 07:30:48 UTC
From: tymbrimi@milton.u.washington.edu
Message-ID: <1992Mar30.073048.17341@u.washington.edu>
Source record: 45074

In article <1992Mar25.161939.17627@cco.caltech.edu> gene@chaney.ipac.caltech.edu (Gene Kopan) writes:
>
> I would like to use a vga monitor with my 520st. Has this been done?
>If so, where can I find info?
>
> thanks

Yes you CAN hook up any ST to a multisync, the TT will plug right into a standard one, with the ST's or STe's you need an interface box. Toad Computers, for example can sell you a multisync box to hook up a VGA monitor (are VGA and Multisync the same? I think you need a true multisync), then you can run all three resolutions on the same monitor.

Cheers

Ben Gilbert

1320. Re: MIPS/FLOPS rating Atari computers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 07:35:10 UTC
From: tymbrimi@milton.u.washington.edu
Message-ID: <1992Mar30.073510.17444@u.washington.edu>
Source record: 45075

In article <1992Mar22.110114.13156@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>In article <1992Mar20.123036.11137@sci.kun.nl>, vince@sci.kun.nl (Sander RM Stoks)
writes:
>>Does anybody know the MIPS / FLOPS rating for the Atari ST and TT?
>>I only know the ST runs at about 0.075 MFLOPS (auch!) but the TT, with
>>its 68882, would probably have quite an impressive number.
>>I am hoping the figures won't look ridiculous next to the awesome 13
>>MIPS the new Acorn A5000 slithers through its windows with.
>>
>
>Dave Small once said that the ST was approximately a 1 mip machine.
>
>--

From an Atari brochure, the TT is rated at 7 or 8 MIPS, and I think between
1-2 MFLOPS, I don't have it right in front of me so I don't know the exact
numbers, but you get the general range...

****
Ben Gilbert
tymbrimi@u.washington.edu
****

1321. Megamax's Phone number; was Re: (None)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 07:41:12 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.rZ4SPtGwH4g@jonh.wimsey.bc.ca>
Source record: 45076

In <1992Mar27.102619.12154@rose.uucp>, mark thomas writes:

>I use Laser C as my main programming language. Over the years my manual
>has broken into pieces. Twice, I wrote Megamax to ask if I could buy a
>new manual as I was a registered user. I have recieved no reply. Is the
>company still in business?

I've heard they are gone, but the last phone number I have for them is
1-214-699-7400
This worked last year when I called.

Re: Manual falling apart. Try some Stationary suppliers for odd size
binders, and punch all your pages.

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

1322. Re: Gemini snatching modem output?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 07:43:36 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.rtGs2nJrQGs@jonh.wimsey.bc.ca>
Source record: 45077

In <1992Mar30.033940.29215@usenet.ins.cwru.edu>, Doug Wokoun writes:
>
> I've been experimenting with using dialer accessories to dial
>numbers, but I've had some problems which I believe have something to do
>with Gemini. The "ATD..." string is being printed on the desktop menu bar
>instead of being sent to the modem.

Running Gemini on U.S. tos 1.4 I have never had this problem with
Shadow, the only background auto dialer I use.

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

1323. Re: Interrupting programs under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 09:00:56 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92090.105349HAC041@DJUKFA11.BITNET>
Source record: 45078

In article <1992Mar27.145134.1104@uwovax.uwo.ca>, 7103_2622@uwovax.uwo.ca (Eric Smith) says:

```
>> void main(void)
>> {
>> while (1);
>> }
>>
>> Obviously this program runs in an infinite loop without doing I/O. Now
>> for the question: what must I add to this program to make it interruptible
>> by typing Control-C as under Unix?
>
>This program will be interruptible by typing Control-C when started from
>a shell like tcsh that sets the terminal into cooked mode. Or, you could
>do this in your program with the appropriate series of Fcntl calls.
>Or, you could print a short message using a GEMDOS function like Cconws
>that is interruptible; this will switch the terminal into cooked mode.
>(Do this before the "while" loop.)
>Or, you could use Alt-Control-C, which will always interrupt even in
>raw mode.
```

Meanwhile I have found out what caused my original problems. In fact all the methods quoted above work, as long as programs are started from a 'normal' shell. Only when running a shell under MW (as I normally do) there are some difficulties, which however are to be expected from the way MW works. The worst 'feature' is that Ctrl-Alt-C actually kills MW, which is normally not what I want.
The best solution probably would be to have a special menu item in MW to send SIGINT to the process running in the currently active window.

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

1324. Various answers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 09:55:40 UTC
From: elendir@pegase.enst.fr
Message-ID: <1925@pegase.enst.fr>
Source record: 45079

Well, some answers...

[Memory and 150 ns DRAM]

Well, on a NORMAL ST (ie ST(e), but not TT), the custom chips are designed to run at 8 MHz. But on the TT, they are sped up to 16 MHz. That explains why the 150 ns DRAM do not fit anymore. This is mainly a shifter request, but also the MMU relies on it.

[Disk testers]

I found also that many disk testers bombed on my TT. I suppose this is an interrupt problem. The WD 1772 is able to interrupt the processor each time it detects the index pulse, thereby giving the rotation speed. However, this is an undocumented (by Atari) trick, and may be working differently on ST and TT. There can be also some problems due to the 32 bits address. I don't remember exactly, but I think the PMMU redirects area $00ff8xxx towards $ffff8xxx. But what is sure is that the PMMU doesn't make any redirection if address is $yyff8xxx where yy is not zero. Most of the time this results in a bus error.
Regarding the drive LED which flashes, this is absolutely normal. The system has a routine in the VBL queue which polls the write-protect opto-system to detect if a disk has been inserted or removed. That's the way media change is implemented. A side effect of this is the flashing of the front LED.

[About the Falcon (Sparrow)]

Atari France has announced the new system for April, available to developers. We ought to receive a proto at the newspaper headquarters, and as soon as we get more infos, I'll post them.

Enjoy,

Vincent --- From french magazine STMAG.

1325. Re: VDI bindings for Turbo C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 10:00:54 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Mar30.100054.21041@donau.et.tudelft.nl>
Source record: 45080

In <1992Mar27.163408.18990@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:

>Pure C (feb92) comes with bindings for FSMGDOS. The online help manual contains
>information about calling and parameters. The manuals haven't been upgraded,
>to cover this subject.
>The description of the bezier curve and polygon functions are a bit thin!

>Have anyone figured out what the parameters are used for?

>-Klaus

Pure C does indeed come with bindings for FSMGDOS, and I have tried to
use them in my drawing program. Unfortunately there is a bug in the
bindings of v_bez() and v_bez_fill(): it does not pass the 'labels' array
(see below) correctly. It does, in fact, do the byte swapping mentioned
in an other posting, but it then passes an entirely different array to
VDI. I was quite amazed about this bug, because this is
the first serious bug I have ever encountered in Turbo/Pure C.

I have written my own bindings for these two functions, similar to the
bindings shown in a previous posting (including the byte swapping), and
now everything seems to work, although I have had a series of unexplained
crashes lately. They may have a different cause, however.

The information that is given about v_bez() in Pure C is almost exactly the
information given to developers, and is, in fact sufficient. I'll try an
explanation:

DISCLAIMER: This is not official, it is just what I have found out through
experimentation.

Each pair of coordinates you pass to v_bez() (and v_bez_fill()) has
a byte 'label' associated with it in a seperate array.
This label indicates what sort of curve must be drawn next.
If you want to draw a Bezier spline, you must specify (in that order)
a starting point, two control points and an end point.
The starting point must be 'labeled' with '1',
and the two control points may have arbitrary labels.
If you want to draw a straight line, you must specify the end
point, and label the start point with '0'.
If you want to have a 'jump' point you must specify an end point,
and label the start point with '2'.
For filled curves, only those areas are filled that are reached
with an odd number of edge crossings, similar to 'eofill' in
PostScript.

=-=-=-

1326. Re: SCSI Devices

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 10:52:19 UTC
From: jas@dcs.warwick.ac.uk
Message-ID: <1992Mar30.105219.262@dcs.warwick.ac.uk>
Source record: 45081

Many thanks to all those who responded regarding connecting SCSI HDs and Tape Drives to the ST. Concensus is that HDs are no problem - Power Computing backed this up by saying that their adaptor (they sell ICD) will drive any SCSI HD. As far as Tape drives go, nobody is too sure, although there is supposedly some PD driver software being uploaded to a.a pretty soon.
I'll let you know how it goes when I get time to try it all out.

Jas.

1327. Re: PCspeed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 11:15:22 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Mar30.111522.7477@watmath.waterloo.edu>
Source record: 45082

In article <1992Mar25.113428.28827@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>Can some one help me with PCspeed..
>
>A friend brought a Mega 1 with PCspeed included, but alas no manual
>and the shop no longer sells Atari..
>
>So how does one get this to work with his Mega file 44, he does have
>all the software and a copy of MSDOS 3.3, so were do we go from here...

A friend of mine uses PCspeed regularly and has a syquest 44 with
a scsi controller. I am not sure, but i think he used a program
called "install" that comes with the pcspeed.

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP

1328. Re: memcpy bug (dLibs 1.2 / Sozobon 1.33i)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 12:17:49 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Mar30.121749.25236@sun.pcl.ac.uk>
Source record: 45083

In article <1992Mar27.175847.24352@infoserver.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>In article <1992Mar27.140720.18457@sun.pcl.ac.uk> vatec@sun.pcl.ac.uk (Edward Deegan)
writes:
>>The 'strdup' function, which I use a lot, when tested in a little program
>>NEVER EVER used malloc to grap less that 16385 bytes!
>>
>>EG [example deleted]

>A couple of points:
>
>o malloc as defined by any standard I know, doesn't return the amount
> of free memory, regardless of what you pass in as a pointer.
>
On the Atari, passing Malloc -1L is the standard and documented way of
establishing the largest free block of memory.

>o if it does so, it is most likely a non-portable extension
>
Perhaps externally to the ST, but I only used the feature of passing it
a negative longword in order to see what sort of memory STRDUP was using.
I dont actually use -1L in the application program I'm writing.

>o on GEMDOS machinery, most likely the call with a negative pointer
> is passed to Malloc, which indeed returns the "largest block" of
> RAM available.

A -1L passed to Malloc in GEMDOS simply returns the largest single free
block size.

>
>o malloc most probably is not implemented as a direct pass thru
> to GEMDOSs' Malloc, but instead does it's own memory allocation
> scheme, that uses Malloc. So that if your mallocing the first time,
> malloc Mallocs itself a suitable block (apparently ~16K).

I checked this out. No go. Malloc(x) is a macro. Its expanded to

gemdos(0x48,x)

which is a direct gemdos call.

>--
>Email: wallmann@backus.pu.informatik.th-darmstadt.de
> "Bang that bit that doesn't bang"

Thanks for the suggestions! But strdup still doesnt work. :-(
So I wrote my own in Devpac, and assembled it to a .o lib file.
No problems now.

Still.. annoying while it lasted.

--
/ | / \ \ _-~~~~~ / \ |
if (| ______(~~~) (two_descs)) ============= ( ) . |Edd Deegan
\ . |________/ \ / / ~-_____ \ / , |vatec@uk.ac.pcl.sun

1329. turbocts

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 12:41:13 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Mar30.074113.1364@mailer.cc.fsu.edu>
Source record: 45084
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am looking for an auto folder program called turbocts.prg. It basically "fixes" hardware flow control in TOS for use with 9600 baud and greater modems (to my understanding). Now that I have such a beast, I would like the program (I had it at some point, and got rid of it :-( ). It is pd or shareware.

If you have any pointers to this program, please email or post. I asked about this once before and got zero response.

Thanks in advance.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------

1330. Re: Gemini snatching modem output?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 13:03:44 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92090.130345ONM07@DMSWWU1A.BITNET>
Source record: 44590

In article <1992Mar30.033940.29215@usenet.ins.cwru.edu>,
aa384@cleveland.Freenet.Edu (Doug Wokoun) says:
> I was wondering if Gemini (1.21 UK) was intercepting OS calls or
>something and sending the string to the wrong place?
>
> The Point: Has anyone had a similar problem, and is there any way
>to fix this?
>--
> Doug Wokoun
>(aa384@cleveland.Freenet.Edu)
> - - -
> Atari SIG

Gemini uses standard handle 2 as stderr (as most modern shells do). This means that you can't use GEMDOS calls to handle 2 to access the serial port. Check the manual pages for references about 'STDERR'.

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

1331. Re: Reading Disk's Volume Name?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 15:21:23 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Mar30.152123.1704@cs.mcgill.ca>
Source record: 45085

On the ST, the volume name is just like any other filename : 8 characters and 3 character extensions. However, on the disk, the dot is never written (This applies to all files, not just volume labels), and so you find the 11 chars right after one another. Whether or not your program decides to place a dot is of no real importance, but the correct way is to put it in.

Patrick.

1332. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 15:23:20 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Mar30.152320.14886@cs.hw.ac.uk>
Source record: 45086
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

You could use the Line-A to do this (I have done in the past) but to make the program compatible with the TT I wouldn't. I suggest you allocate some RAM for a screen + 1 text line + allignment. Use Setscreen to set the physical screen to show the last 25 lines but set the logical screen to point to the first 25 lines. That way the top 24 lines will be scrolled. When you want to alter the sysline set the logical screen to the last 25 lines, write to the last line then restore the logical screenbase to the first 25 lines again.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1333. Re: Attaching IBM keyboard to 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 15:51:51 UTC
From: heidelj@alleg.edu
Message-ID: <1992Mar30.155151.12167@pellns.alleg.edu>
Source record: 45087

In article <-#st7cb@rpi.edu> bossoj@vccsouth13.its.rpi.edu (Joseph Charles Bossolini) writes:
> I'm looking to move my 520ST motherboard into an IBM style case, and I figured
> it would also be a good time to attach a _real_ keyboard to it!
>
> Does anyone have, or can anyone direct me towards, documentation on
> doing the hardware fix to get an IBM type keyboard attached?
>
> You can e-mail me or post the info.
>
> Thanks in advance!
>
> Joe
> bossoj@rpi.edu

Yes, there is a device called D.E.K.A. which allows one to attach an IBM style keyboard to the Atari ST.

-Jason Heideloff
heidelj@alleg.edu

1334. Re: Internal Disk Drive Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 16:30:39 UTC
From: ssammy@cs.strath.ac.uk
Message-ID: <SSAMMY.92Mar30173039@simpson-01.cs.strath.ac.uk>
Source record: 45088

> Nntp-Posting-Host: ghiggins.hpl.hp.com

>> Well, I've just splashed out on upgrading my internal drive to
>> a 1 meg beast. However, I understand that I'll need to make some
>> case modifications. What does this intail?
>> I presume that the new drive face is a different shape and so I'll need
>> to alter the right-hand side bit (where the old drive face is flush
>> with the case).
>> Is this right? Any tips on how to go about it? I had thought of a file, to
>> file away any plastic in the way.

> I believe that the only thing that's different is the *shape* of the eject
> button. On new disks it's rectangular, on original ones, it's trapezoidal. A
> small file should do the trick.

yep, the case hacking was easy- its amazing how soft that case really is!
The *real* hassle is the power cable- its too bloody short!

The instruction manual says that older sts have a small board attached to the
drive. This is to allow the two rows of pins to mate with the one row of
pins on the st drive. HOWEVER, I have a small board attached, but it has
two rows on both sides! The manual says that the board is not needed, but is that
only for the version with one row of pins?

Paul

> --
> Graham Higgins

1335. TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 17:37:36 UTC
From: jared@midiline.la.ca.us
Message-ID: <DTmgiB2w165w@midiline.la.ca.us>
Source record: 45089

Does anyone know the basic facts about this "best of the best" TOS upgrade, hence installable into any ST nowadays? I need to know a few things about it before considering buying it...

1) Does it do away with all those AUTO folder "patches" that fix bugs in that particular TOS version?
2) If not, what patches are required for it?
3) What does it improve overall on the ST? Speed? I/O? Screen Display?
4) Is it worth getting?

Please reply in Email to: jared@midiline.la.ca.us

Thank you

---
jared@midiline.la.ca.us ('286 Highlander) - MIDILine BBS - Altadena CA - (818)79

1336. Re: Spectre GCR

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 18:34:54 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Mar30.183454.28747@magnus.acs.ohio-state.edu>
Source record: 45090
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Get the Mac Classic II with the educational discount. You'll be able to make
>most of the money back from the programming if you are getting paid.

NO! Get the LC with the 020 while they are on sale, they are FASTER than the Classic II with the 030 (trust me on this one, we've run NUMEROUS speed comparisons), and can be had right now fo under $1200 with 4 megs ram, 40 meg hard drive, and color monitor. DO NOT buy the Classic II, it is a piece of shit, but a used SE/30 first, but ANYTHING before a Classic, they are a total ripoff!!!!!!!! The LC with the 020 is just as fast as the LC with the 030, I don't know why, leave it to apple..... :-(

>Problems with GCR as Mac programming environment:
>
>* Crashes. Crashes are common enough with regular (and irregular) programming
>environments, problems add up when you throw the Spectre into the mix.

The GCR is very stable, I would not worry about it. Also, if what you write crashed the GCR you will know you've done something wrong :-) We have SUBSTANTIALY more crashes with REAL MACS in our lab that I used to have with my GCR.

>* GCR will gobble up hard disk space.

True, you will need hard drive space, at least 20 megs probably, more for serious work...

>* The Classic II is faster, for faster compiles etc.

The Classis II may technically BE faster, but it sure as hell does not FEEL faster. Ask anyone who uses one, it is the most incredible dog of a computer I've ever used. Makes the GCR on an 8mhz 68000 look like a speed-demon, and with a cheap accelerator board (AdSpeed or T20/25) the GCR will seem so much faster than the Classic II you won't believe it! I don't know what the hell apple did to the Classic II, but I swear it feels slower to use the a MAC+. part of this is probably System 7, "the giant April fools joke" of operating systems. And you HAVE to run 7 on the Classic II, we tried the older systems and they won't work, as Apple promised... :-(

So, in short, DON'T buy a Classic II!
-->
- dhbutler@magnus.acs.ohio-state.edu

"I think I need a new vice. Maybe I'll take up sleeping." - me

- Kaleidoscope woman
In rhinestone levi's jeans

Dancing in the sunset
Sketching day's last scene - Willie Phoenix

1337. Gemini

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 20:02:48 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar30.200248.14880@umbc3.umbc.edu>
Source record: 44991

Are there any US Sites with Gemini on it? Is it Mint aware as I heard at one point? Do people like it?

Have a nice one..

--
/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

1338. Re: ZOO 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-30 23:05:01 UTC
From: bjsjr@NCoast.ORG
Message-ID: <1992Mar30.230501.8851@NCoast.ORG>
Source record: 44992

In article <1992Mar30.042831.9282@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>Can some one tell me what I am doing wrong, as I can't use my hard drive
>at present do to a STE suffing it up, DMA bug..
>
>I am having problems extracting a zoo file that has folders, I do have
>2 disk drives and its a 2.5 meg STFM with TOS 1.4..
>
>If I give zoo.ttp the x// string I get 2 bombs ..??
>
>The zoo archive was extracted by running it in the inactive
>window (B drive) and extracting to A drive with the x. string,
>but why does the x// not work and why can't I not extract from say A
>drive to B drive like all the other archivers..??

There is a bug in the released version of ZOO 2.1 that causes problems
while extracting archives that have entries that want to start from the
root directory (ex. /foo/foo.c as opposed to ./foo/foo.c). This may
be the problem you have run into. This bug has been fixed in the as
yet unreleased version of ZOO 2.1 Patchlevel 1 (to be released hopefully
soon but no promises).

--

Bill Shroka
bjsjr@NCoast.ORG
uunet!usenet.INS.CWRU.Edu!ncoast!bjsjr

1339. Re: Spectre GCR

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 01:03:23 UTC
From: heidelj@alleg.edu
Message-ID: <1992Mar31.010323.18808@pellns.alleg.edu>
Source record: 44993

I never mentioned anything about getting a Mac!!!! I love my Atari. I just had a problem with GCR. Thanks for your suggestions though!

-Jason Heideloff
heidelj@alleg.edu

1340. Re: Spectre GCR

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 01:12:05 UTC
From: baffoni@aludra.usc.edu
Message-ID: <ktff35INNpjg@aludra.usc.edu>
Source record: 44994
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

David,

When you did your speed comparisons of the Classic II versus the 020LC, were they BOTH running 7.0.X? If the LC was running 6.0.X (7,8) then it's no wonder that it got the faster ratings as the 7.0 has a lot of overhead to deal with.
As to why Apple decided to get rid of the 020s, I am sure that it is cheaper to buy bulk 030s then to buy less 030s and then a few (expensive) 020s, even considering that the 020s are cheap because the are old. Besides, this way you get a PMMU, a (small) built-in cache, and I believe (not sure) that the 030 has optomized some of the instructions to make them a bit faster.

Just my $.0002 worth.

1341. Apple 20SC hard drive to ICD ADscsi card ??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 01:41:44 UTC
From: charltn@ccu.umanitoba.ca
Message-ID: <1992Mar31.014144.6120@ccu.umanitoba.ca>
Source record: 44995

Has anyone used the ICD ADscsi card for connecting a 20 meg Apple
SC hard drive to a 1040ST?

Its an SCSI drive and should be no problem but just thought I would
check before buying the card... eg can I get power from the drive?.. were
there any special connector problems?.. can I get the card inside the
drive case?
jim... charltn@ccu.umanitoba.ca
Chemistry, University of Manitoba

1342. Re: Mega STE problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 01:43:09 UTC
From: baffoni@aludra.usc.edu
Message-ID: <ktfgtdINNr22@aludra.usc.edu>
Source record: 44996

Don't let Greg Bug you,

It sounds like you have the DMA bug - the DMA chip is bad and needs to
be replaced by your local dealer (I think the list of symptoms are: you
should get the screen shifting when you run spectrum pictures, you get
occaisional HD curruption, and you hear static/noise when listening to sampled
sounds (through the 8bit PCM channels, not the internal speaker) - I think
thats it). You should take it to your dealer, even if that isn't it (could
be worse...).
>
>Chris Billows.
>System 6626, Winnipeg, CANADA.
>
>--- (Chris Billows) a user of sys6626, running waffle 1.64
>E-mail: cbillows@sys6626.bison.mb.ca
>system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

-Mike

1343. TinyTurbo 030

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 01:43:59 UTC
From: heidelj@alleg.edu
Message-ID: <1992Mar31.014359.19350@pellns.alleg.edu>
Source record: 44997

Has anyone heard about this new product? Is it reliable? Does it work?
is it worth the $500 bucks or so that it is being advertised for?

Thanks,
Jason Heideloff
heidelj@alleg.edu

1344. Re: Memory

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 01:52:47 UTC
From: baffoni@aludra.usc.edu
Message-ID: <ktfhfflNNrj4@aludra.usc.edu>
Source record: 44998

In article <1917@pegase.enst.fr> elendir@pegase.enst.fr (Vincent Habchi) writes:
>
> Caching can be done by replacing the daughter-board baering the 030 by one
>of your own design, if you have an old TT. If you have the newer ones, with
>030 on the mother board, let's say it's much more difficult !

Why should you have to remove the 030? Is there some kind of overhead introduced between the 030 and the memory module? If not, you should be able to at least take advantage of the module port where the memory plugs in, if you don't implement it on the same board as the memory - which might make more sense. But doesn't that sound neat? A "cache sleeve" that plugs inbetween the mother board and the daughter board that only passes misses through to the memory board....
>
> SST is fast because it has its own memory and memory controler. Thus, the
>timings are fully fitting memory speed.
>
Does the Atari memory board have the option of changing waitstates depending on RAM speed? How about that board from Germany that allows up to 32 MB?

> Well, hope this will be useful.
>
> Enjoy,
> Vince.

Thanks,

Mike

1345. Pc Ditto

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 02:57:04 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar31.025704.13245@umbc3.umbc.edu>
Source record: 44999

Hi all... just a quick question here. The other day at Hamfest.. a computer fair.. I picked up a cheap old copy of Pc Ditto 3.0. The old software version. I was playing around with it and it says you can make it boot from the hard drive, and still make the hard drive useable from Gem.

How would I go about doing this? Thanks for any info...

--
/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

1346. Falcon '030

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 07:20:19 UTC
From: elendir@inf.enst.fr
Message-ID: <1928@ulysse.enst.fr>
Source record: 45000
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, I have also gathered infos at the CeBit, and yesturday from Atari France regarding the Falcon. Here they are :

- 68030, 20 MHz.
- TT rez, with an extended 640*480 VGA rez in 256 colors amongst 64K or 16M.
- 56001 DSP from Motorola.
- At least 4 Mb memory
- No MultiTOS at start, but it is to be introduced.
- SCSI Hard disk.
- Maybe : New chips to achieve zooming and sprite animation in hardware.

The machine should have the look of a standard 520 ST, that is *NO* separate keyboard.

The Mega STE is bound to disappear (Sorry for those who bought one).

This new machine should be released by October in France. A prototype is going to arrive at Atari France next month (?). As soon as it is arrived, I'll try to take a picture and post it somewhere.

More infos :

TT is continued till 94 when it'll be replaced by the Falcon '040.

TOS 2.07 is still not fully debugged, and Atari is unsure it'll be released.

Well, enjoy,

Vincent.

--

Warning : Device /dev/coffee_machine0 not responding.
Please fix and reboot

1347. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 10:34:56 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92091.103456ONM07@DMSWWU1A.BITNET>
Source record: 44588
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Mar30.152320.14886@cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth)
says:
>
>You could use the Line-A to do this (I have done in the past) but to make the
>program compatible with the TT I wouldn't. I suggest you allocate some RAM for
>a screen + 1 text line + allignment. Use Setscreen to set the physical screen
>to show the last 25 lines but set the logical screen to point to the first
>25 lines. That way the top 24 lines will be scrolled. When you want to alter
>the sysline set the logical screen to the last 25 lines, write to the last
>line
>then restore the logical screenbase to the first 25 lines again.
>
>+---+
>! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
>! !
>! Neil Forsyth JANET: neil@uk.ac.hw.cs !
>! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
>! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
>! Edinburgh, Scotland, UK "That was never 5 minutes!" !
>+---+

This won't work with most add-on graphics cards. DON't mix XBIOS (Setscreen),
BIOS, GEMDOS and VDI text output stuff. This will break on many, many
configuration. There's only one obvious solution. Write an own VT52 emulator.

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
_____________________ correct me if I'm wrong ______________________________

1348. Re: Pc Ditto

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 10:47:56 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar31.104756.11528@actrix.gen.nz>
Source record: 45001

In article <1992Mar31.025704.13245@umbc3.umbc.edu> ac999108@umbc5.umbc.edu (ac999108) writes:
> Hi all... just a quick question here. The other day at Hamfest.. a computer
> fair.. I picked up a cheap old copy of Pc Ditto 3.0. The old software
> version. I was playing around with it and it says you can make it boot
> from the hard drive, and still make the hard drive useable from Gem.
>
> How would I go about doing this? Thanks for any info...
>
> --
> /------------/ Paul Danckaert /--------------------------------------/
> /----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
> /----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/
>

Yes yo have to Format your boot partition with NOTE, PC DOS 3.3...
NOT MS DOS...

I think I do have some notes on this..

The last UK version that I know about was 3.64...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1349. Re: Atari USA -- Telephone?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 14:11:19 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <kX8HiB1w164w@ersys.edmonton.ab.ca>
Source record: 45002
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

dcurtis@isis.cs.du.edu (Dave Curtis) writes:

> Number is (408) 745-2000, contact Gail Bacani
> Fax number is (408)-2088.
>
> Address is Atari Computer Corp.
> Attn: Gail Bacani
> 1196 Borregas Ave.
> Sunnyvale, CA 94086
>
> I'm not sure if foreign developers should contact Atari U.S. Anyone
> know or tried it?
>
> =DC=

I contacted Atari a few days ago, and the number I used was:

1-408-744-0880

The operator (at Atari) put me through to Gail Bacani, and I found out
some information about the Developer's Package:

1. Credit Card paymenmt is not accepted. They only take checks.

2. From canada, Gail told me no tax had to be payed and the shipping and
handling would be taken care of by Atari (regular US Mail, I guess).

Can anyone who has purchased the kit (or parts of it) verify this?

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "This offer is valid on absolutely ANY day >>
<< of the year, except...." >>
<< -- >>

1350. Re: memcpy bug (dLibs 1.2 / Sozobon 1.33i)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 14:22:18 UTC
From: steve@thelake.mn.org
Message-ID: <A1120475263@thelake.mn.org>
Source record: 45003

```
[In article <1992Mar26.190808.19220@praxis.co.uk>,
gavin@praxis.co.uk (Gavin Finnie) writes ... ]

>
> I have discovered what seems to be a bug in the implementation of memcpy in
> dLibs 1.2. The version I am using is the one that comes with Sozobon C 1.33i
> (the "Heat and Serve" release).
>
> As far as I have been able to narrow it down, the fault is that memcpy
> sometimes fails to copy the full number of bytes requested, depending on
> whether the source address is word-aligned.

This is definitely a bug. I've added it to a pile of stuff to mail off
to Ian Lepore. To fix this problem, use the memcpy.c module below, which
is modified slightly from the MiNT library.

/* from Henry Spencer's stringlib */

#define const
#include <stddef.h>
/*
* memcpy - copy bytes
*/

void *
memcpy(dst, src, size)
void * dst;
const void * src;
size_t size;
{
register char *d;
register const char *s;
register size_t n;

if (size == 0)
return(dst);

s = (const char *) src;
d = (char *) dst;
if (s <= d && s + (size-1) >= d) {
/* Overlap, must copy right-to-left. */
s += size-1;
d += size-1;
for (n = size; n > 0; n--)
*d-- = *s--;
} else
```

```
for (n = size; n > 0; n--)
*d++ = *s++;

return(dst);
}

#if TEST

char *src = "01234567890123456789";
char buff[11];

main()
{ int i;
for (i=0; i<8; i++)
{ strcpy(buff, "XXXXXXXXXX");
memcpy(buff, src+i, 10);
printf("i=%d, buff='%s'\n", i, buff);
}
}

#endif
---
Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve
```

1351. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 14:34:26 UTC
From: steve@thelake.mn.org
Message-ID: <A1145903231@thelake.mn.org>
Source record: 45004

```
[In article <NVeaiB1w164w@ersys.edmonton.ab.ca>,
mforget@ersys.edmonton.ab.ca (Michel Forget) writes ... ]

> Hi. I wrote a terminal program for the ST a while back called DataLink.
> I am now re-writing it (still in Personal Pascal) and I would like to
> improve it. One of the improvements I would like to make is a status bar
> at the bottom of the terminal screen that shows information about what
> the program is doing, how it is set up, time online, etc. There are two
> ways I could do this:
>
> 1. Keep track of the incomming data, and actually scroll the screen
> myself when the data reaches the bottom. This is not the preferred way
> since it would slow the system down and waste program space and memory.

It's really not as much of a problem as you might think. All you need to
keep track of is the vt52 cursor's xy coordinates. The incoming data has
already been written to the screen.

> 2. Convince the system that the screen is one line shorter than it
> actually is. I've seen this done, but do not know how to do it. This
> has the advantage of not wasting code, not slowing down the system, and
> not flickering. I need to know how to do this using system calls (BIOS,
> XBIOS, AES, VDI, or whatever it takes.) Personal Pascal doesn't provide
> internal support for aline calls, though (which I have heard have
> something to do with it) so I would have to find a way around that.

The usual way of performing this trick is to modify some system variables
that can be found at a negative offset from the Line A parameter block
pointer (the value returned by instruction a000). This is sort of a gray
area; Atari has warned against using Line A because of potential conflict
with future video modes, but these particular system variables have worked
on all the big-monitor boards I've tried.

All you do is subtract 1 from the value stored at V_CEL_MY. It's been
awhile since I did this, but I think you have to put the 68000 in
supervisor mode first.

I don't know how you can access these variables with Personal Pascal unless
you have a copy of Tackle Box ST. You probably would be better off translating
your program to C. Here are the variables as defined in Bammi's LINEA.H
file, which is included with the MiNT library.

/* Name Offset Type Description */
/* ------------------------------------------------------------------------*/
/* V_Y_MAX -4 W Max Y pixel value of the screen */
/* V_STATUS -6 W Text Status byte */
```

```
/* Bit Field Zero One */
/* 0 cursor flash disabled enabled */
/* 1 flash state off on */
/* 2 cursor visible no yes */
/* 3 end of line no-wrap wrap */
/* 4 inverse video on off */
/* 5 cursor saved false true */
/* V_OFF_AD -10 L Font offset table address */
/* V_X_MAX -12 W Max X pixel value */
/* V_FNT_WR -14 W Width of Font Form in bytes (see type FONT below) */
/* V_FNT_ST -16 W First font ASCII code (first_ade) */
/* V_FNT_ND -18 W Last font ASCII code (last_ade ) */
/* V_FNT_AD -22 L Font Form address */
/* Mono Spaced, 8 pixels wide and byte aligned, any ht. */
/* V_CUR_TIM -23 B Cursor countdown timer */
/* V_CUR_CNT -24 B Cursor flash interval( in frames) */
/* V_CUR_CY -26 W Y cursor position */
/* V_CUR_CX -28 W X cursor position */
/* V_CUR_OFF -30 W Offset from screen base to first cell (bytes) */
/* V_CUR_AD -34 L Current cursor address */
/* V_COL_FG -36 W Foreground color index */
/* V_COL_BG -38 W Background color index */
/* V_CEL_WR -40 W Offset to next vertical cell (bytes) */
/* V_CEL_MY -42 W Max cells high - 1 */
/* V_CEL_MX -44 W Max cells across - 1 */
/* V_CEL_HT -46 W Cell height in pixels (font form's height) */
/* ------------------------------------------------------------------------*/
---
Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve
```

1352. Re: memcpy bug (dLibs 1.2 / Sozobon 1.33i)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 14:50:38 UTC
From: steve@thelake.mn.org
Message-ID: <A1179850879@thelake.mn.org>
Source record: 45005

```
[In article <1992Mar27.140720.18457@sun.pcl.ac.uk>,
vatec@sun.pcl.ac.uk (Edward Deegan) writes ... ]

> The 'strdup' function, which I use a lot, when tested in a little program
> NEVER EVER used malloc to grap less that 16385 bytes!
>
> EG
>
> char *another;
>
> printf("Memory free: %ld\n",malloc(-1L));
> another = strdup("This is a string");
> printf("Memory free %ld\n",malloc(-1L));
>
> reported two memory frees, the second being over 16k less than the first.
>
> Any comments? I resorted to simply doing it the long way round.
> EG
>
> another = (char *)malloc((long)strlen(original_string)+1);
> strcpy(another,original_string);
>
> -- In case I made a dumb typo error in the above, assume that I am making
> the relevant function calls correctly....
>
> At one point, I ended up with an implementation of a history list that
> snaffled 16k per command, regardless of length ....

This is not a bug, and your alternative works exactly like strdup.

The library malloc grabs memory from GEMDOS using the Malloc call.
The first call to malloc or to any function that uses dynamic memory
allocation will result in _BLKSIZ memory being requested from GEMDOS
and placed into a pool that is available only to the C library functions.
There are several reasons for this, all of them related to pecularities
in the GEMDOS memory allocation scheme.

Subsequent memory requests will not result in a GEMDOS call until the
library's private memory pool is exhausted.

#define STRDUP 1

#include <string.h>
#include <osbind.h>
```

```
extern long _BLKSIZ;
char *another;
char *original_string = "original string";
long firstmem,secondmem;

main()
{
printf("malloc block granularity: %ld\n", _BLKSIZ);
printf("Memory free: %ld\n",firstmem=Memavail());

#if STRDUP
another = strdup("This is a string");
#else
another = (char *)malloc((long)strlen(original_string)+1);
strcpy(another,original_string);
#endif
printf("Memory free %ld\n",secondmem = Memavail());
printf("Memory consumed = %ld\n", firstmem - secondmem);
}
```

Without STRDUP:

```
malloc block granularity: 65536
Memory free: 1006530
Memory free 940994
Memory consumed = 65536
```

With STRDUP:

```
malloc block granularity: 65536
Memory free: 1006480
Memory free 940944
Memory consumed = 65536
```

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1353. Re: MFP Interrupts

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 16:14:13 UTC
From: pazsan@Informatik.TU-Muenchen.DE
Message-ID: <1992Mar31.161413.27272@Informatik.TU-Muenchen.DE>
Source record: 45006

In article <1992Mar27.012043.25255@usenet.ins.cwru.edu>, at731@cleveland.Freenet.Edu (Troy L. Nothnagel) writes:
|>
|> I've been trying to set up an MFP interrupt using Timer A, but am not
|> having much luck. (The system locks up when I try and turn the
|> interrupt on. <sigh>) Anyone have any info/hints/tips/code they'd care
|> to share?

Have you set the interrupt vector ($100+13*4=$134==0x0134 in C) Do you clear the interrupt pending bit? (I don't know the address here, because I use normally symbolic addresses.) Don't use too short interrupt times (everything gets locked if you do so). To get timer A to work, you have to:

- Store the interrupt handler in the right slot (the table begins at $100 and timer A is interrupt #13).
- Install the counter in the timer data register A TDRA.
- Activate timer A and set the dividing rate in the timer control register A TCRA.
- Enable the interrupt (it's bit 5 in the first of two interrupt enable register IERA).
- Mark the interrupt in the interrupt mask register A IMRA (bit 5).

And now for something total different: The interrupt handler:

```
timerA: andi.b #$DF,IPRA ;clear bit 5 in the interrupt pending reg A
<stuff>
rte
```

This works.

If you managed to crash your system, you should have the addresses...

Bernd

Computers can only speek FORTH. You can't speek the other languages.

1354. Re: vga monitors & 520

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 16:33:56 UTC
From: nelson@patriot.Kodak.COM
Message-ID: <2971@eastman.UUCP>
Source record: 45007

In article <1992Mar30.073048.17341@u.washington.edu> tymbrimi@milton.u.washington.edu (Ben Gilbert) writes:
>
>Yes you CAN hook up any ST to a multisync, ...

But do you need a multisync vga for monochrome only?

--
Bruce Nelson | Phone: (716) 726-7890
Rochester Distributed Computer Services | Internet: nelson@kodak.com
Eastman Kodak Company |
Rochester, NY 14653-5221 |

1355. Re: memcpy bug (dLibs 1.2 / Sozobon 1.33i)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 18:22:06 UTC
From: steve@thelake.mn.org
Message-ID: <A1656952959@thelake.mn.org>
Source record: 45008

[In article <1992Mar30.121749.25236@sun.pcl.ac.uk>,
vatec@sun.pcl.ac.uk (Edward Deegan) writes ...]

> In article <1992Mar27.175847.24352@infoserver.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:

>>o malloc as defined by any standard I know, doesn't return the amount
>> of free memory, regardless of what you pass in as a pointer.
>>
> On the Atari, passing Malloc -1L is the standard and documented way of
> establishing the largest free block of memory.

...

>>o malloc most probably is not implemented as a direct pass thru
>> to GEMDOSs' Malloc, but instead does it's own memory allocation
>> scheme, that uses Malloc. So that if your mallocing the first time,
>> malloc Mallocs itself a suitable block (apparently ~16K).
>
> I checked this out. No go. Malloc(x) is a macro. Its expanded to
> gemdos(0x48,x)
>
> which is a direct gemdos call.

Wallmann is correct; malloc is not a GEMDOS macro.

C is a case-sensitive language. You're confusing the C library function
malloc (small 'm') with the GEMDOS function Malloc (big 'M'). They are two
very different beasts. If you interchange them (or their relatives)
casually, you're going to run into serious trouble.

Malloc(x) is a macro that expands to a direct call to a library function
that calls GEMDOS.

malloc() is a library function that has a significant amount of C code
associated with it.

You can obtain the size of the largest free block of memory available to
GEMDOS by calling Malloc(-1L). Sozobon 1.33i (Ian's Heat and Serve) has a
#define for Mavail that is the same as calling GEMDOS Malloc(-1L):

#define Memavail() gemdos(0x48, -1L)

Don't pass -1L to the C library function malloc().

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1356. Re: memcpy bug (dLibs 1.2 / Sozobon 1.33i)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 20:14:34 UTC
From: rosenkra@convex.com
Message-ID: <1992Mar31.201434.26515@convex.com>
Source record: 45009

In article <1992Mar30.121749.25236@sun.pcl.ac.uk> vatec@sun.pcl.ac.uk (Edward Deegan) writes:
>>o malloc as defined by any standard I know, doesn't return the amount
>> of free memory, regardless of what you pass in as a pointer.
>>
>On the Atari, passing Malloc -1L is the standard and documented way of
>establishing the largest free block of memory.

it is only "standard" on atari. it is certainly not portable to anything but TOS. see below...

>>o malloc most probably is not implemented as a direct pass thru
>> to GEMDOSs' Malloc, but instead does it's own memory allocation
>> scheme, that uses Malloc. So that if your mallocing the first time,
>> malloc Mallocs itself a suitable block (apparently ~16K).
>
>I checked this out. No go. Malloc(x) is a macro. Its expanded to

please learn the difference between "malloc" and "Malloc". the capitalized call is a GEMDOS macro. the lower case is a "portable" POSIX/ANSI C routine. they are VERY different. the origianl poster is correct. malloc is often implemented by calling Malloc.

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1357. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 20:31:59 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Mar31.153159.10466@miavx1.acs.muohio.edu>
Source record: 45010
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <92091.103456ONM07@DMSWWU1A.BITNET>, ONM07@DMSWWU1A.BITNET writes:
> In article <1992Mar30.152320.14886@cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth)
> says:
>>You could use the Line-A to do this (I have done in the past) but to make the
>>program compatible with the TT I wouldn't. I suggest you allocate some RAM for
>>a screen + 1 text line + allignment. Use Setscreen to set the physical screen
>>to show the last 25 lines but set the logical screen to point to the first
>>25 lines. That way the top 24 lines will be scrolled. When you want to alter
>>the sysline set the logical screen to the last 25 lines, write to the last
>>line
>>then restore the logical screenbase to the first 25 lines again.
>
> This won't work with most add-on graphics cards. DON't mix XBIOS (Setscreen),
> BIOS, GEMDOS and VDI text output stuff. This will break on many, many
> configuration. There's only one obvious solution. Write an own VT52 emulator.

I know I'll probably get jumped on for saying this, but why not
just use GEM and put it in a window? (a.k.a. STalker & Rufus) It would
be slower, but who doesn't use some sort of screen accelerator nowadays?

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}((((((((((((((({{{{{{{{=======--------

1358. Re: Spectre GCR

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 20:45:18 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Mar31.204518.12504@magnus.acs.ohio-state.edu>
Source record: 45011
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <ktff35INNpjg@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) wr
ites:

> David,
>
> When you did your speed comparisons of the Classic II versus the 020LC,
>were they BOTH running 7.0.X? If the LC was running 6.0.X (7,8) then it's no
>wonder that it got the faster ratings as the 7.0 has a lot of overhead to deal
>with.

Yes, both were on system 7. Actually, the version of the system software seems
to make no diference to the program (Speedometer 3.0) that we use anyway, it is
smart enough to shut down ALL other tasks while it is functioning. The Classic
II also rated about 15% slower on Monochrome graphics tests than the original
Mac II, even though the Mac II was using a larger screen (640*480) as opposed
to the 512*384 mac Classic screen. Basically, the Classic II is miserably slow
at everything, especially it "feels slow", I mean really, extremely slow...

> As to why Apple decided to get rid of the 020s, I am sure that it is
>cheaper to buy bulk 030s then to buy less 030s and then a few (expensive) 020s
>even considering that the 020s are cheap because the are old. Besides, this
>way you get a PMMU, a (small) built-in cache, and I believe (not sure) that th
>030 has optomized some of the instructions to make them a bit faster.

Makes sense, but they also hiked the price of the LC with the 030 in it... In
addition, the LC with the 030 is about the same speed as with the 020, in fact,
it is slightly SLOWER in some areas, and slightly faster in others, but when
you get right down to the bottom line, it is within 2% or so of being exactly
the same speed.
-->
- dhbutler@magnus.acs.ohio-state.edu

"I think I need a new vice. Maybe I'll take up sleeping." - me

- Kaleidoscope woman
In rhinestone levi's jeans
Dancing in the sunset
Sketching day's last scene - Willie Phoenix

1359. where is HD detect line on 1.44M floppy connector?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 21:04:00 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1992Mar31.210400.7922@lmpsbbs.mot.com>
Source record: 45012

Does anyone know how the high-density floppy connector on the back of the TT differs from the regular floppy connector on the back of the ST? It seems to me that a 1.44 Meg floppy needs an additional HD-detect line, but there aren't any unused wires in the standard ST connector!

-George

1360. Re: Pc Ditto

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 21:31:09 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1992Mar31.213109.21015@cbfsb.cb.att.com>
Source record: 45013

In article <1992Mar31.025704.13245@umbc3.umbc.edu>, ac999108@umbc5.umbc.edu (ac999108) writes:
> I was playing around with it and it says you can make it boot
> from the hard drive, and still make the hard drive useable from Gem.
>
> How would I go about doing this? Thanks for any info...
>
PC Ditto will access only partitions c,d,e and f of SCSI 0.

To boot from C:, both C: and D: (a bug) must have the same boot block fixes as the floppies do. See endless discussions on tos1.0 - MS/DOS.

Most archieves have the little program Avante-Garde put out.

The undocumented problem many people had was the d: had to be IBM compatible also.

What I did eons ago:
1. fix up the C: and D: boot sectors to be compatible. This does not damage GEM booting after you fix the checksum.

2. install ibmbio and ibmcom on the hard disk. These want to be first in the FATS and the directory.

3. adjust the checksum as IBM wants it.

Howard Johnson
ATT BELL LABS
att!mtgzy!hcj
hcj@mtgzy.att.com

1361. Anyone using PE1CHL's SCC on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 21:34:57 UTC
From: slp9m@cc.usu.edu
Message-ID: <1992Mar31.153457.54057@cc.usu.edu>
Source record: 45014
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I would like to get in touch with anyone on the ne who has built and/or
installed and/or used PE1CHL's SCC for the 1040 ST. Please reply via mail.

73, -SEP

##
Scott E. Parker WA7VYJ # INTERNET: SLP9M@cc.usu.edu
Center for Atmospheric & Space Sciences # Twisted pair: (801) 750-2975
Utah State University # Home: (801) 753-3924
Logan, UT 84322-4405 #
##

1362. Horns of a dilemma

Newsgroup: comp.sys.atari.st.tech
Date: 1992-03-31 22:05:34 UTC
From: logajan@ns.network.com
Message-ID: <1992Mar31.220534.16359@ns.network.com>
Source record: 45015

Fast Technology has come out with their TinyTurbo030. For $599 (until April 30) you get an '030 that fits in your ST or STE. It has an onboard cache, and it runs the benchmarks at or about the speed of a TT or SST. It comes with TOS 2.0 and it has a spot for a 68882 ($299.)

My dilemma is that I have an aging 520ST upgraded to 2.5M. The TinyTurbo comes in two flavors, one for the ST and one for the STE. So if I get one for the ST I won't be able to move it into an STE.

Do I want to buy an STE to replace my ST? That'll nearly double the cost of the upgrade.

Whaaaa

--
- John Logajan MS010, Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@network.com, 612-424-4888, Fax 612-424-2853

1363. Re: Pc Ditto

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-01 03:41:47 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992Mar31.204147.1@misvax.mis.arizona.edu>
Source record: 45016

In article <1992Mar31.213109.21015@cbfsb.cb.att.com>, hojo@cbnewsb.cb.att.com (HC Johnson) writes:
> In article <1992Mar31.025704.13245@umbc3.umbc.edu>, ac999108@umbc5.umbc.edu (ac999108) writes:
>> I was playing around with it and it says you can make it boot
>> from the hard drive, and still make the hard drive useable from Gem.
>>
>> How would I go about doing this? Thanks for any info...
>>
> PC Ditto will access only partitions c,d,e and f of SCSI 0.
>
> To boot from C:, both C: and D: (a bug) must have the same boot block
> fixes as the floppies do. See endless discussions on tos1.0 - MS/DOS.
>
> Most archieves have the little program Avante-Garde put out.
>

What is the name of the little program? This is the first time I heard about this problem. I was at one time able to install bootable DOS on a Supra 20 meg HD by using the standard format c: /s command. For some reason, however, this did not work after a reformat or two (I never figured out why). Another method is to use Norton Disk Doctor and select the option to "Make disk bootable". That always seemed to work. Make sure that any partitions that you plan to access with DOS are at least 4 meg in size.
--

Doug Tarico
dtarico@mis.arizona.edu Bombs, not Hippies!
(602)795-7633

1364. Spectre GCR and accelerator boards

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-01 03:44:06 UTC
From: ec333way@sail.uwaterloo.ca
Message-ID: <1992Apr1.034406.8363@watserv1.waterloo.edu>
Source record: 45017
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I recently saw someone mention they used an accelerator board with Spectre
GCR to get 2-3 times the performance out of it... This may be just what I need.
Which accelerators work with Spectre GCR to give a faster system?
Does the SST? Would the Tiny Turbo 030? How about one of those 25 Mhz 68000
boards?
Also, which memory boards can go up to 4 megs? How easy are they to install,
and how much do they cost? Will both an accelerator & 4 megs fit into my
1040 STFM? Does the version of TOS I have make any difference to Spectre?

Are there any commercial boards to take an old ST over 4 megs?
--
Mattias Hembruch
mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.ca

1365. Re: ST QWKreader

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-01 23:12:37 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.702169957@groucho.phil.ruu.nl>
Source record: 45018

arcimedz@status.gen.nz (Shane Kitcher) writes:

>>Is there a QWK reader available for the ST?

>I am currently in the throws of writing an ST QWK reader which will be
>available in 2-3 weeks time. The biggest potential problem I can see is not
>being able to ZIP the replies as I have seen no ST Zip utils around.
>The program will be capable of unzipping the qwk packets and arcing the
>replies, but on some IBM boards this will present a problem as many do not
>use ARC.

Here in Holland we have a fine QWK-reader (PD or Shareware), plus a nice unZIPper, which can be invoked (even automatically) from the QWK-reader. The program is called TailMail. Email me for more info.

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl * the best email is F-email *

1366. Re: ST QWKreader

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-02 19:54:57 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.702244497@groucho.phil.ruu.nl>
Source record: 45019

sterbbs@sus.eur.nl (B. Rozenberg) writes:

> arcimedz@status.gen.nz (Shane Kitcher) writes:

>> I am currently in the throws of writing an ST QWK reader which will be
>> available in 2-3 weeks time. The biggest potential problem I can see is not

> There are at least three QWK-readers for the ST at the moment.
> STER BBS holland, which supports QWK, has them in the file-library.
>
> I'm sorry, but I don't have enough acces to post them to the net.

I have :-) - if enough people are interested. Or I could send them to
atari.archive (but then, not everybody has FTP-access...)

> As for the ZIP-problem. There's a real nice version of ST-ZIP which will
> either UNZIP as ZIP your files. Started from the desktop it's fully GEM,
> but if you start is with a command-line it's sticks to TOS.

Same applies.

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl * the best email is F-email *

1367. Re: UUCP and the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-02 23:09:48 UTC
From: UweKloss@lionbbs.bs.open.de
Message-ID: <H.5C1oXqSYxRw@lionbbs.bs.open.de>
Source record: 45020

In <H.OErHqSfQEBQ@jonh.wimsey.bc.ca>, John Henders writes:

> The only problem I've found with Hermes is that sendmail sometimes
> writes a confused work.c that sends out the wrong .D and .X mail files.
> This only happens when there's more than 4 or 5 messages spooled to be
> sent. Has anyone else experienced this. I'm told I'm the only person
> experiencing this problem, and it's very frustrating.

No you are not!
At least I assume that you encountered the same bug as I did.

I tracked it down to the following:

The generation of temporary filenames relies on the system
time. There is no check if that particular file does exist
allready.

So if your 'worthy Toy' is quick enough (e.g. a TT) and you are
spooling more than one file, your spoolfiles get mangled by
BATCH or BATCHMAIL. By chance this also happens on 'ordinary'
STs.

I recently reported this to the author and received an answer,
that the bug will be removed.

Please check if your problem is the same.
If not send a bug bug report to Martin Ibert.

Uwe
--
Uwe Kloss UUCP: UweKloss@lionbbs.bs.open.de
Fasanenstrasse 65 BTX: 0531336908 0001
3300 Braunschweig FIDO: not connected

1368. Re: Megafile 44s

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 02:29:08 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr3.022908.28520@actrix.gen.nz>
Source record: 45021

In article <92093.163930ABADDON@LIVERPOOL.AC.UK> ABADDON@LIVERPOOL.AC.UK writes:
> Has anyone tried adding a second drive to the empty slot in a megafile 44?
> I've currently got a somewhat sluggish 65 meg Supra and a megafile 44, and
> I'm thinking of selling the Supra to help finance a larger, faster drive
> to sit inside the megafile case. If anyone's had any experience of doing
> this, I'd be grateful to hear about any stories, positive or negative, as I've
> heard rumours that there may be problems doing this.
>
> Whilst on the subject (bit of a longshot here) is there any way of adding a clo
> clock to the megafile's host adaptor? I guess not, but you never know.
>
> Kev
> ------
> Kevin O'Donovan | D'you wear a black armband when they shot the man
> kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
> mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
> abaddon@uk.ac.liv.ibm | when I learned to see...
> ~~~~~~

Yes just get a Quantum LPS drive and plug it in, its that simple..

The Keyboard clock things are the easyest to install and nead no
software to run them, they also work when you are not using your
H.D..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1369. Atari ST Files

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 03:54:50 UTC
From: gsteen@student.business.uwo.ca
Message-ID: <4DZmiB4w164w@student.business.uwo.ca>
Source record: 45022

Does any institution have Atari ST files which can be accessed
through
FTP? I know that some other computers have this on some Universities.

E-Mail Reply to: gsteen@student.business.uwo.ca

gsteen@student.business.uwo.ca (Garnet Steen)
Western Business School -- London, Ontario

1370. Atari ST Files

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 03:56:45 UTC
From: gsteen@student.business.uwo.ca
Message-ID: <aHZmiB5w164w@student.business.uwo.ca>
Source record: 45023

Does any institution have Atari ST files which can be accessed through FTP? I know that some other computers have this on some Universities.

E-Mail Reply to: gsteen@student.business.uwo.ca

gsteen@student.business.uwo.ca (Garnet Steen)
Western Business School -- London, Ontario

1371. Re: One screen line less...how?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 05:10:21 UTC
From: cse0507@desire.wright.edu
Message-ID: <1992Apr3.001021.742@desire.wright.edu>
Source record: 45024
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>> [...various hacks deleted...]
> Writing a
> VT-52 emulator would be a bad idea. It would slow down the machine in
> general, and not be easy to write. It is the nost obvious answer, but
> also the hardest to implement. The program doesn't really need to work
> with the TT, but it would be nice if it did.
Yes, it would be very nice if it did. Go GEM.

I haven't been following the discussion too closely...you want a non-moving
status line on the screen, and text to scroll up? Use GEM windows, if you
can. Open a window with no slider/arrows/sizer, just a title (if you want) and
an info line. Use the wind_set call to change the info line to whatever you
want. For that matter, you could have two status lines- there is that
title bar, too. If you need the full 80x24, open it to FULLXYWH. Width
checks are easy, and use the usual method of scrolling text. True, you would
again have to write a VT52 emulator, and use GEM, but it is very compatible
and extends the life of your proggy immeasurably. If you really want to hack
around with resource files, use the menu bar as a status line: there are calls
to change what the menu bar is and what is in it. Then the window needs
no controls at all. I for one don't really mind WHERE the status line is
on the screen, but I DO mind not having GEM.

--
?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?
? ||| Bob "SubGenius" Schulze (%!#) @%(-)&$$ !
? )|( >> cse0507@desire.wright.edu << !
? / | \ the above address does not work - please use it!
```

1372. Megamax's new phone Number Was Re: (None)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 06:08:40 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.AtOl_Vz7VlA@jonh.wimsey.bc.ca>
Source record: 45025

In <1992Apr01.103627.3575@rose.uucp>, mark thomas writes:
> I use Laser C as my main programming language, Over the years, my
> manual has deteriorated into many pieces. Twice, I wrote to Megamax
> to see if I could buy a new manual since I was a registered user. I
> have not recieved a reply. Is the company still in business?

In case I forgot to post, or it somehow got miseed, Megamax is
still in business, and do support Laser C, though no upgrades are
planned. The current phone number is 1-214-699-7400. and the company
has changed names, but they will upgrade 2.0 owners to the latest 2.1
version for 3$.

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

1373. 1.44MB floppy upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 06:18:32 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <LLBNiB4w164w@sys6626.bison.mb.ca>
Source record: 45026

Does anyone know if Atari US or Canada has released the 1.44MB floppy upgrades for the older TT's yet? Does TOS 3.06 come bundled with that? Thanks.

--- (Trevor Cordes) a user of sys6626, running waffle 1.64
E-mail: genius@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

1374. Re: Making the screen one line shorter (at the bottom) --

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 06:23:30 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.BjiSVCDXKUk@jonh.wimsey.bc.ca>
Source record: 45027
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <ZyHJiB1w164w@ersys.edmonton.ab.ca>, Michel Forget writes:
>>
>> This won't work with most add-on graphics cards. DON't mix XBIOS (Setscreen),
>> BIOS, GEMDOS and VDI text output stuff. This will break on many, many
>> configuration. There's only one obvious solution. Write an own VT52 emulator.

Anyway, to respond to the message, writing my on
>VT-52 emulator would be a bad idea. It would slow down the machine in
>general, and not be easy to write. It is te nost obvious answer, but
>also the hardest to implement. The program doesn't really need to work
>with the TT, but it would be nice if it did. I mailed away for pieces of
>the Developer Kit today, so that might clear up the answers to some
>questions.
>

OK, here's my .02 on this. If you use vdi, vgtxt(), and scroll your
screen using vrocpyfm(), you can lift all but the last line of text up
one line and write the new line under it. With any screen accelerator
this is quite fast, as long as you make sure your text strings start
on even boundarys.
There are a bunch of vt52 like commands listed in the vdi, like v_ron()
and v_roff(). I remember hearing a rumour that these don't work, but have
never had the need to try them. Anyone know if the esc vdi stuff works?

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

1375. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 09:07:54 UTC
From: steve@thelake.mn.org
Message-ID: <A419108995@thelake.mn.org>
Source record: 45028

[In article <1992Apr2.231416.25520@imada.ou.dk>,
micro@imada.ou.dk (Klaus Pedersen) writes ...]

> There have been some discustion about how to make the screen 1 line shorter,
> but DON'T USE THE LINE A VARIABLES. IT WILL NOT WORK!!!!
>
> Consider what happens when if you have redirected console output to a window,
> will it work?? -NO!

I'd like to see a real example of where the Line A variables do not work.
Redirection to a window doesn't qualify. TOS doesn't support it. You can
perform such redirection by intercepting BIOS output, but if you go to
that much trouble, why don't you take the extra step and support the Line
A variables? The only such program that I've seen (Gemini) does so.

The MicroEMACS text editor that I use reads the Line A variables to
determine screen size. I've run it on a couple of large-screen monitors
(Viking Moniterm and Image Systems). It worked fine.

I suppose that somewhere there may be a setup that doesn't support the
Line A variables, but that doesn't mean someone who has a standard ST
shouldn't use those variables in his or her personal software.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1376. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 09:58:37 UTC
From: r0mill01@ulkyvx.louisville.edu
Message-ID: <1992Apr3.095837.12118@vlsi.louisville.edu>
Source record: 45029

In article <1992Apr2.231416.25520@imada.ou.dk>, micro@imada.ou.dk (Klaus Pedersen) writes:
>There have been some discustion about how to make the screen 1 line shorter,
>but DON'T USE THE LINE A VARIABLES. IT WILL NOT WORK!!!!
>
>Consider what happens when if you have redirected console output to a window,
>will it work?? -NO!

On my system (both Tos 1 and 1.4) the AES restructures the screen based on
the changed size. Windows Full out to one less line.

>Consider what happens if the program terminates "uncontrolled", How many lines
>will the next programs have?

Do a setexcep() or a signal call and protect the system from any program you
write. This is only common sense and common courteousy.

>Consider what what happens when you put the program in the background (under
>MiNT) and start an editor, that expects a full screen...

Reset defaults between context switches.

>
>DON'T DO IT! WE HAVE ENOUGH BAD PROGRAMS ALLREADY.
The use of the variable we've been discussing is not (at least according to
my reading of SALAD, illegal or unsupported (therefore not bad). The line a
functions will dissappear someday. Perhaps that also means the variables
will go too. But the "letter" of the announcement a year or two ago warned
only about the functions.
>
>-Klaus

>-robert

1377. CFN, CVG, PAC ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 10:24:40 UTC
From: cshera@uta.fi
Message-ID: <5352@kielo.uta.fi>
Source record: 45030
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,

a PD-katalog offered fonts and graphics in following formats:
CFN, CVG, PAC. (Just came into my mind, this must be a FAQ.
Sorry, but I haven't seen one for a long time)

I'd be glad to know what programs are they ment for (meaning
do I have to buy an expensive application in order to use them)
and what is their "internal format" (so I could use them in my
programs).

Heikki R.
cshera@uta.fi

1378. Re: MeMoRy

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 13:49:41 UTC
From: elendir@inf.enst.fr
Message-ID: <1951@ulysse.enst.fr>
Source record: 45032

baffoni@aludra.usc.edu (Juxtaposer) writes:

-> [Coherency problems with cache and DMA]

That's right. But that happens also with the internal cache of the 030 !
Fortunately, the MMU allows you to define non-chacheable pages, and a signal
CINOUT is activated by the CPU to signal a non-cacheable transaction.
There is no such problem with the video, because the video reads the memory,
never writes it.

-> Because of this, the only reasonable place to put a cache would be in
-> the TT memory. Besides, if you are going to have to get circuitry to decode
-> bank selection, etc., for the TT memory, you might as well put the cache in
-> there and make it as transparent to the system as possible.

Don't forget the ROMs. They are the slowest memories of the whole, and they
can be cached !

But SCSI has also a DMA access to TT-RAM, as does the ZILOG SCC !

Enjoy,

Vincent.

1379. Re: ST QWKreader

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 14:05:36 UTC
From: sigrorn@icemark.oche.de
Message-ID: <H.qG3qCkCMtzQ@icemark.oche.de>
Source record: 45031

In <Zg2LiB1w164w@status.gen.nz>, Shane Kitcher writes:
>>Is there a QWK reader available for the ST?
I think so, look into filelists of 2:255/355 (My little Phoney / UK) and 2:245/8 (Maximus Help Node / Apolonia / Germany)! I saw QWK readers there!

>I am currently in the throws of writing an ST QWK reader which will be
>available in 2-3 weeks time. The biggest potential problem I can see is not
>being able to ZIP the replies as I have seen no ST Zip utils around.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^
What about STZIP ? You'll find it on atari.archive.umich.edu, rusmv1.rus.uni-stuttgart.de, Fido: 2:245/8 and many other sites more!

BUT, I have one Question, too! What is so special about these QWK News-readers?

yours,
Benedikt
--

==========
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
sigrorn@icemark.oche.de
Voice: +49-241-408592 heinenb@messua.informatik.rwth-aachen.de

"To be responsive at this time, though I will simply say, and therefore this is a repeat of what I said previously, that which I am unable to offer in response is based on information available to make no such statement."

1380. Re: Making the screen one line shorter (at the bottom) --

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 14:19:52 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92094.141952ONM07@DMSWWU1A.BITNET>
Source record: 44517
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.BjiSVCDXKUk@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) says:
> There are a bunch of vt52 like commands listed in the vdi, like v_ron()
>and v_roff(). I remember hearing a rumour that these don't work, but have
>never had the need to try them. Anyone know if the esc vdi stuff works?
>
>
>--
> John Henders jhenders@jonh.wimsey.bc.ca
> I think your "evolutionary scale" needs an adjustment. Either
> that, or you've got your thumb on it. -> (lefty@apple.com)

Yes, they work. But they useless when you use an environment like the Gemini console window or MultiTOS.

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
_____________________ correct me if I'm wrong _____________________________

1381. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 14:22:47 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92094.142247ONM07@DMSWWU1A.BITNET>
Source record: 44518

In article <1992Apr3.095837.12118@vlsi.louisville.edu>,
r0mill01@ulkyvx.louisville.edu (Robert Delius Royar) says:
>The use of the variable we've been discussing is not (at least according to
>my reading of SALAD, illegal or unsupported (therefore not bad). The line a
>functions will dissappear someday. Perhaps that also means the variables
>will go too. But the "letter" of the announcement a year or two ago warned
>only about the functions.
>>
>>-Klaus
>
>>-robert

ALL write accesses to Line A variables will produce garbage on the screen when
running Multi-TOS. And Multi-TOS isn't THAT far away.

Note: this remains true even if Atari doesn't say something about that.
Under Multi-TOS IT WON'T WORK. Believe me.

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

1382. at

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 14:27:03 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92094.142703ONM07@DMSWWU1A.BITNET>
Source record: 44519

I am looking for sources for 'at' (and perhaps 'cron'). Any hints?

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
_____________________ correct me if I'm wrong _____________________________

1383. MEGA/STE Serial Port

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 15:02:00 UTC
From: millard@bcsl.uucp
Message-ID: <1992Apr03.150200.19208@bcsl.uucp>
Source record: 45033

Hello folks

Can anyone provide me with the 9-pin serial pinouts for an
Atari MEGA/STE computer? I need to wire this to an Olivetti
486 box. Just need the pinouts for now.

Thanx in advance! :-)

--
==
Grant S. Millard millard@bcsl.UUCP
Systems Administrator uunorth!bcsl!millard
BitNet: lsuc!emgee!bcsl!millard@cs.toronto.edu

1384. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 15:15:19 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Apr3.091520.26298@doug.cae.wisc.edu>
Source record: 45034

In article <1992Apr2.231416.25520@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:
>There have been some discustion about how to make the screen 1 line shorter,
>but DON'T USE THE LINE A VARIABLES. IT WILL NOT WORK!!!!
>
>Consider what happens when if you have redirected console output to a window,
>will it work?? -NO!
>
>Consider what happens if the program terminates "uncontrolled", How many lines
>will the next programs have?
>
>Consider what what happens when you put the program in the background (under
>MiNT) and start an editor, that expects a full screen...
>
>
>DON'T DO IT! WE HAVE ENOUGH BAD PROGRAMS ALLREADY.
>
>
>-Klaus

Extremely good points, like I said before, its doable in C, very portable,
and if anyone tells you otherwise, they are full of assembly language opcodes.

-Greg

1385. TANBERG TDC3309 STREAMER/TDC3350 CONTROLLER

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 15:24:03 UTC
From: ZZDLG@LIVERPOOL.AC.UK
Message-ID: <92094.162403ZZDLG@LIVERPOOL.AC.UK>
Source record: 45035

HI,
I have been given a box containing the above, and wonder if it would be
possible to use it on an ST. Any clues would be welcome.
Dave Wade

1386. 32 Pin Socket for Tos 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 15:33:34 UTC
From: malay@sae.com
Message-ID: <1992Apr3.153334.12238@sae.com>
Source record: 45036

I can't seem to find a source for the IC socket that will work with the new Tos 2.06 chips. Anybody have a mail-order source they can suggest. Radio Shack doesn't carry anything close, my JDR MicroDevices catalog does not list this thing either.

Help?

Bob Malay

1387. Re: CFN, CVG, PAC ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 16:17:11 UTC
From: ted@Informatik.TU-Muenchen.DE
Message-ID: <ted.702317831@NewsServ>
Source record: 45037
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

cshera@uta.fi (Heikki Rasim{ki) writes:

> Hello,

> a PD-katalog offered fonts and graphics in following formats:
> CFN, CVG, PAC. (Just came into my mind, this must be a FAQ.
> Sorry, but I haven't seen one for a long time)

[...]

> Heikki R.
> cshera@uta.fi
CFN usually stands for "Calamus FoNt", CVG for "Calamus Vector Graphic"
(I think you can use this in DIDOT) and PAC for PACked Pixel Graphic (used
for example in STAD, but I don't know how you can get a font out of that).

Ted

1388. Re: VDI bindings for Turbo C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 16:31:24 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.702318684@vega>
Source record: 45038

micro@imada.ou.dk (Klaus Pedersen) writes:

>This v_set_app_buff call takes a vdi handle, just like all other
>vdi calls.

> v_set_app_buff(int handle, int **bezbuff, int nparagraps);

>a paragraph is 16 bytes! This means that you in order to allocate
>a 8000 element bezier buffer have to do:
>
> int bezierheap[8000 * (16/sizeof(int))];
> ...
> v_set_app_buff(handle, bezierheap, 8000);

>FSM- (and FONT-??) GDOS, allocates a 8000 byte buffer

>(This info was lifted from the PureC docs)

Don't believe in everything somebody decided to put on paper.
For example - the number above was 9000 in other places.
Whomever was doing Pure C libraries used provided specs, and as
a result your library does not work - surprise.
Different "docs" which I have seen were not exactly consistent
about this particular call. In case you wonder why 16 bytes
paragraphs - this is an inedible stamp of 80x86 brain damage.
I would not worry about v_set_app_buff (bugg??). I did not find
a case yet when a presence or absence of this call on ST would
affect anything at all. If somebody has an example to contrary
I would like to know about it. I do not think that I will be
writing GEM programs for PeeCee.

Michal Jaegermann
ntomczak@vm.ucs.ualberta.ca

1389. Re: at

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 17:24:09 UTC
From: rosenkra@convex.com
Message-ID: <1992Apr03.172409.18409@convex.com>
Source record: 45039

In article <92094.142703ONM07@DMSWWU1A.BITNET> <ONM07@DMSWWU1A.BITNET> writes:
>I am looking for sources for 'at' (and perhaps 'cron'). Any hints?

there was fairly recently posted to either comp.sources.{misc,unix} or
alt.sources (more like one of the former, i think) a cron clone which
i believe also had an at(1). check an archive. if you have no luck,
i will consult my own and email to you...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1390. If want a laugh...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 20:47:27 UTC
From: jared@midiline.la.ca.us
Message-ID: <s00NiB1w165w@midiline.la.ca.us>
Source record: 45040

here's a Apple Mac-related insight. I was over at Di-No Computers (Apple only dealership) and got to see the Quadra 900. Was I impressed? Sure! If you consider an approximately 25" or larger monitor for the thing impressive. But what had me totally (and humorously) stumped was the fact that with all this supposed power and screen resolution, when I went to scroll the window to view some files out of view, I could SEE the whole display update! We're talking really easy to see the whole thing update. Click once, and all the icons can be seen shifting one icon down to show the icon above it. Hmmph! Giggle. Is this 900 monster that slow or is it the fact that System 7 is actually that processor hungry? What gives, guys?

Reply in Email to: jared@midiline.la.ca.us

Jared

---
jared@midiline.la.ca.us ('286 Highlander)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

1391. Re: Atari ST disks <----> IBM DOS disks ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-03 22:50:26 UTC
From: ian@unipalm.co.uk
Message-ID: <1992Apr3.225026.19406@unipalm.co.uk>
Source record: 44891
Cross-posted to: comp.os.msdos.misc,comp.sys.atari.st.tech

cctr132@csc.canterbury.ac.nz (Nick FitzGerald, CSC, Uni. of Canterbury, NZ) writes:

>In Message-ID: <1992Apr1.165243.1@galluk> CADS_COLE@galluk (Kevin Cole;
>Washington DC) wrote:

>>I'm looking for software to either read and write IBM disks on an Atari 1040 ST
>>or read and write Atari ST disks on an IBM PS/2.

>If you have Atari disks already wriiten in an Atari, and now want to
>read them in a PC, you need a disk/sector editor that will read a
>"non-DOS" disk format (e.g. Nortons - older versions may need to be
>invoked in "maintenance" mode).

I have a short and kludgy program which "massages" the boot sector on a
ST disk so that msdos can read it. All you need to modify is the first
three bytes. If there's any interest, I'll post it: it really IS short
- I entered it using DEBUG (blush!) - but not accessible to me at this
instant, or else I'd post it right now.

Disclaimer: if you've put a non-standard format (>9 sectors/track) on
your Atari disks, you may still have trouble reading them, and my
program may wipe out your boot sector.

I've not used it for a while, since I use a variant of FDFORMAT on an
MSDOS machine to format all my disks. I sent a copy to the author, but
haven't seen (or looked for) any new versions of his software. Mine
puts the Atari's 24-bit random number in the right place: some ST
software actually uses this!

Ian
--
Ian Phillipps, Unipalm Ltd, 216 Science Park, Phone +44 223 420002
Milton Road, Cambridge, CB4 4WA, England. Phax +44 223 426868
Vapourware is the programming industry's answer to solid-state computers.

1392. Hard drive slows down

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-04 00:43:36 UTC
From: akarpowicz@mta.ca
Message-ID: <1992Apr4.004336.9336@jupiter.sun.csd.unb.ca>
Source record: 44892
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a ICD 30meg drive (seagate ST138N) bought from Toad in 1989.
The drive has not been used that much, maybe 2h every few days.
Since last Monday it seems to slow down every 10-20 min, then comes
up to speed again. A message shows on screen: "<MSense: $FF>".
Is the drive dying? power supply?

Please help!!

Adam

1393. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-04 02:36:49 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Apr3.213650.1152@uwovax.uwo.ca>
Source record: 44893

In article <A419108995@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
> [In article <1992Apr2.231416.25520@imada.ou.dk>,
> micro@imada.ou.dk (Klaus Pedersen) writes ...]
>
> > There have been some discustion about how to make the screen 1 line shorter,
> > but DON'T USE THE LINE A VARIABLES. IT WILL NOT WORK!!!!
> >
> > Consider what happens when if you have redirected console output to a window,
> > will it work?? -NO!
>
> I'd like to see a real example of where the Line A variables do not work.
> Redirection to a window doesn't qualify. TOS doesn't support it.

Yet. However, MiNT certainly does, and MultiTOS is based on MiNT, so it
shouldn't be a big surprise if MultiTOS supports it.

Examples of where the Line A variables don't work: anything running in
a window under MiNT (e.g. with MW2, BGACC, or MGR). Even if the emulator
did support Line A variables, there's only one set of line A variables
in the system, so if a VT52 program changes them then *all* windows
would be affected. Trying to avoid this problem would only create more
headaches than actually writing a VT52 emulator would (I know, I've
written a couple: for BGACC, and for MiNT's fasttext output device).

I would recommend that the line A variables, like the BIOS keyboard
tables, should really be considered "read only" except to programs
that are specifically designed to configure the system (like CPXs or
ACCs).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1394. Re: Atari ST disks <----> IBM DOS disks ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-04 04:53:04 UTC
From: jonc@status.gen.nz
Message-ID: <63TPiB5w164w@status.gen.nz>
Source record: 44894
Cross-posted to: comp.os.msdos.apps,comp.os.msdos.misc,comp.sys.atari.st,comp.sys.atari.st.tech

CADS_COLE@galluk (Kevin Cole; Washington DC) writes:

> Greetings.
>
> I'm looking for software to either read and write IBM disks on an Atari 1040
> or read and write Atari ST disks on an IBM PS/2. Does any such product exist
> and, if so, could anyone here point me towards a source for such a product?

KEvin, if you format your 3.5" disks in the PS/2 in 720k format you can
use them straight away in your 1040ST without any problem.

DC's (Double Click) have a PD software utility to do this with pre
TOS 1.4 machines called DCFORMAT. This will allow you to format in true
IBM format on the ST. If you have TOS 1.4 or greater and you format
with the desktop option it is 100% IBM format.

Hope this helps..

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

1395. Re: ST QWKreader

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-04 04:56:26 UTC
From: jonc@status.gen.nz
Message-ID: <R9TPiB6w164w@status.gen.nz>
Source record: 44895

sterbbs@sus.eur.nl (B. Rozenberg) writes:

> arcimedz@status.gen.nz (Shane Kitcher) writes:
>
> >I am currently in the throws of writing an ST QWK reader which will be
> >available in 2-3 weeks time. The biggest potential problem I can see is not
> >being able to ZIP the replies as I have seen no ST Zip utils around.
> >The program will be capable of unzipping the qwk packets and arcing the
> >replies, but on some IBM boards this will present a problem as many do not
> >use ARC.
>
> There are at least three QWK-readers for the ST at the moment.
> STER BBS holland, which supports QWK, has them in the file-library.
>
> I'm sorry, but I don't have enough acces to post them to the net.
>
> As for the ZIP-problem. There's a real nice version of ST-ZIP which will
> either UNZIP as ZIP your files. Started from the desktop it's fully GEM,
> but if you start is with a command-line it's sticks to TOS.
>
> Bert.

Shane,
I have downloaded STZIP for you and it is sitting here for you to
pick up on disk..

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

1396. Re: Flopppy drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-04 04:58:19 UTC
From: jonc@status.gen.nz
Message-ID: <wBuPiB7w164w@status.gen.nz>
Source record: 44896

choclte@cats.ucsc.edu (Liz Neely) writes:

>
>
> Can anyone tell me if its possible to attatch an IBM floppy drive to the
> Atari ST? I have a spare IBM 51/4" floppy drive and I'd like to plug
> it into my drive B spot. My atari needs a roung plug, which this floppy
> doesn't have, but is it possible to get an adaptor or something?
> I want to do this because it would be nice to be able to transfer data
> between the 2 different sized disks.
>
> Liz

Liz,
The simple answer is Yes you can do just that. Most 1.2 meg 5.25" disk
drives will work 100% as drive A or B and have 720k of disk storage

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

1397. Parallel buffer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-04 10:20:52 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Apr4.102052.12212@tdb.uu.se>
Source record: 44897

Is there a way to create a buffer for the parallel port just like the
buffer for console input? I'm writing a small program to transfer
data between computers over the parallel port so any info and help
is welcomed.

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901 or 72905

1398. Re: Hard drive slows down

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-04 12:40:58 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr4.124058.27752@actrix.gen.nz>
Source record: 44898
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr4.004336.9336@jupiter.sun.csd.unb.ca> akarpowicz@mta.ca writes:
> I have a ICD 30meg drive (seagate ST138N) bought from Toad in 1989.
> The drive has not been used that much, maybe 2h every few days.
> Since last Monday it seems to slow down every 10-20 min, then comes
> up to speed again. A message shows on screen: "<MSense: $FF>".
> Is the drive dying? power supply?
>
> Please help!!
>
> Adam

Try repluging the Power connector on the hard drive..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1399. Questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-04 13:57:17 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Apr4.135717.5751@umbc3.umbc.edu>
Source record: 44899

Ok.. I have a quick question for those of you who program (Gasp!) GFA Basic...
I need to draw some screens in memory while my title screen is displaying,
but I don't remember much about how this is done. Any help would be great..

Oh.. to use an evil line-a command to make a status line, Dpoke L~N-32,23
would do it, but since line-a is evil or something, I'm not responsible for
turning your ST into a cabbage or something.. :)

--
/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /------------------/ GEnie: P.Danckaert /------------/

1400. ST QWKreader

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-04 14:38:40 UTC
From: june@f308.n133.z1.FIDONET.ORG
Message-ID: <325.29DE9B65@gisatl.fidonet.org>
Source record: 44900

On <Apr 04 08:48>, Shane Kitcher of 1:133/411 writes:

SK> From: arcimedz@status.gen.nz (Shane Kitcher)
SK> Date: 2 Apr 92 03:42:10 GMT
SK> Organization: Z*NET International News Gateway in Auckland New
SK> Zealand
SK> Message-ID: <Zg2LiB1w164w@status.gen.nz>
SK> Newsgroups: comp.sys.atari.st.tech

>Is there a QWK reader available for the ST?

SK> I am currently in the throws of writing an ST QWK reader which will
SK> be
SK> available in 2-3 weeks time. The biggest potential problem I can see
SK> is not
SK> being able to ZIP the replies as I have seen no ST Zip utils around.
SK> The program will be capable of unzipping the qwk packets and arcing
SK> the
SK> replies, but on some IBM boards this will present a problem as many
SK> do not
SK> use ARC.

I do. I think ARC is STill the FidoNet standard when sending mail to an unknown system in FidoNet, not that this has anything to do with QWK packets.
I'd like to hear when you have this available, would help many users here...

--
Ed June

Fidonet: 1:133/308, Atlanta's OS/2 Users Group BBS, 404-471-1549
Internet: ed_june@over.mind.org
Internet: june@gisatl.fidonet.org
UUCP: ...!emory!uumind!overmind!ed_june
UUCP : ...!gatech!warlord!gisatl!308!june

1401. Need help with MSA format

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-04 16:52:31 UTC
From: smackinla@cc.curtin.edu.au
Message-ID: <1992Apr5.015231.1@cc.curtin.edu.au>
Source record: 44901

I recently posted a request for help with the MSA program on c.s.a.s but didn't get any helpful replies. What I'm looking for is the source to an unMSAing program or at least the format of the file the program creates. The reason I need it is that I only have a single drive in my ST, and swapping disks every track or so does _not_ turn me on!

If I can get hold of the source or the file format, I will make an effort to distribute a modified psuedo-intelligent (ie: not too many disk swaps) version.

Thanks for any help.

Pat -- have a day!

1402. Re: Questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-04 19:03:36 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.702414216@groucho.phil.ruu.nl>
Source record: 44902

ac999108@umbc5.umbc.edu (ac999108) writes:

>Ok.. I have a quick question for those of you who program (Gasp!) GFA Basic...
>I need to draw some screens in memory while my title screen is displaying,
>but I don't remember much about how this is done. Any help would be great..

I know nothing about GFA, but since I suppose it's possible to make XBIOS-calls
in GFA...:
XBIOS 5 (Setscreen) allows you to set the addresses of the logical and physical
screen. The physical screen is the one you're viewing (your title screen) and
the logical screen is the one you're drawing.
By allocating enough memory for the various screens and by swapping the logical
screen addresses, while holding the phys.scr. unchanged, it is possible to draw
various screens 'in the background' while displaying your welcome screen. (if
this takes long, use Dosound (XBIOS 32) to play some nice piece of music while
the user is waiting (e.g. parts of Bach's Goldberg Variations :-))
O, BTW: related functions: Physbase (XBIOS 2): gets the address of the current
physical screen; Logbase (XBIOS 3): same for the current logical screen.

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl * don't worry about life; it's not permanent *

1403. Re: Parallel buffer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-04 19:46:37 UTC
From: hohr@cernvax.cern.ch
Message-ID: <10203@cernvax.cern.ch>
Source record: 44903

In article <1992Apr4.102052.12212@tdb.uu.se| m91der@tdb.uu.se (Daniel Eriksson) writes:
|Is there a way to create a buffer for the parallel port just like the
|buffer for console input? I'm writing a small program to transfer
|data between computers over the parallel port so any info and help
|is welcomed.

That's called a printer spooler. Look at a.a. utils(?) spool.

|
|---
|Daniel Eriksson Internet : m91der@tdb.uu.se
|Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
|814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
|SWEDEN Voice : +46 (0)26 72901 or 72905

Greetings from Geneva.

Roger hohr@cernvax.cern.ch

1404. Ack! GCC stdio losing characters? (MiNT?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-04 20:45:36 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <31341@sdcc12.ucsd.edu>
Source record: 44904

```
Help! I'm trying to read in a DEGAS .PI3 from standard input
with the MiNT libraries (v.1.9) and MiNT 0.93 - but somehow 4 bytes
are being lost in the pipe! When I issue an "a.out < degas_f.pi3"
command to MNTSHELL, I only get 32030 characters before EOF, while
the file on-disk is 32034 bytes in length...
However, when I force-feed my program 32034 "A" characters, it
works fine -- leading me to believe that some "special" characters
are being waylaid... Should I be using something other than:
for (tc = 0; (c = fgetc(stdin) != EOF); tc++);
to grab the incoming characters?

Many thanks!

-- adam

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==
```

1405. Re: Hard drive slows down

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-04 23:34:00 UTC
From: burglin@ochre.mgh.harvard.edu
Message-ID: <4APR199218341162@ochre.mgh.harvard.edu>
Source record: 44905
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr4.124058.27752@actrix.gen.nz>, Roger.Sheppard@bbs.actrix.gen.nz writes...
>In article <1992Apr4.004336.9336@jupiter.sun.csd.unb.ca> akarpowicz@mta.ca writes:
>> I have a ICD 30meg drive (seagate ST138N) bought from Toad in 1989.
>> The drive has not been used that much, maybe 2h every few days.
>> Since last Monday it seems to slow down every 10-20 min, then comes
>> up to speed again. A message shows on screen: "<MSense: $FF>".
>> Is the drive dying? power supply?
>>
>> Please help!!
>>
>> Adam
>
>Try repluging the Power connector on the hard drive..
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***

I have a Supra 30meg harddrive that I bought in 1988 or so, and the
symptoms are very identical, i.e. it suddenly would seem to slow down
and try to restart or something. Since I have second external harddrive,
I haven't bothered looking into it, but one thing I noticed was that
over the years some grinding whining noise was becoming permanent.
So in addition of checking the powersupply, it might also be the
drive axel which has more resistance than it should, and cannot keep
up the speed anymore. Please let me know if you find a fix.
In a START magazine they recommended putting a drop of oil on the
harddrive bearing, however I always assumed that you harddrives
are totally encased. Well, I'll look into it.
There are also companies that advertise trading in drives, are
rebuilding them, if it is the drive and not the power supply.
Thomas
Burglin@frodo.mgh.harvard.edu

1406. Re: Ack! GCC stdio losing characters? (MiNT?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-04 23:59:19 UTC
From: rosenkra@convex.com
Message-ID: <1992Apr04.235919.25193@convex.com>
Source record: 44906

In article <31341@sdcc12.ucsd.edu> atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:
> Help! I'm trying to read in a DEGAS .PI3 from standard input
>with the MiNT libraries (v.1.9) and MiNT 0.93 - but somehow 4 bytes
>are being lost in the pipe! When I issue an "a.out < degas_f.pi3"
>command to MNTSHELL, I only get 32030 characters before EOF, while
>the file on-disk is 32034 bytes in length...
> However, when I force-feed my program 32034 "A" characters, it
>works fine -- leading me to believe that some "special" characters
>are being waylaid... Should I be using something other than:
> for (tc = 0; (c = fgetc(stdin) != EOF); tc++);
> to grab the incoming characters?

i think there are problems reading binary data from stdin. your file
was probably all read, but any 0x0d,0x0a "string" might have been
translated to just 0x0a. i'll bet that you have 4 of these in the file.

my workaround has been (with non-MiNT libs at PL71 - sorry, jrb, have
not had time to upgrade since i'm on the road all the time these days)
to not use stdin and open a file "rb". i could not get stdin reset to
binary mode with UNIXMODE=b (which seems like a bug in startup code).
see if this helps...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1407. Re: ST ANSI.SYS?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-05 01:48:15 UTC
From: yellowbd@eskimo.celestial.com
Message-ID: <1992Apr5.014815.4963@eskimo.celestial.com>
Source record: 44907

Also worth looking at is the latest version (2.12) of Freeze Dried Terminal. It has 16 color ANSI emulation built in as well as Instant Graphics, UBBS graphics, and many others. Auto start Zmodem (external) a full feature autodialer with automatic learn login sequence for auto login feature... Too many others to list! Well worth checking out! If it isn't on the net, let me know & I'll post it...

--== Andy ==--

1408. Re: Flopppy drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-05 05:05:59 UTC
From: boyd@phi.cs.fsu.edu
Message-ID: <1992Apr5.000559.27320@mailer.cc.fsu.edu>
Source record: 44908

In article <31886@darkstar.ucsc.edu>, choclte@cats.ucsc.edu (Liz Neely) writes:
>
>
>Can anyone tell me if its possible to attatch an IBM floppy drive to the
>Atari ST? I have a spare IBM 51/4" floppy drive and I'd like to plug
>it into my drive B spot. My atari needs a roung plug, which this floppy
>doesn't have, but is it possible to get an adaptor or something?
>I want to do this because it would be nice to be able to transfer data
>between the 2 different sized disks.
>

I put a set of instructional files and drivers for such drives on
atari.archive.umich.edu, in a file called ibmdrive.lzh. The ability you
desire is relatively easy to accomodate, given that you are willing to
bolt some stuff together and make a simple cable. I had such a device set
up in the past, and it worked fine.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------

1409. New 1040Ste

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-05 07:35:56 UTC
From: adhir@cygnus.umd.edu
Message-ID: <12353@umd5.umd.edu>
Source record: 44909

I have a practically brand new 1040STe with 4 megs (same one I'm trying to sell). Since I've had it, for some reason, I can't boot from my HD in color. It boots perfectly in mono, and in color from the disk drive (as in games that autostart or holding control-shift-alternate), but the only way I can boot from HD in color is by being in mono, beginning the boot process, and immediately after the computer says 'hey' to the hard drive (the little green flash and grinding from the HD), pressing the monitor master switch forcing a reboot into color. It then boots fine the way it's supposed to.

I am using Superboot v7.2 and ICD Software v5.1.0. The host adapter is an ICD ADSCI+ without the clock. Any help would be appreciated.

Also, is there any anonymous FTP site from which I can get the latest ICD HD utilities? Thanks...

- Al

1410. 3.5" floppy drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-05 09:39:19 UTC
From: fnjlh1@acad3.alaska.edu
Message-ID: <5APR92003919@acad3.alaska.edu>
Source record: 44910

I tried to plug a known working Panasonic 1.44M floppy drive mechanism into a SF314 body, but couldn't seem to recognize it from the desktop. The 34 cond ribbon cable in the little adapto board of the 314 seemed to be backwards from the "striped wire is #1" convention, with the stripe going to the pin labelled 34 on the little board. I tried it both ways onto the Panasonic's plug but couldn't recognize it from the desktop either way (and prohibiting the boot from floppy A sequence in one configuration).

I'd like to be able to substitute a generic 3.5 floppy for the Epson that came in the SF314.... any suggestions as to why what I did didn't work? Any help appreciated.... thanks! j harris/fairbanks

1411. Re: Parallel buffer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-05 10:19:43 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Apr5.101943.20285@tdb.uu.se>
Source record: 44911

hohr@cernvax.cern.ch (roger hoh) writes:
:
: That's called a printer spooler. Look at a.a. utils(?) spool.
:

No! A printer spooler is something quite a bit different.

What I need is a driver of some kind that lets me use the parallel
port almost like the serial port. This would probably include some
kind of circular buffer with some additional OS-calls to control
the buffer.

Does anyone know anything about this?

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901 or 72905

1412. Re: Parallel buffer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-05 10:50:08 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Apr5.105008.20467@tdb.uu.se>
Source record: 44912

I just noticed in the xbra.list-file from the article about XBRA-info
that Jwahar R. Bammi posted that some guy called Jens Schmidt has
made exactly what I'm looking for. Now my only problem is to find
the program. It's supposed to install itself in the cookie-jar as
"Pinp". Does anyone know where I might find this program?

Thanks in advance!

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901 or 72905

1413. Re: New 1040Ste

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-05 11:00:23 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr5.110023.10387@actrix.gen.nz>
Source record: 44913

In article <12353@umd5.umd.edu> adhir@cygnus.umd.edu (Alok Dhir) writes:
> I have a practically brand new 1040STe with 4 megs (same one I'm trying to
> sell). Since I've had it, for some reason, I can't boot from my HD in color.
> It boots perfectly in mono, and in color from the disk drive (as in games
> that autostart or holding control-shift-alternate), but the only way I can
> boot from HD in color is by being in mono, beginning the boot process, and
> immediately after the computer says 'hey' to the hard drive (the little
> green flash and grinding from the HD), pressing the monitor master switch
> forcing a reboot into color. It then boots fine the way it's supposed to.
>
> I am using Superboot v7.2 and ICD Software v5.1.0. The host adapter is
> an ICD ADSCI+ without the clock. Any help would be appreciated.
>
> Also, is there any anonymous FTP site from which I can get the latest ICD
> HD utilities? Thanks...

Only GEnie and ICD's support BBS, they are the only places that you
can dnload ICD booter, also version 5.1 is buggy..

Have you tried it with out SuperBoot..?? and killing all those TSR's
and ACC...??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1414. ICD...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-05 16:36:44 UTC
From: adhir@cygnus.umd.edu
Message-ID: <12355@umd5.umd.edu>
Source record: 44914

What's the # for ICD's BBS?

- Al

1415. Re: MEGA/STE Serial Port

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-05 17:34:46 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr5.173446.21287@usenet.ins.cwru.edu>
Source record: 44915

```
Since you didn't specify whether you meant the modem ports or
the high speed DMA serial port, I'll give you all three:

Modem 1
-------

Pin 1 Carrier Detect
Pin 2 Received Data
Pin 3 Transmitted Data
Pin 4 Data Terminal Ready
Pin 5 Ground
Pin 6 Not Connected
Pin 7 Request to Send
Pin 8 Clear to Send
Pin 9 Ring Indicator

Modem 2
-------

Pin 1 Not Connected
Pin 2 Received Data
Pin 3 Transmitted Data
Pin 4 Data Terminal Ready
Pin 5 Ground
Pin 6 Not Connected
Pin 7 Request to Send
Pin 8 Clear to Send
Pin 9 Not Connected

OOPS! I made an error -- Pin 8 on Modem 2 should read NOT CONNECTED. Sorry.

Serial 2
--------

Pin 1 Carrier Detect
Pin 2 Received Data
Pin 3 Transmitted Data
Pin 4 Data Terminal Ready
Pin 5 Ground
Pin 6 Data Set Ready
Pin 7 Request to Send
Pin 8 Clear to Send
Pin 9 Synchronous Clock

And, for the heck of it, the LAN port:
```

Pin 1 Handshake Output
Pin 2 Handshake Input or Internal Clock
Pin 3 Transmit Data
Pin 4 Ground
Pin 5 Received Data
Pin 6 Transmitted Data
Pin 7 General Purpose Input
Pin 8 Receive Data

(Remember -- it's an 8-pin DIN female RS-422)

Hope this helps!

Rob
#
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

1416. Re: 3.5" floppy drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-05 17:36:35 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr5.173635.21348@usenet.ins.cwru.edu>
Source record: 44916

From what I recall from reading on GEnie, there may be some
jumpers on the back of that drive that need to be changed in order
for it to be recognized.

Hope this helps!

Rob

--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

1417. Re: 3.5" floppy drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-05 18:04:32 UTC
From: bossoj@aix.rpi.edu
Message-ID: <xvztg1-@rpi.edu>
Source record: 44917

Make sure the jumper for the drive number is set correctly. If this drive is number 1 , set it to 00; if it is drive 2, set it 01. I have an Epson 1.44 meg external in it's own case as drive two, the jumpers are set for 01, I didn't have to remove any terminating resistors, and it will also work as drive 1 (unmodified) if I remove drive 1 from the chain (I have an SF354 as drive 1) and plug it sdirectly into my 520ST.

Hope this will help!

1418. Re: Floppy drive pulse on the TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-05 23:51:43 UTC
From: adamd@rhi.hi.is
Message-ID: <4754@krafla.rhi.hi.is>
Source record: 44918

In <g2HciB3w164w@sys6626.bison.mb.ca> genius@sys6626.bison.mb.ca (Trevor Cordes) writes:

>Also, how come if the light on my floppy jitters on and off very faintly
>(only really noticable in the dark) even when the drive's not being used?

This happens on ST's as well. TOS checks once every VBlank to see whether
the write-protect status has changed on the floppy drives. It uses this
information to figure out whether a floppy media change has occured. This
method only works with write-enabled floppies and drives which have no
media-change circuitry (or which have such circuitry disabled).

--
Adam David.
(adamd@rhi.hi.is)

1419. Re: ICD...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-06 01:34:48 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr6.013448.6523@actrix.gen.nz>
Source record: 44919

In article <12355@umd5.umd.edu> adhir@cygnus.umd.edu (Alok Dhir) writes:
> What's the # for ICD's BBS?
>
> - Al

The BBS was/is 815-968-2229....

From what I know You will not be alowed access to some of there
software unless you are a registered user..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1420. SST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-06 04:32:00 UTC
From: ec333way@sail.uwaterloo.ca
Message-ID: <1992Apr6.043200.6163@watserv1.waterloo.edu>
Source record: 44920
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just a couple of questions I need confirmed about the SST
(I talked to Dave Small at ACE, but the 'flyer' about the SST doesn't make it
clear and seems to imply the opposite)..
Is the non-mega SST available? I have a 1040STFM..
ALSO, do I _NEED_ to have 4 megs in my ST before being able to add memory to
the SST? The flyer kept talking about adding memory to the existing 4M...
Finally, Is the Megatalk board REALLY important?
Can I add a CD-rom without one?
Will a megatalk board run in the good old MEGA ST's (as opposed to STe's)??
I may have to pick up a used mega st soon if this is the case..

Thank you,
--
Mattias Hembruch
mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.ca

1421. Re: Need help with MSA format

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-06 04:48:37 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Apr6.044837.6394@msuinfo.cl.msu.edu>
Source record: 44921

smackinla@cc.curtin.edu.au writes:

>get any helpful replies. What I'm looking for is the source to an unMSAing
>program or at least the format of the file the program creates. The reason I
>need it is that I only have a single drive in my ST, and swapping disks every
>track or so does _not_ turn me on!

Have you tried putting the MSA file in a RAM Disk? You could then expand
to the disk in a: without having to swap...

-MOlin "Friends don't let friends use Windows"

1422. Re: Pc Ditto and TOS hard disk partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-06 04:51:25 UTC
From: bcc@Eyring.COM
Message-ID: <1992Apr6.045125.11902@Eyring.COM>
Source record: 44922
Body handling: HTML body converted to readable text

>> In article <1992Mar31.213109.21015@cbfsb.cb.att.com> hojo@cbnewsb.cb.att.com (HC Johnson) writes:
>> >
>>
>> I have PC-DITTO2 running happily on my hard drive, and it can access both
>> partitions C and D, no problem. When I try to go to any other partition,
>> though, I can list the directory but the file contents are garbage. Just
>> how does PCDITTO map over to the hard disk? Does it make any use of the
>> TOS disk driver? (ICD, AHDI, etc.?) or does it go directly to the SCSI
>> device itself?
>
>This question has come up for PC ditto, and TOS. Here's the scoop.
>
>1. First TOS. TOS will number the first 14 GEM/BGEM partitions it finds
> as C:, D:, thru P:. There is no thought that consecutive letters
> imply consecutive partitions.
>
Yeah, some of the ICD software allows me to reorganize the partition mapping. I hadn't thought what this would do to PC DITTO, but it shouldn't matter, since the partitions are consecutive, anyway.

>2. PC-Ditto. Originally the TOS ahdi drivers only produced 4 partitions.
> Then SUPRA had a clever way to add 8 more without many changes.
> Then Atari added BGEM to add an unlimited number.
> ALSO, Supra (et al) added support for 2-8 drives per SCSI.
>
> PC Ditto will only look at drive 0 on SCSI dev 0.
> PC Ditto will only look at partitions 0-3, then only if they are GEM.
> (I have to look at my sources: I don't think it supports SUPRA;
> don't flame me if it does).

No flames -- I should have mentioned that I am using an ICD controller with a Syquest drive. All the partitions are GEM, and the fact that I can list the directory tells me that the I'm getting the right partition, just that something is goofy about the disk itself. Maybe something about the FAT table or something?

Has anyone else seen this?
--
Brian Cooper bcc@Eyring.COM uunet!lanai!bcc
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS
(If the above doesn't work, try coope@bert.cs.byu.edu)

1423. Anyone want NEC P6/P7 driver for Ghostscript?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-06 10:12:34 UTC
From: neuhaus@vier.informatik.uni-kl.de
Message-ID: <neuhaus.702555154@vier>
Source record: 44923
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi.

I'm going to write a NEC P6/P7 printer driver for Ghostscript.
Does anyone else want or need one? Maybe someone has already
written one, so that I don't have to write it myself?

Please answer by email, and please make sure thatyou send mail
to neuhaus@informatik.uni-kl.de. If you write to, e.g., neu-
haus@vier.informatik.uni-kl.de, your mail won't reach me. (This
is a bug in our news software.)

Have fun.

--
+------- No .sig? OH, COME ON! --------+-"The derivative snuggles close to-+
email: neuhaus@informatik.uni-kl.de	the function---whatever to snuggle
snail mail: Stephan Neuhaus/Hilgard-	means; I'm too old for that"
ring 32/6750 Kaiserslautern/Germany	-- Math Prof

1424. Programming GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-06 13:25:39 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1992Apr6.132539.18997@newcastle.ac.uk>
Source record: 44924

There was mention of this problem a few weeks again but I forget to keep record of it.

I have this program I have written that when it runs with AMCGDOS installed it tells me I have got an incorrect device handle, when I open a virtual workstaion (this is all I do, its a small program), and again when I close the the workstation. Could some one tell me what I am doing wrong.

Dave J.

D.M.Johnson@newcastle.ac.uk

1425. 2 HD's on MSTe Host Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-06 14:31:22 UTC
From: "Anthony Paul"
Message-ID: <8394@bnr-rsc.UUCP>
Source record: 44925

I was talking to Bill Rhebok (sp?) at the ACE show in Toronto this weekend. He told me that it was possible to connect (and use) 2 drives to the MSTe host adapter. He said the version of the software was a factor. I got version 5.0 of the atari Hard disk driver.

OK, you know the 3 dip switches on the adapter board? well he said they were actually backwards and off and on are reversed. What he said to do was to flip the switch numbered 3 (or was it one?) to the other position. This switch is the MULTIPLE DRIVE ENABLE. The other 2 switches are only for SCSI offset (if you set them, you would put your 2 drives as 2 and 3 or 3 and 4 or 1 and 2 instead of the normal SCSI IDs of 0 and 1. So these should be irrelevant to us. Unfortunately, I don't have my other SCSI drive and 3 ended cable with me (and won't till late may) so I can't try this. Previously I tried 2 drives and all combinations of the 3 dip switches - no luck, BUT I was running veriosn 3.x of the software.

So I'd like someone to try flipping one of the end dip switches (if one doesn't work, try the other) and trying to hook 2 drives with the rev 5.x software.

Hopefully, this will bring some greatly needed storage space to us MSTe adapter people.

Any questions, please ask.

The show was great, seemed like a big success to me.

Anthony Paul
ttpui@bnr.ca

1426. help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-06 14:45:22 UTC
From: randyh@hpsad.HP.COM
Message-ID: <18420015@hpsad.HP.COM>
Source record: 44926

I'm trying to compile a program with the ~heat&serve~ sozobon using dlibs.
In particular the calls to getenv() are not working.

```
main()
{
char *ep;

ep = getenv("some_env_var");
printf("%s\n", ep);
}
```

When I compile this I get an error:
Integral type not allowed - line 5 (or something like that)

I then change line 5 to:

```
ep = (char *) getenv("some_env_var");
```

as it appears that no header file defines the return type of getenv().

This will now compile but when I run the executable I get a buss error
from MiNT.

Can anyone give me some help with this?

Thanks, Randy Hosler

1427. Where can one get a new mouse quickly?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-06 15:44:20 UTC
From: CADS_COLE@galluk
Message-ID: <1992Apr6.104420.1@galluk>
Source record: 44927
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings.

We've got an ST with a mouse that appears to be on it's last legs. (In particular, it seems to be growing less and less sensative to clicks and double-clicks.) We needs a new mouse before a concert to be given April 24. I called the only local dealer listed in the phone book, and was told that they only had rebuilt mice (for $42.00) and that ordering a new one would take a month. Not good enough. What's the *FASTEST* way to get a reasonably priced ($60 sounds reasonable to me), decent mouse to Washington, DC? Any good sources?

Thanx.
--

========== U.S. Mail ================================ E-Mail ================
Kevin Cole <Flatline> | Bitnet: CADS_COLE@GALLUA.BITNET
Gallaudet Research Institute (GRI) | Internet: KJCOLE@GALLUX.GALLAUDET.EDU
Washington, D.C. 20002-3625 | UUCP: ...!psuvax!gallua.bitnet!kjcole
(202) 651-5575 x4592 | The WELL: kjcole

1428. binary i/o on stdin with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-06 16:33:32 UTC
From: rosenkra@convex.com
Message-ID: <1992Apr06.163332.13631@convex.com>
Source record: 44928

i wrote a test program to check reading binary stdin. as bammi pointed out to me, this should work with UNIXMODE set to 'b'. i confirmed this with non-MiNT GCC 1.40 with libs at PL 71. i did not try it with the latest MiNT libs, tho i see no reason for them not to work in a similar fashion.

here was the code:

```
#include <stdio.h>
main(int argc, char *argv[]) {
int c;
while (1) {
c = fgetc(stdin);
if (feof(stdin)) {
printf("end of file\n"); break;
}
printf("c = 0x%02x\n", c);
}
}
```

here was the dataset:

```
a<cr><lf>test<cr><lf><cr><lf>
```

executed under Gulam (no MiNT) with UNIXMODE unset:

```
% unsetenv UNIXMODE
% tst <tst.dat
c = 0x61
c = 0x0a <------ cr/lf mapped to lf only
c = 0x74
c = 0x65
c = 0x73
c = 0x74
c = 0x0a
c = 0x0a
end of file
```

executed with UNIXMODE:

```
% setenv UNIXMODE b
% tst <tst.dat
c = 0x61
c = 0x0d <------ cr/lf mapped to cr/lf
c = 0x0a <------
c = 0x74
c = 0x65
```

```
c = 0x73
c = 0x74
c = 0x0d
c = 0x0a
c = 0x0d
c = 0x0a
end of file
```

as you can see, the CR-LF is correctly interpreted in both cases, depending on UNIXMODE. i presume the original poster having problems with reading the degas file from stdin how has some recourse. i don't know if UNIXMODE can be set from the desktop. probably, with some sort of auto folder prog.

so it looks like there are several options to read binary data:

- set UNIXMODE (all streams)

- muck with _flags in FILE structure

- binmode() call (tho not for stdin)

- open a file with "rb"

sorry for the misinformation. i was having some problems with a code some time ago and incorrectly blamed the GNU C startup code. it was more than likely my own bug (that i now have to fix). i should know better...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1429. Re: ST ANSI.SYS?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-06 17:35:40 UTC
From: lunnon@qut.edu.au
Message-ID: <1992Apr6.123541.45787@qut.edu.au>
Source record: 44929

In article <55ekiB1w164w@bluemoon.rn.com>, loren@bluemoon.rn.com (Loren Sims) writes:
> With the demise of the two best Atari BBSs in town, I've been spending
> more time connecting with PC-based boards. The trend for these folks is
> toward fancier and fancier graphics, assuming that I have a call to
> ANSI.SYS in my CONFIG.SYS file. I'm using Flash (under TOS 1.0 yet), so
> of course, this is nonsense.
>
> What I'm wondering is if there is any facility for interpreting ANSI
> screen codes for the ST, either in a particular comm program or as a
> seperate driver (I don't want to have to use an emulator for tele-
> communications).
>
> Alternately, can anyone recommend a good reference of ANSI specs that
> I might use to take a hack at writing something that could serve as an
> ANSI.SYS for the ST?
> thanks,
> -Loren
>

This is an evolution which I personally deplore. BBS systems should cater
for general connects like all other online services, rather than assuming
all the world owns an IBM PC. Most of your problems stem from the fact
that the STs extended character set is not the same as PCs, thus the PC's
linedrawing characters are not available. This is really a font problem
fortunately STs use exclusively soft fonts, so it aught to be easy to
load an IBM compatible font into your ST in order to get the semi-graphics
printing right (instead of junk coming out). Problem is that no-one seems
to have done much about drawing an IBM compatible font (8 and 16 bit) yet.

Any takers ...

>
> This is from
> loren@bluemoon.rn.com
> who doesn't have their own obnoxious signature yet

BOB Lunnon
R.Lunnon@qut.edu.au

1430. Re: Making the screen one line

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-06 18:18:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A38489@MS.maus.de>
Source record: 44930

Steve Yelvington wrote:

>I'd like to see a real example of where the Line A variables do not work.
>Redirection to a window doesn't qualify. TOS doesn't support it. You can
>perform such redirection by intercepting BIOS output, but if you go to that
>much trouble, why don't you take the extra step and support the Line A
>variables? The only such program that I've seen (Gemini) does so.

This was a hack for backward compatibility. The next version of Gemini
won't do this.

>The MicroEMACS text editor that I use reads the Line A variables to
>determine screen size. I've run it on a couple of large-screen monitors
>(Viking Moniterm and Image Systems). It worked fine.

You can do MUCH better:

(1) If you want to support MiNT, try the new ioctl's for the terminal
size.
(2) Use termcap or terminfo.

A _very_ easy way:

(3) Use the environment variables ROWS and LINES (if LINES is not set, use
COLUMNS). This way it already works with the Gemini console window,
and this is what POSIX propagates.

If all this fails, use the negative Line A vars. This way, every user can
override the possibly wrong Line A values.

>I suppose that somewhere there may be a setup that doesn't support the
>Line A variables, but that doesn't mean someone who has a standard ST
>shouldn't use those variables in his or her personal software.

Yes, but every software that is released to the public, should be as
well behaved as possible. Especially in this case you see, that it's NOT
much work.

1431. PC-Ditto 1 and TOS 1.04

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-06 21:26:17 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <53703@hydra.gatech.EDU>
Source record: 44931

After I upgraded my 1040ST to TOS 1.04, PC Ditto v3.01 no longer
works. The keyboard is not mapped correctly. Is there any fix
for this?
--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

1432. Re: Where can one get a new mouse quickly?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-07 01:31:34 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr7.013134.6381@actrix.gen.nz>
Source record: 44932
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr6.104420.1@galluk> CADS_COLE@galluk (Kevin Cole; Washington DC) writes:
> Greetings.
>
> We've got an ST with a mouse that appears to be on it's last legs. (In
> particular, it seems to be growing less and less sensative to clicks and
> double-clicks.) We needs a new mouse before a concert to be given April 24. I
> called the only local dealer listed in the phone book, and was told that they
> only had rebuilt mice (for $42.00) and that ordering a new one would take a
> month. Not good enough. What's the *FASTEST* way to get a reasonably priced
> ($60 sounds reasonable to me), decent mouse to Washington, DC? Any good
> sources?
> ========== U.S. Mail ============================== E-Mail ================
> Kevin Cole <Flatline> | Bitnet: CADS_COLE@GALLUA.BITNET
> Gallaudet Research Institute (GRI) | Internet: KJCOLE@GALLUX.GALLAUDET.EDU
> Washington, D.C. 20002-3625 | UUCP: ...!psuvax!gallua.bitnet!kjcole
> (202) 651-5575 x4592 | The WELL: kjcole

I tried to E-Mail you but your path is incorrect..

Try a Golden Image mouse, they cost here some $50/60 nz, should cost
over there some $25us, they use micro-switches..

The later ones have a switch for Atari/Amiga, so try a Amiga shop..

I use a early Amiga one with 2 wires changed around.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1433. Re: PC-Ditto 1 and TOS 1.04

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-07 01:56:30 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr7.015630.6950@actrix.gen.nz>
Source record: 44933

In article <53703@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David P. Forrai) writes:
> After I upgraded my 1040ST to TOS 1.04, PC Ditto v3.01 no longer
> works. The keyboard is not mapped correctly. Is there any fix
> for this?
> --
> David P. Forrai
> uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
> Internet: gt1448b@prism.gatech.edu

The UK, version 3.64 works on a TOS 1.04 and TOS 1.6, is there no a later
version of USA PC-ditto..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1434. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-07 02:45:00 UTC
From: ivan@erich.triumf.ca
Message-ID: <6APR199218452656@erich.triumf.ca>
Source record: 44934

```
In article <18420015@hpsad.HP.COM>, randyh@hpsad.HP.COM (Randy Hosler) writes...
>I'm trying to compile a program with the ~heat&serve~ sozobon using dlibs.
>In particular the calls to getenv() are not working.
>
>main()
>{
> char *ep;
>
> ep = getenv("some_env_var");
> printf("%s\n", ep);
>}
>
>When I compile this I get an error:
> Integral type not allowed - line 5 (or something like that)
>
>I then change line 5 to:
>
> ep = (char *) getenv("some_env_var");
>
>as it appears that no header file defines the return type of getenv().
>
>This will now compile but when I run the executable I get a buss error
>from MiNT.
>
>Can anyone give me some help with this?
>
I would think you should have a declaration
char *getenv();
somewhere. Remember that any undeclared functions in C are assumed to
be ints. Hence the complaint Integral type not allowed. With the cast you are
really stirring things up. Assuming that int and pointer are returned from
functions in the same register, the compiler will only take the int value of
the returned value (unless you happen to be using 32-bit ints :-). Casting
this to (char *) will then sign-extend it to a 32-bit pointer, in essence
losing the higher bits of the address that was originally returned. If the
return mechanisms are not the same, all bets are off -- you'll just get
garbage.

Ivan Reid, Paul Scherrer Institute, CH. ivan@cvax.psi.ch
```

1435. ICD utilities

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-07 03:12:49 UTC
From: marshall@cs.uq.oz.au
Message-ID: <7454@uqcspe.cs.uq.oz.au>
Source record: 44935

Can anyone enlighten me? II have a MegaSte with built-in hard disk (of course!).
It is a Seagate h/disk, I think. Do I think correctly?
If it is Seagate, can ICD Utilities be used on it?
Thanks for any info - please email.

_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

1436. Re: Atari ST disks <----> IBM DOS disks ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-07 05:05:09 UTC
From: leonard@qiclab.scn.rain.com
Message-ID: <1992Apr7.050509.24342@qiclab.scn.rain.com>
Source record: 44936
Cross-posted to: comp.os.msdos.apps,comp.os.msdos.misc,comp.sys.atari.st,comp.sys.atari.st.tech

CADS_COLE@galluk (Kevin Cole; Washington DC) writes:

>Greetings.

>I'm looking for software to either read and write IBM disks on an Atari 1040 ST
>or read and write Atari ST disks on an IBM PS/2. Does any such product exist,
>and, if so, could anyone here point me towards a source for such a product?

if you have a double-sided drive on the Atari, just format the disks on
a PC as normal 720k disks. The Atari will have *no* trouble with them.
If you have a single sided drive, the person with the PC needs to add
the following to their CONFIG.SYS (assuming the 3.5" drive is drive b:)

device=driver.sys /d:1 /f:1 /h:1

This creates a "new" drive letter for the B: drive and tells the
system that it is a single sided 3.5 drive.

This all works because the Atari uses MS-DOS directory structures!
The only catch is that DOS requires the first sector after the index
hole to be sector 1. The Atari ignores the index hole. That's why
you need to format the disks on a PC...

I "converted" files to PC format for a friend with an Atari for
years. His editor never complained about the disks with the manuscripts
on them...
--
Leonard Erickson leonard@qiclab.scn.rain.com
CIS: [70465,203] 70465.203@compuserve.com
FIDO: 1:105/56 Leonard.Erickson@f56.n105.z1.fidonet.org
(The CIS address is checked daily. The others infrequently)

1437. Re: ICD utilities

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-07 06:19:53 UTC
From: marshall@cs.uq.oz.au
Message-ID: <7459@uqcspe.cs.uq.oz.au>
Source record: 44937

In <7454@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au (Marshall Harris (G.M.)) writes:

>Can anyone enlighten me? II have a MegaSte with built-in hard disk (of
>course!).
>It is a Seagate h/disk, I think. Do I think correctly?
>If it is Seagate, can ICD Utilities be used on it?
>Thanks for any info - please email.

Sorry - I have found the answer - but thanks if you emailed me, anyway!

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

1438. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-07 07:08:42 UTC
From: steve@thelake.mn.org
Message-ID: <A286595207@thelake.mn.org>
Source record: 44938

```
[In article <18420015@hpsad.HP.COM>,
randyh@hpsad.HP.COM (Randy Hosler) writes ... ]

> I'm trying to compile a program with the ~heat&serve~ sozobon using dlibs.
> In particular the calls to getenv() are not working.
>
> main()
> {
> char *ep;
>
> ep = getenv("some_env_var");
> printf("%s\n", ep);
> }
>
> When I compile this I get an error:
> Integral type not allowed - line 5 (or something like that)

Right. You have not declared the function getenv(), so the compiler
reasonably assumes that it returns an int. Pointers and ints cannot
be casually interchanged, so the compiler complains.

> I then change line 5 to:
>
> ep = (char *) getenv("some_env_var");

All this does is tell the compiler to shut up and accept the conversion.
It doesn't fix the problem.

> as it appears that no header file defines the return type of getenv().
>
> This will now compile but when I run the executable I get a buss error
> from MiNT.

You get the bus error because the 32-bit value returned by the getenv
library function is truncated to 16 bits, then extended to 32. The
result is a garbage pointer.

The right way to fix this is simply to declare the function in your
code:

main()
{
char *ep;
char *getenv(); /* getenv returns a pointer */

ep = getenv("some_env_var");
printf("%s\n", ep);
```

```
}
```

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1439. Re: Reading Disk's Volume Name?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-07 08:28:42 UTC
From: q92269@pbhrzx.uni-paderborn.de
Message-ID: <q92269.702635322@pbhrzx.uni-paderborn.de>
Source record: 44939

ralph@laas.fr (Ralph P. Sobek) writes:

>What is the correct definition of the 11 character volume name? Is
>there an implicit dot (.) between the 8th and 9th characters like
>files? Are lowercase letters allowed? Is an explict dot (.) allowed?
>I have a floppy with the label "GEM.010" with an explicit dot!

>I've noticed that different software read the above label differently.

>Any comments?

MS-DOS treats the volume label as a string with a max len of 11 chars in
which all characters (even wildcards) are allowed. Lowercase letters are
mapped to uppercase.

Atari TOS returns (at least in my 1.04 here) the vol label with a dot
after the eighth position if longer names were created. Also, the desktop
inserts this dot in its mask for form_do() at the disk info. If you
create a label containing a dot, the string before the dot is padded to
8 chars as in normal file names.

Seems the programmers didn't have any idea of what they programmed... :-)

Daniel
--
Daniel Roedding "Dann wird am 1.3. also das Z-Netz geloescht? Denn das ist
Detmolder Str. 19 es ja, was mit laengeren Adressen nicht klar kommt :-)))"
D-4790 Paderborn -- Michael Keukert in de.comm.gateways
/ q92269@pbhrzx.uni-paderborn.de / danny@fiction.ms.sub.org / +49 5251 541965 /

1440. Re: Atari ST disks <----> IBM DOS disks ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-07 08:54:16 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr7.085416.20679@actrix.gen.nz>
Source record: 44940
Cross-posted to: comp.os.msdos.apps,comp.os.msdos.misc,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr7.050509.24342@qiclab.scn.rain.com> 70465.203@compuserve.com writes:
> CADS_COLE@galluk (Kevin Cole; Washington DC) writes:
>
> >Greetings.
>
> >I'm looking for software to either read and write IBM disks on an Atari 1040 ST
> >or read and write Atari ST disks on an IBM PS/2. Does any such product exist,
> >and, if so, could anyone here point me towards a source for such a product?
>
> if you have a double-sided drive on the Atari, just format the disks on
> a PC as normal 720k disks. The Atari will have *no* trouble with them.
> If you have a single sided drive, the person with the PC needs to add
> the following to their CONFIG.SYS (assuming the 3.5" drive is drive b:)
>
> device=driver.sys /d:1 /f:1 /h:1
>
> This creates a "new" drive letter for the B: drive and tells the
> system that it is a single sided 3.5 drive.
>
> This all works because the Atari uses MS-DOS directory structures!
> The only catch is that DOS requires the first sector after the index
> hole to be sector 1. The Atari ignores the index hole. That's why
> you need to format the disks on a PC...

This is completly incorrect, the Atari DOES USE THE INDEX HOLE,
please don't post fauls information...

>
> I "converted" files to PC format for a friend with an Atari for
> years. His editor never complained about the disks with the manuscripts
> on them...
> --
> Leonard Erickson leonard@qiclab.scn.rain.com
> CIS: [70465,203] 70465.203@compuserve.com
> FIDO: 1:105/56 Leonard.Erickson@f56.n105.z1.fidonet.org
> (The CIS address is checked daily. The others infrequently)

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1441. Re: Need help with MSA format

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-07 12:10:05 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Apr7.121005.1@lapis.labmed.umn.edu>
Source record: 44691

In article <1992Apr7.234257.1@cc.curtin.edu.au>, smackinla@cc.curtin.edu.au writes:
> I _should_ be able to unMSA a disk on _any_ ST (with the possible
> exception of one with a single sided drive).

You have, of course, the (relatively) tedious option of using the 'pseudo-B'
drive on a 1-drive system. Run the SHADOW program (the unMSA program, not the
background downloader... :)), locate the .MSA file on the =B= drive, and let
the unMSA program write to the =A= drive.

BTW, I don't know of any of the MSA-ed demos on the atari.archive server which
do not require a double-sided disk drive...

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"It was discovered that unity was plural and at minimum sixfold."
-- R. Buckminster Fuller

1442. Sozobon 1.33i Heat'n'Serve bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-07 12:26:56 UTC
From: tony@microware.co.uk
Message-ID: <917@mwuk.UUCP>
Source record: 44692

Hi Folks,

I have been very successfully using the Heat'n'Serve Sozobon C 1.33i
that was posted a while ago. I think it may even be better than the
Lattice C 3.0.4 that I paid real money for some years ago. It's
certainly nicer to use!

I have found a couple of bugs in the header files:

1) In stdio.h, the definitions of stdprn and stdaux are reversed. I
wondered why my program wouldn't print, and then discovered the
characters falling out of the serial port. :-)

2) In types.h, the types BYTE, WORD and LONG are defined as
unsigned. I have seen published code which relies on them being
signed (book: Atari ST Application Programming), and they are
signed in Lattice 3.0.4. I changed them to the following:

```
typedef char BYTE;
typedef int WORD;
typedef long LONG;
typedef unsigned char UBYTE;
typedef unsigned int UWORD;
typedef unsigned long ULONG;
```

3) Sometimes, when running top, the optimizer, I get a number of
messages saying something like:

```
top: bugchk - filler bytes not equal (doesn't affect codegen)
```

Can I safely ignore it - what does it mean? The program in
question seemed to run OK. Unfortunately, I have now modified
the program and the message no longer appears. (Well,
unfortunately for bug-hunting, anyway :-).

Any comments?

Tony.
--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

1443. Re: Poor Quick Index ratings on my TT with TOS 3.01...why?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-07 13:00:25 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Apr7.130025.3476@watmath.waterloo.edu>
Source record: 44693

In article <2RHciB2w164w@sys6626.bison.mb.ca> genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
>I recently ran Quick index on my TT030/4 (4MB ST-RAM only) with TOS 3.01.
>Without the screen accelerator Quick ST3 or any other accelerator for
>that matter installed, I get these results:
>
>TOS text : 44%
>TOS string: 49%
>TOS scroll: 18%
>Dialog box: 66%
>
>These are all with the 'TT' button selected and in TT medium with the
>'med' button selected in QIndex. Why am I getting such poor results?
>Since I'm using a TT, shouldn't those be all at 100%??? All the other
>tests on my TT come out around the 100% mark, so how come all the TOS and
>GEM tests rate so poorly? Is this some 'bug' in TOS 3.01 that gives me
>these numbers? Has anyone gotten the same results, or is my machine a
>mutant? Thanks for any help.

Are you sure that the machine is really running slower?
Maybe the program does not work correctly when run on a TT.
After all, the TT did not exist when the program was written
and it does rely on PEEKing in special places in the
operating system.

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP

1444. New bug in ZOO v_2.1 (was Re: ZOO 2.1)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-07 13:44:50 UTC
From: wabe@ukc.ac.uk
Message-ID: <720@hobby.ukc.ac.uk>
Source record: 44694

In article <1992Mar30.230501.8851@NCoast.ORG> bjsjr@ncoast.org writes:
>In article <1992Mar30.042831.9282@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>>Can some one tell me what I am doing wrong, as I can't use my hard drive
>>at present do to a STE suffing it up, DMA bug..
>>
>>I am having problems extracting a zoo file that has folders, I do have
>>2 disk drives and its a 2.5 meg STFM with TOS 1.4..
>>
>>If I give zoo.ttp the x// string I get 2 bombs ..??
>>
>
>There is a bug in the released version of ZOO 2.1 that causes problems
>while extracting archives that have entries that want to start from the
>root directory (ex. /foo/foo.c as opposed to ./foo/foo.c). This may
>be the problem you have run into. This bug has been fixed in the as
>yet unreleased version of ZOO 2.1 Patchlevel 1 (to be released hopefully
>soon but no promises).
>

On a related note I tried to pack all files (including directories)
within a volume with the usual command (from GULAM shell)

zoo ah// new_arc *

recently, but found that it failed because I had named one of the directories
RDE_ALL.TOS i.e. ZOO_v2.1 appears to assume that anything ending in .TOS is
a program. Surely it OUGHT to check this - which is a simple enough task.

On extraction, a similar difficulty with folders ending with .TOS
(and, presumably, with folders ending in .PRG and .TTP also - but I have
not checked this) occurs.

W. Alan B. Evans
[wabe@ukc.ac.uk]

1445. Re: Need help with MSA format

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-07 14:42:57 UTC
From: smackinla@cc.curtin.edu.au
Message-ID: <1992Apr7.234257.1@cc.curtin.edu.au>
Source record: 44695

> Have you tried putting the MSA file in a RAM Disk? You could then expand
> to the disk in a: without having to swap...

Unfortunately this is not practical on a machine with 512k! Don't laugh! I will probably upgrade my machine to a bit more memory at some stage, but that's not the point. I _should_ be able to unMSA a disk on _any_ ST (with the possible exception of one with a single sided drive).

Pat -- have a day!

1446. Re: Atari ST disks <----> IBM DOS disks ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-07 15:12:09 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Apr7.151209.3642@olymp.informatik.uni-bonn.de>
Source record: 44696
Cross-posted to: comp.os.msdos.apps,comp.os.msdos.misc,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr7.050509.24342@qiclab.scn.rain.com> 70465.203@compuserve.com writes:
>[...]
>This all works because the Atari uses MS-DOS directory structures!
>The only catch is that DOS requires the first sector after the index
>hole to be sector 1. The Atari ignores the index hole. That's why
>you need to format the disks on a PC...

I'm sorry, but this is totally wrong. The only reason that one had to format
the disks on the PC was that the older TOS versions didn't write the boot
sector in a 'compatible enough' way.

The ONLY thing required to make ANY ST DS DD 720 K disk PC-compatible is to
get a sector editor, and change the jump instruction in the first three bytes
(from "60 xx" to "EB xx xx", I use "EB 34 90"), and fix the media byte (the
first byte in the first sector of each FAT, usually found on sectors #1 and
#6, counting from 0) by changing it from F7 to F9 (all numbers in hex).

Of course, if you format your disks on the ST with one of the modern formatting
tools, the program does it all for you.

I recommend MDISK, which is a clever combination of RAM disk/copier/formatter
accessory. It's free, and can be ftp'ed from varios atari servers. It's also
included with the CS-TeX package.

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

1447. Re: ST mouse flaky; easy fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-07 16:04:58 UTC
From: freds@hpcc01.corp.hp.com
Message-ID: <1550007@hpcc01.corp.hp.com>
Source record: 44697

I just fixed my son's mouse last week by blowing the dust away from th optics.
The mouse works like new now.

1448. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-07 16:13:32 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <09BViB1w164w@ersys.edmonton.ab.ca>
Source record: 44698
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

> I know I'll probably get jumped on for saying this, but why not
> just use GEM and put it in a window? (a.k.a. STalker & Rufus) It would
> be slower, but who doesn't use some sort of screen accelerator nowadays?
>
> Later.......
>
> -----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======-------
> "You can give her the usual rlcollins@miavx1.acs.muohio.edu
> things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
> you don't intend to keep." rcollins@apsvax.aps.muohio.edu
> -Cogsworth R.COLLINS1 on GEnie
> (Beauty and the Beast)
> -----=======}}}}}}}}(((((()))))))))}}}}}}}}=======--------

There is a GOOD reason not to use a GEM Window. The first reason, which
you mentioned, is that the speed is VERY slow. Even with accellerators,
the output can't keep up with more than 2400 baud in Stalker. Without an
accellerator it would be hideously slow. Also, a GEM window takes up
space. Instead of 25 lines (24 with a status bar) you would have 23
lines and be forced to put the status bar at the top of the screen.
There is also the added joy of having to handle more complex redraws.

No, a window is not the way to go for me. The mailer and newsgroup
machine was not working regularly, so I think I missed a lot of this
thread. I did find out one way to shorten the screen. Subtract 1 from
the value contained at $2AB2 and you have a shorter screen. Add 1 when
you want to update the status bar. It was as simple as that. At least
for monochrome. I'll have to try it with color as well, since I am not
sure if the address applies to all ST machines.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "This offer is valid on absolutely ANY day >>
<< of the year, except...." >>
<< -- >>

1449. Re: 32 Pin Socket for Tos 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-07 16:19:20 UTC
From: freds@hpcc01.corp.hp.com
Message-ID: <1550008@hpcc01.corp.hp.com>
Source record: 44699

Try Best Electronics in Santa Clara California

I don't have their number here in the office.

1450. SPET Source code

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-07 17:55:10 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92098.125510EENG6801@RyeVm.Ryerson.Ca>
Source record: 44700

Can someone please post the source code of SPET to comp.sources.atari.st?
Or send me a copy ? I'm not able to FTP to the site posted.
It gives me 'User anonymous access denied.'
Thank You,

```
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

1451. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-07 20:13:19 UTC
From: randyh@hpsad.HP.COM
Message-ID: <18420016@hpsad.HP.COM>
Source record: 44701

> I would think you should have a declaration
>char *getenv();
> somewhere. Remember that any undeclared functions in C are assumed to
>be ints. Hence the complaint Integral type not allowed. With the cast you are
>really stirring things up. Assuming that int and pointer are returned from
>functions in the same register, the compiler will only take the int value of
>the returned value (unless you happen to be using 32-bit ints :-). Casting
>this to (char *) will then sign-extend it to a 32-bit pointer, in essence
>losing the higher bits of the address that was originally returned. If the
>return mechanisms are not the same, all bets are off -- you'll just get
>garbage.
>
>Ivan Reid, Paul Scherrer Institute, CH. ivan@cvax.psi.ch
>----------

Thanks for the help.

I was under the assumption that the cast would work the same as
a declaration. Sounds easy enough to fix. :)

Still, I don't understand why dlibs doesn't have a header to declare
getenv(). Maybe I'm missing something. I grepped my include directory
and found no reference to getenv().

Randy Hosler

Michal, thanks for the email reply.

1452. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-07 21:33:57 UTC
From: rosenkra@convex.com
Message-ID: <1992Apr07.213357.1847@convex.com>
Source record: 44702

```
In article <18420015@hpsad.HP.COM>, randyh@hpsad.HP.COM (Randy Hosler) writes...
>main()
>{
> char *ep;
>
> ep = getenv("some_env_var");
> printf("%s\n", ep);
>}

try this instead:

#include <stdio.h> /* for NULL define, usually */
char *getenv(); /* or #include <stdlib.h> if you have it */

main()
{
char *ep;

if ((ep = getenv("some_env_var")) != (char *) NULL)
printf("%s\n", ep);
else
printf("some_env_var not found\n");
}

you could also do:

ep = getenv("some_env_var");
printf("%s\n", ep != (char *)NULL ? ep : "not found");

you should test the return since getenv returns NULL pointer of
it fails. this probably causes the bus error.

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com
```

1453. Re: Need help with MSA format

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-08 02:14:16 UTC
From: smackinla@cc.curtin.edu.au
Message-ID: <1992Apr8.111416.1@cc.curtin.edu.au>
Source record: 44703

In article <1992Apr7.121005.1@lapis.labmed.umn.edu>, davidli@lapis.labmed.umn.edu writes:
> In article <1992Apr7.234257.1@cc.curtin.edu.au>, smackinla@cc.curtin.edu.au writes:
>> I _should_ be able to unMSA a disk on _any_ ST (with the possible
>> exception of one with a single sided drive).
>
> You have, of course, the (relatively) tedious option of using the 'pseudo-B'
> drive on a 1-drive system. Run the SHADOW program (the unMSA program, not the
> background downloader... :)), locate the .MSA file on the =B= drive, and let
> the unMSA program write to the =A= drive.
>
> BTW, I don't know of any of the MSA-ed demos on the atari.archive server which
> do not require a double-sided disk drive...

I'm afraid that you must have missed the original posting. The whole idea was
to get away from doing the hundred odd disk swaps required to unMSA the file
using the psuedo disk drive.

Pat -- have a day!

PS: Why do people write programs like this in the first place!?! You would think
they would have learnt from all the versions of TOS < 1.4 how tedious it was
with a single drive!

1454. Re: Atari ST disks <----> IBM DOS disks ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-08 05:25:17 UTC
From: tpurves@sygnus.uucp
Message-ID: <1992Apr08.052517.3815@sygnus.uucp>
Source record: 44704
Cross-posted to: comp.os.msdos.apps,comp.os.msdos.misc,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr7.050509.24342@qiclab.scn.rain.com> 70465.203@compuserve.com writes:
>CADS_COLE@galluk (Kevin Cole; Washington DC) writes:
>
>>Greetings.
>
>This all works because the Atari uses MS-DOS directory structures!
>The only catch is that DOS requires the first sector after the index
>hole to be sector 1. The Atari ignores the index hole. That's why
>you need to format the disks on a PC...

Not true.

Follows is a program I wrote way back in 85, to convert Atari DS disks
to a format the PC can read. The problem is that MSDOS expects a jmp or
jmp short in the first byte of the boot sector. This program also fixes
up the bpb.

```
code segment byte public
assume cs:code,ds:code

org 100h
atari proc far
start: jmp short over_data
sigon db 'Atari ST -> IBM disk patcher',13,10
db 'Copyright (c) 1985, Timothy Purves',13,10,'$'
err_msg db 'DISK ERROR!',7,'$'
mode_flag db 0

over_data: push ds
pop es

mov dx,offset sigon
mov ah,9
int 21h

mov mode_flag,2
call diskio
jc error_out
mov word ptr [bx],34EBh ; short jmp
mov byte ptr [bx+2],90h ; nop
mov byte ptr [bx+15h],0F9h ; media type
mov byte ptr [bx+200h],0F9h ; Fat ID
mov word ptr [bx+201h],0FFFFh ; Fat Marker
mov mode_flag,3
call diskio
```

```
mov al,0
jnc normal_out
error_out:
mov dx,offset err_msg
mov ah,9
int 21h
mov al,1
normal_out:
mov ah,4ch
int 21h

atari endp

-tpurves

diskio proc near
mov cx,5
retry: push cx
mov ah,mode_flag
mov al,2
mov dx,0
mov cx,1
mov bx,offset disk_buffer
int 13h
pop cx
jc reset_disk
or ah,ah
jnz reset_disk
ret
reset_disk: xor ax,ax
int 13h
loop retry
stc
ret
diskio endp

disk_buffer equ $
code ends

end start
```

1455. 3.5"floppy, now flaky ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-08 08:29:17 UTC
From: fnjlh1@acad3.alaska.edu
Message-ID: <7APR92232917@acad3.alaska.edu>
Source record: 44705

After trying to plug in a HD floppy into my SF314, I seem to be getting odd memory problem(NeoDesk sez I've 37548 left after running any prg in a 2 2.5M system), possible floppy screwups and general confusion. Did I singe my ROM somehow???? Can I get the lower TOS numbers anymore? Will Linda succomb to Todd's impassioned (sorry, wrong group) I had TOS 1.0 (6 chips).

My wife is giving me heat on this("You did what to a working computer??") Any help appreciated! Thanks j harris /fairbanks

1456. Re: Atari ST disks <----> IBM DOS disks ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-08 08:30:04 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Apr8.083004.27853@cs.hw.ac.uk>
Source record: 44706
Cross-posted to: comp.os.msdos.apps,comp.os.msdos.misc,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr7.050509.24342@qiclab.scn.rain.com>
70465.203@compuserve.com writes:
>if you have a double-sided drive on the Atari, just format the disks on
>a PC as normal 720k disks. The Atari will have *no* trouble with them.
>If you have a single sided drive, the person with the PC needs to add
>the following to their CONFIG.SYS (assuming the 3.5" drive is drive b:)
>
> device=driver.sys /d:1 /f:1 /h:1

That would install a new driver. In my CONFIG.SYS file I have the following:-

drivparm = /d:1 /s:10

which modifies the parameters for drive B: to accept 10 SPT disks. Curiously
it also lets drive A: read them too if you only have one floppy.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1457. Media Change Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-08 10:42:22 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Apr8124222@orion.laas.fr>
Source record: 44707

I am curious as how to properly handle Media Changes in my software,
both wanted and unwanted occurences. I am doing this on a Mega 4
running under TOS 1.2.

As I understand it, when MediaCh() goes from 0 to 1 or 2, on the next
read or write [I use Rwabs()] I will get E_CHNG or -14 as the return
code from Rwabs():

Rwabs(0,...), ChangeDisk, Rwabs(0,...) gives -14.

Furthermore, other calls to the program after this keep giving -14 as
a return code for Rwabs().

Rwabs(0,...), ChangeDisk, Rwabs(2,...) executes properly.

But the state of the ST is left at -14 if I call the program again.
Even the following works properly:

Rwabs(0,...), ChangeDisk, Rwabs(2,...), Rwabs(0,...) executes properly.

But the state is left at -14 as concerns GEMDOS, etc.

A friend passed me his Lattice C documentation, and it stated that
Get_BPB() resets the MediaCh() flag to 0. Now the following works:

Rwabs(0,...), ChangeDisk, Get_BPB(), Rwabs(0,...) executes properly.

Unfortunately, they state that a Media Change should be forced before
calling Get_BPB() since the latter may cause system buffers to be
lost.

In this case, how does one *force* a Media Change such that GEMDOS and
BIOS recognize it?

Maybe it is the same question, but how does one force GEMDOS, etc. to
flush its internal buffers for a device? Does a *Forced* Media Change
take care of this.

Thanks to all, in advance.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

1458. Rwabs() vs. lRwabs()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-08 10:52:31 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Apr8125231@orion.laas.fr>
Source record: 44708

As I understand it lRwabs() exists only since AHDI 3.01. Does that mean I can use it on my Mega 4 ST running TOS 1.2 if I install AHDI 3.0x or even AHDI 5.0?

What are the relationsships between Rwabs(), lRwabs(), and _hdv_rw ($476)? Are the _hdv* variables installed by AHDI? When I was single-stepping (w/ szadb) a call to Rwabs(0,...) on my floppy (A:), I was amazed to see the program go through _hdv_rw.

Any enlightenment on the subject would be appreciated. And, yes it is probably detailled in "Das Scheibenkleister" but that hasn't been translated yet.

Thanks,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

1459. Re: New 1040Ste

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-08 14:50:26 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr08.145026.595@cdsmn.mn.org>
Source record: 44709

In article <12353@umd5.umd.edu> adhir@cygnus.umd.edu (Alok Dhir) writes:
>I have a practically brand new 1040STe with 4 megs (same one I'm trying to
>sell). Since I've had it, for some reason, I can't boot from my HD in color.
>It boots perfectly in mono, and in color from the disk drive (as in games
>that autostart or holding control-shift-alternate), but the only way I can
>boot from HD in color is by being in mono, beginning the boot process, and
>immediately after the computer says 'hey' to the hard drive (the little
>green flash and grinding from the HD), pressing the monitor master switch
>forcing a reboot into color. It then boots fine the way it's supposed to.
>
>I am using Superboot v7.2 and ICD Software v5.1.0. The host adapter is
>an ICD ADSCI+ without the clock. Any help would be appreciated.
>
>Also, is there any anonymous FTP site from which I can get the latest ICD
>HD utilities? Thanks...
>
> - Al

Do you have ste_fix.prg in your auto folder? I never knew what this little fixer did until I tried to boot without it and couldn't boot into medium rez. Some problem with not reading the desktop.inf file or something.

I have no monochrome so I guess the hardware keeps it from trying to boot monochrome. I'd say this is your problem.

Funny, I don't see this on the atari archive list. Is this something that comes with the ICD stuff maybe? I bought my system used and all this stuff was already loaded, so it's a mystery where it all came from.

I have it, will share it upon request. There is nothing to indicate a copyright.

Regards,
Doug Plate

1460. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-08 15:34:39 UTC
From: Bjarne Pohlers <ZX0013@DMSWWU1A.BITNET>
Message-ID: <92099.153439ZX0013@DMSWWU1A.BITNET>
Source record: 44258
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <09BViB1w164w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca
(Michel Forget) says:
>No, a window is not the way to go for me. The mailer and newsgroup
>machine was not working regularly, so I think I missed a lot of this
>thread. I did find out one way to shorten the screen. Subtract 1 from
>the value contained at $2AB2 and you have a shorter screen. Add 1 when
>you want to update the status bar. It was as simple as that. At least
>for monochrome.
Who guarantees that this will work with alternative screen-drivers, with
other resolutions than the standart (e.g. autoswitch-overscan, new graphic-
cards, etc....)? Will it run under MGR or with MW? On a TT? Is $2AB2
a documented system-variable? Your program will only run on some special
machines with a special TOS. Don't do that!!!!!!!
> I have to try it with color as well, since I am not
>sure if the address applies to all ST machines.
Please try also on all graphic-cards, on all STs on a TT, the new falcon, under
all TOS-versions, under MiNT, MTOS and please test also all screen accelerators
...:-(
Thanks.
--
!"$%&/);=?!-.'"�!=({\,@*~#+$�'&�(/!&=�`"%$_�.|?>}`>|"/~�<$:&)*;#!;�&=#"&%$\':"�
" Bjarne Pohlers Fast address: <srb110@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (xx49)251-866559 "
�":'\$%&"#=&�;!#;*)&:$<�~/"|>`}>?|.�_$%"`�=&!/(�&'�$+#~*@,\{(=!�'".-!?=;)/&%$"!

1461. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-08 16:48:52 UTC
From: steve@thelake.mn.org
Message-ID: <A1578768520@thelake.mn.org>
Source record: 44710

[In article <18420016@hpsad.HP.COM>,
randyh@hpsad.HP.COM (Randy Hosler) writes ...]

> Still, I don't understand why dlibs doesn't have a header to declare
> getenv(). Maybe I'm missing something. I grepped my include directory
> and found no reference to getenv().

No, you're not missing anything, it's jut not there. I think the reason is simply that dLibs predates ANSI. Dale Schumacher created the library as a replacement for the Alcyon C library long before Sozobon existed. Over the years it has gained some ANSI-like properties, but it isn't there yet. For his Heat and Serve 1.33i package, Ian Lepore added a pseudo-stdlib.h file but didn't include a declaration for getenv.

If you switch to the MiNT library you'll have a far more ANSI-like setup, even though you still can't handle prototypes.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1462. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-08 18:32:28 UTC
From: rosenqui@ncs.dnd.ca
Message-ID: <1992Apr8.183228.16145@netfs.dnd.ca>
Source record: 44711
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <09BViB1w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

> There is a GOOD reason not to use a GEM Window. The first reason,
> which you mentioned, is that the speed is VERY slow. Even with
> accellerators, the output can't keep up with more than 2400 baud in
> Stalker. Without an accellerator it would be hideously slow.

I beg to differ. Based on my own experience, an unadorned 8MHz TOS 1.0 can keep up with 2400 baud in STalker. Adding a software screen accelerator and/or a CPU enhancement can increase this to the point where 9600 baud screen output is achievable. I should add however that the main limitation under VDI is not the text output speed but the scrolling speed. You'll fall a bit behind if you get a blast of LF's in a row, but under more typical situations STalker can keep up. On a T16-equipped Mega4, according to a small test program I wrote, the best I could do was around 50 scrolls/second for an average-sized window.

The one very good reason TO use a GEM window is compatibility. Sticking to a VDI-only implementation may cost you a little in terms of speed, but in my humble opinion, you gain much more than that back in terms of compatibility and ease of use.

> Also, a GEM window takes up space. Instead of 25 lines (24 with a
> status bar) you would have 23 lines and be forced to put the status
> bar at the top of the screen.

In TT medium-res, Overscan, or any of the 3rd party high-res video cards there is plenty of room for everything.

> There is also the added joy of having to handle more complex
> redraws.

True, but as they say "no pain, no gain".

> No, a window is not the way to go for me.

Evidently not. If your main concern is to get something that does the job on specific systems, then do whatever you like. I think the original question though was how to reserve a screen line in a "safe" manner, and as the ongoing discussion has shown, there are varying degrees of "safety", the ultimate being a GEM/VDI-based implementation.

> Subtract 1 from the value contained at $2AB2 and you have a shorter
> screen. Add 1 when you want to update the status bar. It was as
> simple as that. At least for monochrome. I'll have to try it with
> color as well, since I am not sure if the address applies to all ST
> machines.

Hmmmm, you're already in dangerous territory - the address you mention
is almost certainly not the same across TOS revisions, and could
conceivably change within a TOS version due to a screen accelerator.

Good luck,
Eric Rosenquist

1463. Are Ataris really this bad with HD's?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-08 19:17:45 UTC
From: comptec91006@camins.camosun.bc.ca
Message-ID: <1992Apr8.111745.1@camins.camosun.bc.ca>
Source record: 44712

I have a SyQuest hard disk with an ICD controller. I have a 14 meg Atari partition and a 30 meg partition for Spectre GCR (Mac emulator)... Whenever a file is written to disk in Atari mode the system locks up for about 5 seconds and then suddenly spits the file onto the disk. Presumably it is reading the directory and FAT during this delay. I know the drive is reasonably fast - in Mac mode it will write files instantly. It seems that the Atari operating system is very slow when dealing with anything bigger than a floppy disk (which doesn't surprise me). Does anyone else have this problem? I have TOS 1.3... Do the new versions of TOS have the same problem?
/\/\ike

1464. How to use the cartridge port?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-08 19:37:25 UTC
From: cs163wfj@sdcc8.ucsd.edu
Message-ID: <31465@sdcc12.ucsd.edu>
Source record: 44713

A friend of mine has asked me to do some data acquisition work
on his Atari ST. Unfortunately, I know IBM's and I know Amiga's
but I don't know ST's. I would like to read 512k-1024k of data
from either EPROMs or SRAM cartridges and be able to store it to disk.
After looking at the connector pinouts of various ports on the
back of the ST, I was thinking that the cartridge port would
be well suited to the task.

How is the cartridge port addressed? How do the ROM select lines work?
Does the system automatically pass control the cartridge on power
up? Does anyone else have any better ideas on how to read
information off of an EPROM or SRAM cartridge?

E-mail responses preferred.

--
Dennis Lou || "But Yossarian, what if everyone thought that way?"
dlou@ucsd.edu || "Then I'd be crazy to think any other way!"
[backbone]!ucsd!dlou |+==
dlou@ucsd.BITNET |Steve Jobs and Steve Wozniak went to my high school.

1465. DMA with SCSI on TT030??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-08 20:55:22 UTC
From: vspicer@ccu.umanitoba.ca
Message-ID: <1992Apr8.205522.13721@ccu.umanitoba.ca>
Source record: 44714

hello. we are having some problems with SCSI DMA transfers on our TT030.
we have previously developed code to talk to an exabyte 8200 tape drive
via the SCSI port, but the code handshakes the bytes across using
software control.

the TT tech manual explains the process of setting up the SCSI DMA, including
the odd-byte addressing in the pointer and counter addresses. this is
not a problem. our previous code does all the SCSI dirty-work of getting
to the point where the DMA transfer can take place (target shifting into
data transfer phase).

i am consfused about what programming is needed on the 5380 SCSI control
chip. the process right now is:
1- set up DMA base address and byte count
2- set DMA for "read" in control register
3- program 5380 to be in DMA mode, but not block DMA
(mode register bit 1 set, 7 masked)
4- assert data bus on 5380
(initiator register, bit 0 set)
5- set data mode on 5380 (in this case a READ from TAPE to RAM)
(dma target receive register, any write)
6- start DMA process
(control register, bit 1 set)

this returns a busy-error on the SCSI bus status register, and nothing
is transfered. does anyone have a working method for doing DMA transfer
to and from a SCSI device?

1466. Re: How to use the cartridge port?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-09 00:02:14 UTC
From: mattw@picasso.cssc-syd.tansu.oz.au
Message-ID: <1992Apr9.000214.9162@picasso.cssc-syd.tansu.oz.au>
Source record: 44715

cs163wfj@sdcc8.ucsd.edu (Dennis Lou) writes:

>A friend of mine has asked me to do some data acquisition work
>on his Atari ST. Unfortunately, I know IBM's and I know Amiga's
>but I don't know ST's. I would like to read 512k-1024k of data
>from either EPROMs or SRAM cartridges and be able to store it to disk.
>After looking at the connector pinouts of various ports on the
>back of the ST, I was thinking that the cartridge port would
>be well suited to the task.

>How is the cartridge port addressed? How do the ROM select lines work?
>Does the system automatically pass control the cartridge on power
>up? Does anyone else have any better ideas on how to read
>information off of an EPROM or SRAM cartridge?

>E-mail responses preferred.

If you install a new disk icon giving it the letter "c" (small), when you
click on it the window comes up with the title "cartridge"!

Maybe the cartridge can be accessed as a filesystem!?

>--
>Dennis Lou || "But Yossarian, what if everyone thought that way?"
>dlou@ucsd.edu || "Then I'd be crazy to think any other way!"
>[backbone]!ucsd!dlou |+==
>dlou@ucsd.BITNET |Steve Jobs and Steve Wozniak went to my high school.

- Matthew Watson - | MHSnet: mattw@cssc-syd.tansu.oz.au
Australian and Overseas |
Telecommunications Corporation | Snail : 9th Floor, 320 Pitt Street
Network Services | Sydney, Australia 2000.
Customised Software Solutions | or 115 Mitchell Rd Alexandria 2015.

1467. Re: Are Ataris really this bad with HD's?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-09 04:34:41 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr9.043441.19710@usenet.ins.cwru.edu>
Source record: 44716

Mike:

First, there is no such thing as TOS 1.3. It sounds like you have
1.0 or 1.2. What you are experiencing is called the Fat Search Bug.
On all TOS's before 1.4, you need a program called FATSPEED.PRG, wich
you should be able to find on atari.archive. Make this the first
file in your auto folder (it has to be first or it won't install
properly), and it will cure the problem. I had to use it for three
years, until I got my Mega STE, which doesn't require it.

Hope this helps!

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

1468. Re: Are Ataris really this bad with HD's?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-09 08:58:31 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.702809911@groucho.phil.ruu.nl>
Source record: 44717

comptec91006@camins.camosun.bc.ca writes:

>I have a SyQuest hard disk with an ICD controller. I have a 14 meg Atari
>partition and a 30 meg partition for Spectre GCR (Mac emulator)...
>Whenever a file is written to disk in Atari mode the system locks up for
>about 5 seconds and then suddenly spits the file onto the disk. Presumably

This locking up means you really can't do anything during 5 seconds? Otherwise
it might be the ICD write cache - try putting it off. (or am I being dumb now?)

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl * don't worry about life; it's not permanent *

1469. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-09 13:05:59 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92100.130559ONM07@DMSWWU1A.BITNET>
Source record: 44257
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr8.183228.16145@netfs.dnd.ca>, rosenqui@ncs.dnd.ca (E. Rosenquist) says:
>In TT medium-res, Overscan, or any of the 3rd party high-res video
>cards there is plenty of room for everything.

Not to mention that with VDI, you can use a smaller GDOS font (as done in the GEMINI console window).

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

1470. need informations about the MIDI interface...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-09 14:00:20 UTC
From: charles@aurora.unice.fr
Message-ID: <1992Apr9.140020.22096@taloa.unice.fr>
Source record: 44718

Hi atari users...

I look for informations about MIDI. Does it exist a ftp server or
something like that where I can find the complete (or incomplete !!!)
dscription of MIDI (some examples a welcome.......).

It's really very important.......

Please mail me if you have any informations.........

Tony / charles@aurora.unice.fr
--

A	Anthony CHARLES	"Life is boring..........
T *** ***	ESSI one student	.....buy a TT.....!!!!!"
A * *	2, place Mejane	E-mail (first prefered)
R * *	06560 SOPHIA ANTIPOLIS	charles@aurora.unice.fr
I	Tel : 92 96 00 26	charles@malibu.unice.fr

1471. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-09 15:50:42 UTC
From: randyh@hpsad.HP.COM
Message-ID: <18420017@hpsad.HP.COM>
Source record: 44719

```
>If you switch to the MiNT library you'll have a far more ANSI-like setup,
>even though you still can't handle prototypes.
> ---
> Steve Yelvington Marine on St. Croix, Minnesota, USA
> steve@thelake.mn.org umn-cs!thelake!steve
>----------

I have the source for the MiNT library but have not had the time, nor
the know-how to build it. It would be nice if someone could upload
a heat-n-serve MiNT lib for sozobon.

On another point...
Why doesn't sozobon put the name of the program in argv[0]? Everytime
I try to reference argv[0] all I get is "".

main(argc, argv)
int argc;
char *argv[];
{
printf("%s\n", argv[0]);
}

All this program does is print a blank line.

To everyone who has responded,
Thanks for all the help!
Randy Hosler
```

1472. Lattice C Support

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-09 16:12:30 UTC
From: rickhall@bruno.cs.colorado.edu
Message-ID: <1992Apr9.161230.29852@colorado.edu>
Source record: 44720
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know if Goldleaf still is supporting Lattice C?

Thanks...

--
Richard Hall - University of Colorado at Boulder

"Life's like holding water in your hands,
No grip is tight enough to keep it in." - me

1473. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-09 17:58:20 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <XF7yiB1w164w@ersys.edmonton.ab.ca>
Source record: 44721

micro@imada.ou.dk (Klaus Pedersen) writes:

> There have been some discustion about how to make the screen 1 line shorter,
> but DON'T USE THE LINE A VARIABLES. IT WILL NOT WORK!!!!
>
> Consider what happens when if you have redirected console output to a window,
> will it work?? -NO!
>
> Consider what happens if the program terminates "uncontrolled", How many line
> will the next programs have?
>
> Consider what what happens when you put the program in the background (under
> MiNT) and start an editor, that expects a full screen...
>
>
> DON'T DO IT! WE HAVE ENOUGH BAD PROGRAMS ALLREADY.
>
>
> -Klaus

Do you have an alternative?

Your points are valid, but they do little to solve the problem. Making a status bar that does not flicker is not a simple matter without the Line-A. Most people that use MiNT will also use a terminal emulator that they can run in the background as well, since that would allow them to have background file transfers. One way to solve the problem would be to make the status bar an option. You can have it or, if you are using MiNT and need to avoid conflicts, you can not have it. As for an uncontrolled termination, that should never happen within the program. The only time it could happen would be at start-up or when another program is spawned. Both situations are easy enough to avoid. If you are multi-tasking the problem becomes more serious. Another task might bomb-out, leaving you in the lurch. Still, that is a possability that cannot be avoided. As for re-direction, you can't re-direct this program. It is GEM, not TOS.

Anyway, if you have an alternative, I would be glad to listen to it.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "This offer is valid on absolutely ANY day >>
<< of the year, except...." >>
<< -- >>

1474. Re: ST ANSI.SYS?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-09 19:09:21 UTC
From: JOKHC@CUNYVM.BITNET
Message-ID: <92100.150921JOKHC@CUNYVM.BITNET>
Source record: 44722

In article <1992Apr6.123541.45787@qut.edu.au>, lunnon@qut.edu.au says:
>
>In article <55ekiB1w164w@bluemoon.rn.com>, loren@bluemoon.rn.com (Loren Sims)
>writes:
>all the world owns an IBM PC. Most of your problems stem from the fact
>that the STs extended character set is not the same as PCs, thus the PC's
>linedrawing characters are not available. This is really a font problem
>fortunately STs use exclusively soft fonts, so it aught to be easy to
>load an IBM compatible font into your ST in order to get the semi-graphics
>printing right (instead of junk coming out). Problem is that no-one seems
>to have done much about drawing an IBM compatible font (8 and 16 bit) yet.
>
Well all you have to do is get a copy of the latest version of FZT...

1475. Re: How to use the cartridge port?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-09 20:49:23 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1992Apr9.204923.2188@cbfsb.cb.att.com>
Source record: 44723

In article <31465@sdcc12.ucsd.edu>, cs163wfj@sdcc8.ucsd.edu (Dennis Lou) writes:
>
> A friend of mine has asked me to do some data acquisition work
> on his Atari ST. Unfortunately, I know IBM's and I know Amiga's
> but I don't know ST's. I would like to read 512k-1024k of data
> from either EPROMs or SRAM cartridges and be able to store it to disk.
>
>
> How is the cartridge port addressed? How do the ROM select lines work?
> Does the system automatically pass control the cartridge on power
> up? Does anyone else have any better ideas on how to read
> information off of an EPROM or SRAM cartridge?
>
The easy way to do this is to find someone with a MagicSAC or Spectre
cartridge holder.
(Magic sac for 64 K roms only)

The Spectre allow you to read the roms FA0000-FBFFFF; FC0000-FDffff

The only problem is the five bits are scrambled a bit: sort of like:

15 14 13 12 11 10 09 8 7 6 5 4 3 2 1 0 ROM
reads in as
15 14 13 12 10 09 11 8 7 6 5 4 3 2 0 1 ROM

This may not be exact (but close). I have the facts and a copy program
at home.

Remember that 1 ROM has either all the even bytes or all the odd bytes.
Thence FC0000, FC0002, ... FDFFFE is on one ROM
and FC0001, FC0003, ... FDFFFF is on the other ROM

Howard Johnson
ATT BELL LABS
att!mtgzy!hcj
hcj@mtgzy.att.com

1476. Re: How to use the cartridge port?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-09 20:52:44 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1992Apr9.205244.2331@cbfsb.cb.att.com>
Source record: 44724

In article <31465@sdcc12.ucsd.edu>, cs163wfj@sdcc8.ucsd.edu (Dennis Lou) writes:
>
> A friend of mine has asked me to do some data acquisition work
> on his Atari ST. Unfortunately, I know IBM's and I know Amiga's
> but I don't know ST's. I would like to read 512k-1024k of data
> from either EPROMs or SRAM cartridges and be able to store it to disk.
>
>
> How is the cartridge port addressed? How do the ROM select lines work?
> Does the system automatically pass control the cartridge on power
> up? Does anyone else have any better ideas on how to read
> information off of an EPROM or SRAM cartridge?
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15 14 13 12 11 10 09 08 7 6 5 4 3 2 1 0 ROM
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This may not be exact (but close). I have the facts and a copy program
at home.

Remember that 1 ROM has either all the even bytes or all the odd bytes.
Thence FC0000, FC0002, ... FDFFFE is on one ROM
and FC0001, FC0003, ... FDFFFF is on the other ROM

Howard Johnson
ATT BELL LABS
att!mtgzy!hcj
hcj@mtgzy.att.com

1477. Repost - MegaST (not STe) Bus Connections

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-09 23:35:52 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1992Apr9.233552.25162@monu6.cc.monash.edu.au>
Source record: 44725

As there has been some discussion on the Mega ST internal bus of late
the following post briefly details the bus connections and what each
pins function is. Refer to any MC68000 data book for more info.
What is presented has been abreviated slightly but no
vital information was edited out. The whole document runs for about 10
pages, most of it esoteric, dealing with Atari's reasons for the bus and
copyright info plus a lengthy Introduction on the design of the bus. No real
information. Hope this is of help. If you have any queries please don't
hesitate to call me. Best of luck.

As to whether this is legal or not - I don't know. If problems do arise
as to the legality please inform me as I don't want to cause any serious
problems. Some parts are copied (ie; typed in by hand, by myself) verbatim
from the original documents.

---------------------------<cut here>---------------------------------------

Atari Mega ST internal bus.

Mechanical Description:

Two sizes of expansion card are supported. One, the half card
is half the depth of the Mega St unit. The other, the full
card is the full depth of the unit. In either case, the card
butts up to the rear panel of the St unit which has been provided with a
removeable hatch through which connectors and/or cables can be mounted.

The expansion card connects to the St motherboard through a 64
pin connector mounted on the bottom (solder) side of the expansion board.
This connector plugs directly into its mate mounted on the motherboard.
Standoffs, 25mm in length, are mounted into the bottom case through the
motherboard. the expansion card is then screwed down to the standoffs.
The standoffs and screws are not supplied with the Mega St and thus should
be included with the expansion card. A hole located in the left rear of
the expansion card fits around a plastic stud to provide extra strain
relief for rear mounting connectors (See diagrams).

Electrical Description:

The signals provided on the 64 pin connector are essentially the
pins of the 68000 processor. These signals are all unbuffered. They are
intended to drive one LS TTL load on the expansion board. driving more than
one load or driving excessive capacitance may cause imporper St operation.
For this reason it is not acceptable to connect to the expansion connector
in any manner other than the one outlined in the previous section (e.g.
connecting directly with a cable is not acceptable.

The bus may be arbitrated away from the processor using the normal 68000 protocol. However, the bus grant signal provided on the connector is the end of the daisy chain. Response time will be effected by the DMA going on in the system (e.g. disk activity, hardware bit-blt transfers, etc). If the peripheral requires DMA to occur while interrupts are enabled, care must be taken to limit the transfers to bursts of less than about 50 bus cycles allowing adequate time between bursts to process the interupts.

The timing of the bus is that of any 8Mhz 68k processor. Since the signals provided are essentially the processor pins, connecting peripherals in the same manner as you would to any 8Mhz 68k should work with no problem. DMA is the exception. The bus cycle produced even while the bus is arbitrated away from the processor must look exactly like an 8Mhz 68k bus cycle. This constraint is necessary to provide the proper sharing of the memory between the processor and the video. In all transfers, DTACK must be provided/sampled as required by the 68k processor specification. Also, transfers may not last more than 64 clock cycles. The St will automatically generate a bus error if AS is held low for more than 64 clock cycles.

The following diagram shows a top view of the connector on the motherboard with its associated pin numbers and signal names. This connector (TRW no. 009-00002-8, JAE no. ME03-R64P-D4T2-A1 or equivalent) is the male side. The expansion board uses the female side (TRW no. 009-00005-6, JAE no. ME03-64S-D4R1-A1 or equivalent).

```
____
d4 (1) . . (2) d5
d3 (3) . . (4) d6
d2 (5) . . (6) d7
d1 (7) . . (8) d8
d0 (9) . . (10) d9
/AS (11) . . (12) d10
/UDS (13) . . (14) d11
/LDS (15) . . (16) d12
R//W (17) . . (18) d13
/DTACK (19) . . (20) d14
/BG (21) . . (22) d15
/BGACK (23) . . (24) GND
/BR (25) . . (26) a23
GND (27) . . (28) a22
CLK (29) . . (30) a21
GND (31) . . (32) GND
/HALT (33) . . (34) a20
/RESET (35) . . (36) a19
/VMA (37) . . (38) a18
E (39) . . (40) a17
/VPA (41) . . (42) a16
/BERR (43) . . (44) a15
/NMI (45) . . (46) a14
/INT-5 (47) . . (48) a13
/INT-3 (49) . . (50) a12
FC2 (51) . . (52) a11
```

FC1 (53) . . (54) a10
FC0 (55) . . (56) a9
a1 (57) . . (58) a8
a2 (59) . . (60) a7
a3 (61) . . (62) a6
a4 (63) . . (64) a5

<front of ST rear of ST>

Top view of motherboard connector.

The following is a brief description of each signal on the connector.
For more detailed info consult a 68000 processor manual.

CLK

This signal is an 8.0106Mhz TTL compatible, 50% duty cycle square wave.

/RESET, /HALT

In combination these two signals can be used to indicate a system
reset. The /RESET can be used by itself to indicate a system or s/w
reset (RESET instruction executed). These are both bidirectional
(open collector) signal terminated on the motherboard with a 1K and
a 4K7 pullup respectively. They may be driven according to standard
68000 processor timing to acheive the functions of the 68000's
/RESET and /HALT lines.

A system reset will occur at powerup and any time the reset switch
is pressed. It causes both lines to go low for at least 1ms. A
software reset will cause only the /RESET line to go low for
approximately 15us.

A1-A23

These lines provide the 23-bit address directly from the 68000
processor. Terminated with 4K7 pullups on the motherboard.

D0-D15

16 bit bidirectional data bus. Terminated with 10K pullups on the
motherboard.

FC0, FC1, FC2

These lines indicate the processor status for the current bus cycle.
They are directly driven by the 68000 processor. Terminated by 10K
pullups on the motherboard.

/AS

When low, indicates valid address on address bus. Terminated with
4K7 pullups on motherboard.

R//W

When high, processor is doing a read. When low, processor is doing
A write. Terminated with 4K7 pullups on motherboard.

/UDS, /LDS

/UDS indicates upper 8 bits, ie; D8-D15. /LDS indicates lower 8 bits,
ie; D0-D7. Terminated with 4K7 pullups on motherboard.

/DTACK

Bidirectional signal used to indicate a completed data transfer.
Terminated on motherboard with a 1K pullup

/BERR

Used to tell the processor or DMA device that no peripheral device
has reponded to the current bus cycle. The ST will automatically
generate this signal if a bus cycle does not complete within 64 clock
cycles. Terminated on motherboard with 4K7 pullup.

E

Enable clock used for 6800 peripherals. 60/40 duty cycle.

/VPA

Open collector line used to indicate that a 6800 type cycle should
be executed. Terminated by 4K7 pullup.

/VMA

This signal is used to synchronise 6800 type bus transfers with the
E clock.

/BR

Indicates that the bus will be released at the end of the current
bus cycle. This signal is daisy chained through the other DMA
devices on the motherboard, it does not come directly from the
processor.

/BGACK

Open collector signal used by a DMA device to claim bus mastership.
Terminated by 4K7 pullup on motherboard. Should also be terminated
on expansion board with another 4K7 pullup.

/NMI, /INT-5, /INT-3

These signals are used to asynchronously generate a level 7, level 5
or level 3 interrupt. These are the only levels which can be generated
externally. If they all occur simultaneously, the highest priority
(level 7) will be acknowledged first. The expansion card is responsible
for responding to any interrupt acknowledges for interrupts which it
generates. These acknowledges can be either vectored or auto-vectored.
All three lines are terminated by a 1K pullup on the motherboard.

Power:

Power is supplied to the expansion card through a pigtail cable which plugs onto a six pin connector on the motherboard. The connector on the mother-board is AMP no. 171825-6. The mating connector on the pigtail from the expansion borad is AMP no. 171822-6. The drive capabilities are as follows;

PIN 1 - +5VDC @ 750mA
PIN 2 - +5VDC
PIN 3 - GND
PIN 4 - GND
PIN 5 - GND
PIN 6 - +12VDC @ 500mA

Software Considerations:

The mediation of available addresses should not be necessary since only one expansion card may be plugged in at any one time. Atari has set aside the addresses C00000 through CFFFFF, FF0000 through FF7FFF and FFFE00 through FFFFFD for use by outside developers. Spurious accesses to FFFFFE/FFFFFF may be generated.

You can't add RAM which will work as video memory and/or will allow DMA. Also if memory is extended on the expansion card, the operating system will not clear it or allow it to be allocated.

---------------------------------<cut here>-----------------------------------

----
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * against ignorance' *
* 900 Dandenong Rd, Caulfield East * *
* VIC, 3145. Tel (03) 573 2355/2519 * *
* Australia * *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *

1478. Re: Are Ataris really this bad with HD's?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-10 01:20:50 UTC
From: comptec91006@camins.camosun.bc.ca
Message-ID: <1992Apr9.172050.1@camins.camosun.bc.ca>
Source record: 44726

In article <1992Apr9.043441.19710@usenet.ins.cwru.edu>, aq115@cleveland.Freenet.Edu (Robert C Glover) writes:

>
> Mike:
>
> First, there is no such thing as TOS 1.3. It sounds like you have
> 1.0 or 1.2. What you are experiencing is called the Fat Search Bug.
> On all TOS's before 1.4, you need a program called FATSPEED.PRG, wich
> you should be able to find on atari.archive. Make this the first
> file in your auto folder (it has to be first or it won't install
> properly), and it will cure the problem. I had to use it for three
> years, until I got my Mega STE, which doesn't require it.
>

Ya, I have TOS 1.2... Thanks for the info...

1479. Re: Are Ataris really this bad with HD's?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-10 01:26:29 UTC
From: comptec91006@camins.camosun.bc.ca
Message-ID: <1992Apr9.172629.1@camins.camosun.bc.ca>
Source record: 44727

In article <hjv.702809911@groucho.phil.ruu.nl>, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
> comptec91006@camins.camosun.bc.ca writes:
>
>>I have a SyQuest hard disk with an ICD controller. I have a 14 meg Atari
>>partition and a 30 meg partition for Spectre GCR (Mac emulator)...
>>Whenever a file is written to disk in Atari mode the system locks up for
>>about 5 seconds and then suddenly spits the file onto the disk. Presumably
>
> This locking up means you really can't do anything during 5 seconds? Otherwise
> it might be the ICD write cache - try putting it off. (or am I being dumb now?)

Well, I can move the mouse while I'm waiting, but I can't do anything else.
The problem is just in Atari's FAT search routine - it is very slow with
anything bigger than a floppy disk. Several people have told me to get a
utility called "FatSpeed" which will fix the problem...

__ __ __ ___ ___ __
/\ /\ o |/ |_ |__/ | | | | |_ |\ | (Well, isn't this special...)
/ \/ \ I |\ |__ |__\ |__| | | |__ | \| CompTec91006@Camins.Camosun.BC.CA

1480. Re: Floppy drive pulse on the TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-10 03:31:59 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr10.033159.12438@cdsmn.mn.org>
Source record: 44728

In article <4754@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:
>In <g2HciB3w164w@sys6626.bison.mb.ca> genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
>
>>Also, how come if the light on my floppy jitters on and off very faintly
>>(only really noticable in the dark) even when the drive's not being used?
>
>
>This happens on ST's as well. TOS checks once every VBlank to see whether
>the write-protect status has changed on the floppy drives. It uses this
>information to figure out whether a floppy media change has occured. This
>method only works with write-enabled floppies and drives which have no
>media-change circuitry (or which have such circuitry disabled).
>--
>Adam David.
>(adamd@rhi.hi.is)

Hey wow! My guess was right? I've heard people talking about the "dubious"
nature of the Atari Media Change implementation, but I don't see the problem.
I mean even with write protected floppies, unless you can pull that disk out
and shove another in there in less than 1/60th of a second, the write protect
status will change, right? Are there more details I need to know to
understand? I figure the checking routine must count more than one pulse in
order to determine the media change because I've seen that function call that
returns the "a media change has occurred", "a media change has probably
occurred", "a media change has definitly not occurred". Weird!

Regards,
Doug

1481. Archivers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-10 10:57:35 UTC
From: vince@sci.kun.nl
Message-ID: <1992Apr10.105735.8189@sci.kun.nl>
Source record: 44729
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

Could somebody give me his/her opinion about the best archiver for the ST? Is is LHarc, Arc 6.x, Zoo 2.1? XLHarc? I will probably want to use it under MiNT as well as under TOS. I suppose I could go home and pack my HD with every one of them and see which archive is the smallest, but I reckon somebody must have done a similar thing already.

Thanks!

Sander SToks,
vince@pomeron.sci.kun.nl

1482. SM144

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-10 10:58:41 UTC
From: vince@sci.kun.nl
Message-ID: <1992Apr10.105841.8267@sci.kun.nl>
Source record: 44730

Hello,

What about this new SM144? Is it any good? Should I wait for the newer SM146 to arrive in the shops? Anybody tried it with Overscan or PixelWonder?

Thanks for any replies,
Sander STok
vince@pomeron.sci.kun.nl

1483. Re: Flopppy drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-10 13:34:49 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr10.133449.15963@cdsmn.mn.org>
Source record: 44731

In article <1992Apr5.000559.27320@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>In article <31886@darkstar.ucsc.edu>, choclte@cats.ucsc.edu (Liz Neely) writes:
>>
>>
>>Can anyone tell me if its possible to attatch an IBM floppy drive to the
>>Atari ST? I have a spare IBM 51/4" floppy drive and I'd like to plug
>>it into my drive B spot. My atari needs a roung plug, which this floppy
>>doesn't have, but is it possible to get an adaptor or something?
>>I want to do this because it would be nice to be able to transfer data
>>between the 2 different sized disks.
>>
>I put a set of instructional files and drivers for such drives on
>atari.archive.umich.edu, in a file called ibmdrive.lzh. The ability you
>desire is relatively easy to accomodate, given that you are willing to
>bolt some stuff together and make a simple cable. I had such a device set
>up in the past, and it worked fine.
>
> ---------------------------------+-------------------------------------
> Mickey R. Boyd | "Come to your senses professor
> FSU Computer Science | Fernberg. You did not transcend
> Technical Support Group | the time-space continuum. You
> email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
> ---------------------------------+-------------------------------------

Mickey, (and anyone else interested)
I have have read your files and they are excellent! I had an idea to possibly simplify the process though. Now, I really should try this before speaking, but hey, I'm impulsive and irresponsible ;^)

Wouldn't it simplify the process if instead of cutting and modifying the existing drive B cable (assuming you have one) you opened the case of the ST and tapped onto the internal ribbon cable (the one attached to the internal floppy) using a daisy chain type thing? Like:

```
/-------------[]< card edge to external floppy
|
--------[][]------------[]
Internal Cable ^ ^male end ^female end to internal floppy
```

I just say this because ribbon cable is so much easier to work with than just about anything, just using a vise, pliers, or vise grips to press the ends into place. You would then have to change the Drive select jumper on the external from 1 to 2 (or from 0 to 1 depending on labels used).

One would probably want to hang a ribbon header out the back of the ST case to allow for disconnection.

Do you think it will work?

Regards,
Doug

1484. Wanted: Quartet converter

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-10 16:19:03 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92101.111903EENG6801@RyeVm.Ryerson.Ca>
Source record: 44732

I remember seeing on one of the ST Formats (on the PD section) a program
that converted Amiga files to Quartet. What's the name of the program ?
And what formats does it convert ? Does anyone have this program or knows
where I can get it ? Any Librarys in Uk carry it ?

==
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
==

1485. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-10 18:14:56 UTC
From: steve@thelake.mn.org
Message-ID: <A1776031882@thelake.mn.org>
Source record: 44733

[In article <18420017@hpsad.HP.COM>,
randyh@hpsad.HP.COM (Randy Hosler) writes ...]

> I have the source for the MiNT library but have not had the time, nor
> the know-how to build it. It would be nice if someone could upload
> a heat-n-serve MiNT lib for sozobon.

It's not hard to make one. You need the current collections of source code and include-files from atari.archive.umich.edu. There is a makefile in there that works with Heat and Serve's MAKE.

Be sure that you have the LIB and INCLUDE environment variables set to point at the directories in which you have stored the MiNT stuff, not the Sozobon stuff.

I ran across two fairly minor problems:

-- in termcap.c, tgetent is declared as returning a char*, but it really returns and int and it's declared as such in termcap.h. The compiler notices the inconsistency and chokes. Fix the source code.

-- doprnt.c simply overwhelms TOP, the optimizer. Just compile this module separately before running MAKE. Use the command cc -c doprnt.c.

Then run MAKE and go eat a sandwich or something, because it'll take awhile.

You'll wind up with a libc.a and a crt0.o that can replace dlibs.a and dstart.o.

> On another point...
> Why doesn't sozobon put the name of the program in argv[0]? Everytime
> I try to reference argv[0] all I get is "".

This is interesting; I hadn't noticed it, and I don't know what Ian has done to the argument-parsing code, since I don't have sources.

I'll record this as an apparent bug, with reservations (see below).

It does not appear when I run a test program from a shell, but it shows up from the Desktop. Programs compiled with other versions of dLibs (available from a.a) can find argv[0] under both circumstances.

The whole issue of args is a can of worms, but since you've opened it, let's drag a couple out and examine them.

There are several ``standards'' for passing arguments under GEMDOS. The most basic is the GEMDOS Pexec function, but it is deficient in

two ways: it provides only a short ``command tail'' and does not tell the child program its own name.

Various solutions to these problems have been implemented by C compiler writers. Most involve tinkering with the environment, mucking around in address space that doesn't belong to the program, or both.

dLibs argument-processing code implements one such solution, called XARGS. If you run your program from a shell that supports that standard, then you'll have something sensible in argv[0].

The original dLibs code tried to use XARGS first, and if that failed, it retrieved argv[0] by using some black magic. The Heat and Serve package apparently has abandoned that attempt, and I suspect one of my own bug reports may have prompted that change. The black magic method was known to occasionally produce problems with Micro RTX and older versions of MiNT, and that's why I took note of your report as a bug ``with reservations.''

Atari Corp. officially endorses a newer standard for passing extended arguments, called ARGV. The MiNT library supports ARGV. If you compile your program with the MiNT library AND execute it from a shell or other program that supports ARGV, then you'll get something sensible in argv[0].

Unfortunately, Atari does not support ARGV in its own Desktop, at least not in versions up to TOS 1.4. Since the GEM Desktop does not provide a mechanism for creating long command tails, it might seem at first glance that ARGV isn't important, but ARGV also provides a dependable method of obtaining argv[0]. A program compiled with the MiNT library, using Atari's officially supported protocol, still can't find its own name when run from the Desktop.

I don't know whether this is still true with the Mega STE's and TT's NewDesk. Maybe someone who's used them can comment.

If you're interested in the innards of the ARGV specification, send me a note and I'll mail you a text file explaining it in detail.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1486. Re: SM144

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-10 19:46:02 UTC
From: rosenkra@convex.com
Message-ID: <1992Apr10.194602.13813@convex.com>
Source record: 44734

In article <1992Apr10.105841.8267@sci.kun.nl> vince@sci.kun.nl (V.G.J.M. Stoks) writes:
>What about this new SM144? Is it any good? Should I wait for the newer
>SM146 to arrive in the shops? Anybody tried it with Overscan or
>PixelWonder?

i don't know about these, but just an hour or so ago i drove over to Toad
and picked up an SM147 mono monitor (they told me my beloved SM124 is not
made any more...WAAAHHH!).

the '147 appears to be a mono super VGA monitor (that's what the manual it
comes with sez). it is 640x400 with about a 245x170 mm display area (measured)
or about 11.75 inch diagonal image. this makes it about 10-15% larger image
(not more pixels, just bigger). the image takes up all but about a 1/4 inch
margin on the screen. the manual calls it a 14-inch Super VGA monochrome
monitor and i think it was really written for PC or PS/2 users. it has an
atari logo on the monitor, however. i don't know how they come up with 14"
though.

big minus is there is no sound at all. i suppose there is a solution, but
i don't know it nor do i need it particularly.

the brightness and contrast controls are at the front as is the power sw.
the back has knobs for V-SIZE (expand/contract vertical) and H-PHASE (hor
image position) control and screw pots for sub-brightness and focus. mine
needed minor focus adjustment. having all these controls accessible without
openning the unit is a plus.

when i saw it in the store, the image jittered, but at home it seems fine.
they told me it was probably local electromagntic fields. ok. i only saw
the desktop for 10 seconds (go right for gulam :-) but it seemed ok.

the image is not quite as crisp (i can't do side-by-side since my 124 died
finally) but it is not too bad for text. the right side of the screen seems
slightly darker than the left (it just might need some adjustment). black on
paper white (and it is white tho it had a green tinge in the showroom under
fluorescent lights). at home under incandescent it is fine.

i tried my mgif program with it to view some GIF images and it did not seem
quite as good, but not that bad either. could just be my particular choice
of images, so i'll try some others that i remember more vividly.

it comes with a swivel stand, but i just put it on top of my "stack" with
no base since this is the proper viewing angle for me. there is about 3/16"
clearance under the monitor so some air can get under. i raised it with an
additional 1/4" of spacers anyway to get more air to the Megafile60 it sits
on.

i shelled out about $198 for it (with MD tax). i think the price with a trade in is around $125 or so.

so far i like it. the image is larger and the picture is very good (i rate the SM124 as "excellent" tho small). anything is better than med rez anyway if all you do is sit in front of a vt100 for 10 hours a day. no sound is a bummer, but i am getting used to it.

oh, the case is med-dark gray (does not match the mega4 or 1040 case color), if that matters...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1487. help... recovering "formatted" drive, anything like Norton Utilities?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-10 21:44:57 UTC
From: chang@ADELPHI-ASSB01.ARMY.MIL
Message-ID: <9204102144.AA00876@adelphi-assb01.army.mil>
Source record: 44735

While trying to clean up my sh204..

I hooked up my atari SH204 (20 meg) to the DMA out on my toadfile 85 (icd host adapter, seagate drive), I changed the 204' scsi id to 1, (the toadfile like most hd packages default to 0), everything was fine.

The toadfile 85 has 6 partitions of ~ 14 meg, I moved everything to the upper 3 partitions and copied the three partitions of the 204 to the lower 3 partitions. All good and fine..

Then, I used the hdx that came with the 204, dated March 27 1986 (BAD MOVE) and proceeded to format HD 1 (changing the value from the default 0). Well, then the wrong light is blinking. My toadfile blinks for ~ 10 seconds and then the first 3 partions have been zeroed. I say this coz tho' hdx was supposed to be formatting, it blinked too short to have taken out 40 some meg, coz it left the bottom 3 partitions untouched. Well, the c,d,e partions now have 0bytes 0 items, also the partition size has changed from all 14 megs to something like 40 some, 5 , and 10 meg.

I'm sure the data is there, and I'm fairly familiar with how floppies are set up with the FAT and all, but I'm in the dark with regards to how HD's are setup. Where do you look to see what partitions there are? I suppose that would tell me where the FATS are too. Is it possible that the place that describes the partitions was cleaned up and the actual FATs are still there? The whole thing wasn't wiped out coz all the data on the bottome 3 partitions are good.

This was on a 1040STe w/ tos 1.6.

Help. please...

Thank you

Fo

1488. Re: Are Ataris really this bad with HD's?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-11 08:46:10 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.LwbH57&rtBc@marsu.tynet.sub.org>
Source record: 44736

In <hjv.702809911@groucho.phil.ruu.nl>, Hendrik Jan Veenstra writes:
> comptec91006@camins.camosun.bc.ca writes:
>
> >I have a SyQuest hard disk with an ICD controller. I have a 14 meg Atari
> >partition and a 30 meg partition for Spectre GCR (Mac emulator)...
> >Whenever a file is written to disk in Atari mode the system locks up for
> >about 5 seconds and then suddenly spits the file onto the disk. Presumably
>
> This locking up means you really can't do anything during 5 seconds? Otherwise
> it might be the ICD write cache - try putting it off. (or am I being dumb now?)

It is absolutely *not* the effect of using the write cache, because I'm
using the ICD software and its caches with great performance.
First of all, I recommend a new TOS version, preferably KAOS 1.4.2 or
TOS 2.06. If this doesn't solve the problem, it could be a software or
hardware configuration problem, but I cannot imagine what sort of.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* ~/.ircrc/nick Marsu2 *
* /etc/motd >> You can only do nonsense with a mainframe. *
* With a PC, not even that! << *

1489. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-11 09:13:06 UTC
From: rosenkra@convex.com
Message-ID: <1992Apr11.091306.13844@convex.com>
Source record: 44737

while we are on the subject of portability, is using Physbase() to twiddle pixels considered portable these days? it is a documented Xbios function. what about _v_base_ad ($44E)? again a documented "guaranteed not to change" system variable. if not, why? please don't tell me "because some add on graphics cards only grok VDI". they are the ones breaking the rules as i see it if this is the case. will either of these work on a TT? i believe MiNT still defines Physbase() in <osbind.h> (correct me if i am wrong) so that this should work under MiNT at least. what does the TT developer's docs say about Physbase and v_base_ad? are these ok? does this function and variable exist in the TT TOS? in the same location as other TOS versions? since it is doubtful that i will ever have a TT or add-on graphics card, i really could care less for my own use. however, if i could make a program portable with relatively little effort, i'd like to know. otherwise, i will stick to accepted/sanctioned 1990 and earlier programming practice (line A, Physbase, etc).

i can understand not using line A since the TT does not support it (eventho this has previously been condoned by atari, even encouraged [see Dec 17, 1989 S.A.L.A.D. docs]). not having access to Xbios or system variables is just plain unacceptable in my book. these were something we were supposed to be able to rely on from 1985 onwards. progress is one thing. major changes to common (at least by me) programming practices is another.

what are the acceptable methods of changing system fonts, without GDOS or equivalent? do the VDI functions work without GDOS? is there any way to change fonts in a portable way without GDOS or VDI? how are fonts loaded on the TT? does it come with GDOS or equiv? does the TT have a termcap-like capability? vt52/vt100?

in lieu of all of these methods, can someone post self-contained, portable routines to draw lines and set pixels? something like:

```
void draw_line (int x1, int y1, int x2, int y2);
void set_pixel (int x, int y, int on_off);
```

i don't want to open a workstation anywhere else in the code. doing this with both line A and Physbase is trivial, well documented, localized to small areas of code, and fast. i am thinking monochrome, but a color solution would also work. can these be implemented like this:

```
void set_pixel(int x, int y, int on_off);
{
open_worstation();
do_pixel(x, y, on_off);
close_workstation();
}
```

ie contain all the VDI functions in one routine. i realize this would otherwise be painfully slow, but at least a check can be made for "standard" config to bypass the VDI trash. this means that the workstation would be repeatedly openned/closed each time graphics were needed. text could be positioned with normal vt52 (curses/termcap/whatever).

i ask these questions because i want to make some major changes to my mgif, manpager, and nroff codes. they were posted in sort of a reasonable tho somewhat hackish form and i want to try and improve them if i can find the time. how is the screen driver for ghostscript written? is it portable (ie run on TT and special graphics cards)?

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1490. Kermit and a Vax

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-11 10:38:00 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr11.103800.3043@actrix.gen.nz>
Source record: 44738

Does any one know what this problem is..!!

I am connecting to a System that uses C-Kermit 4E(072) 24 Jan 89, Vax/VMS

The problem that I am having is on uploading, the system will
not close this file, ie, unable to close file..

The File is a Larc lh1 type archive of 8064 bytes, when the system
does close the file manualy it ends up 384 bytes short, ie, 7680 long..

I changed the file name and patched the Directory to make the file
one byte bigger but with the same problem..

I can upload similar files ok..!!

I also tried a different Kermit, same problem..

Please can any one help me...Thanks..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1491. Re: Kermit and a Vax

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-11 13:02:03 UTC
From: r0mill01@ulkyvx.louisville.edu
Message-ID: <1992Apr11.130203.12984@vlsi.louisville.edu>
Source record: 44739

In article <1992Apr11.103800.3043@actrix.gen.nz>, Roger.Sheppard@bbs.actrix.gen.nz writes:
>
>Does any one know what this problem is..!!
>
>I am connecting to a System that uses C-Kermit 4E(072) 24 Jan 89, Vax/VMS
>
> The problem that I am having is on uploading, the system will
>not close this file, ie, unable to close file..
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

The problem comes from the way a Vax deals with files that are note text.
Any file that may either be executable, or which might need to have its
contents extracted (an ARC file is an example of the latter), should be
transferred into the Vax as FILE TYPE FIXED. But that is only part of the
solution (a part C-Kermit solves by converting all Binary files into FIXED).
In addition the File that gets created on the VAX (VMS file system?) needs
fixed-length records (default of 512 bytes each). If the file is not a
multiple of 512 bytes in length, part of the file (the remainder of the
last 512 byte record) will be truncated. I've gotten around this problem
with a kludge. I use VAXARC.EXE (compatible with ARC.TTP (v. 5)) to
compress files before sending and always aadd the file zzzzzzzz.zzz to the
archive. That file is 1754 bytes of a-z repeated a number of times. This
always compresses to increase the archive by a little over 512 bytes. The
archive can then be unarced on the vax, with only the garbage file damaged.

I got VAXARC from CompuServe (but you could get it or ZOO from DeCus).. I
had to upload it through Vax Kermit (not C-Kermit) with SET FILE TYPE FIXED
on the Vax end and FILE TYPE BINARY on the ST. In VMS-Kermit (v32?) the
transfer is much slower (no extended packets) but the truncation problem
doesn't occur (at least for me).

robert royar r0mill01@ulkyvx.louisville.edu

1492. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-11 15:31:00 UTC
From: goetz_wegner@tbx-2.berlinet.in-berlin.de
Message-ID: <33.10280@C-POINT.berlinet.in-berlin.de>
Source record: 44740

> Why doesn't sozobon put the name of the program in argv[0]? Everytime
> I try to reference argv[0] all I get is "".

Just try the getopt() function from DLibs 1.2. It supports the Unix like argument parsing with correct argv[0] implementation. It is very simple to use (have a look at the sources coming with DLibs) and makes your programs almost fool proofed.

Goetz

1493. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-11 15:59:03 UTC
From: orc@vpnet.chi.il.us
Message-ID: <1992Apr11.155903.162@vpnet.chi.il.us>
Source record: 44741

In article <18420017@hpsad.HP.COM> randyh@hpsad.HP.COM (Randy Hosler) writes:
| Why doesn't sozobon put the name of the program in argv[0]? Everytime
| I try to reference argv[0] all I get is "".

It's not sozobon's fault; in TOS'es at least up through v1.4, you can't get argv[0] through the official channels. (It's not there, and many of the methods used for retrieving an argv[0] would make things go boom under Mint, as well as having other attributes that made the Atari Software Engines [Hi Ken!] unhappy.) Find a shell that uses the (official?) Atari extended argument scheme and you may see argv[0] filled in.

--
david parsons \/ orc@pell.chi.il.us

1494. FZDT & GVC modem auto baud change

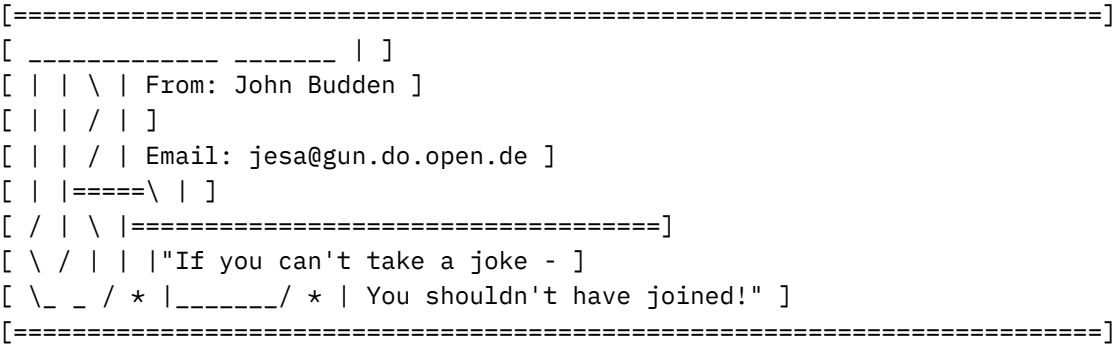
Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-11 17:32:13 UTC
From: jesa@gun.do.open.de
Message-ID: <H.v1iepAJNpS2@gun.do.open.de>
Source record: 44742

Hello
This is my first ever news posting - "So a new era begins!"

Baud Change Problem
****

I am using FreeZe Dried Terminal V2.12 with a GVC 9600 V.42bis/MNP5 modem.
I have my terminal set at 9600 baud as the default. If I make a connection to
a BBS that can only use 2400 baud - the modem auto senses this and switches
baud but all I get on the on-line screen is random characters. Even if I then
set the terminal settings to 2400 there is still no readable output on
screen. I know I can set the autodialer to diferent baud settings for each
individual number but it would be nice if the auto baud sensing worked.
Does anyone know if this is supposed to work or if it is just wishfull
thinking on my part.

Any help or advice appreciated - Also anyone using FreeZe Dried Terminal who
has any other problems - I would be interested to hear from you.

Reply by Email or follow up.
--


1495. Re: Kermit and a Vax

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-11 18:45:26 UTC
From: Martin.Kunze@arbi.informatik.uni-oldenburg.de
Message-ID: <1992Apr11.184823.29772@arbi.informatik.uni-oldenburg.de>
Source record: 44743

Roger.Sheppard@bbs.actrix.gen.nz writes:

>Does any one know what this problem is..!!

>I am connecting to a System that uses C-Kermit 4E(072) 24 Jan 89, Vax/VMS

> The problem that I am having is on uploading, the system will
>not close this file, ie, unable to close file..

> The File is a Larc lh1 type archive of 8064 bytes, when the system
>does close the file manualy it ends up 384 bytes short, ie, 7680 long..

> I changed the file name and patched the Directory to make the file
>one byte bigger but with the same problem..

>I can upload similar files ok..!!

>I also tried a different Kermit, same problem..

>Please can any one help me...Thanks..

>

>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

SORRY bur does anyone have a kermit for the ST ??
If someone have it please send it to me.

Thanks Martin

1496. I need help joining GENIE!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-11 21:24:52 UTC
From: glens@natinst.com
Message-ID: <1992Apr11.212452.11942@natinst.com>
Source record: 44744

I am a relatively new registerd ST developer and I would like to
join GENIE to read the developer round-tables. Could somebody please let
me in on how to subscribe to GENIE? The phone-book here in Austin, TX
has no listing for GENIE anywhere!

Much thanks in advance! (hopfully I'll see you soon on GENIE)

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. glens@natinst.com

1497. Re: Making the screen one line

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-11 22:16:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A38834@MS.maus.de>
Source record: 44745

William Rosenkranz (rosenkra@convex.com) wrote:
>while we are on the subject of portability, is using Physbase() to twiddle
>pixels considered portable these days?

That depends on what you understand 'portable'. A truely portable GEM application may not call anything but AES and VDI functions for graphics. In particular, it may _never_ write directly to the screen (and there's no GEM call to find out where the screen is). There might even some day graphics cards where you can't access the frame buffer from the CPU at all (like cards that connect to the SCSI bus, as on the Mac).

>it is a documented Xbios function. what about _v_base_ad ($44E)? again a
>documented "guaranteed not to change" system variable.

_v_bas_ad is guaranteed to point to the start of the physical screen memory on the system. But this is a low-level call. With a graphics card installed, it might point to a _different_ screen that is visible to the user (in particular to the built-in). Or it might really point to the screen, but you don't have any information about size and format...

Come on: using XBIOS or Line-A for graphics is simply wrong. You should never mix different OS layers, and you should always try to use the highest level (in application programs). You wouldn't use Rwabs() to access files on your harddisk, or would you?

It's sad that there are no clear words from Atari about that. But it's obvious.

>if not, why? please don't tell me "because some add on graphics cards only
>grok VDI". they are the ones breaking the rules as i see it if this is the
>case.

Please understand that some features of the low-level graphics interface simply can't apply to graphics cards (like the assumptions that Line A does about the max. number of planes (4) or the organization into bitplanes).

>will either of these work on a TT?

Be assured that all cards that plug into the VME bus work fine with their drivers on the TT.

>i believe MiNT still defines Physbase() in <osbind.h> (correct me if i am
>wrong) so that this should work under MiNT at least.

OK. Let's say that you indeed get a 'screen pointer' (which isn't true with some cards). How do you use this information? You have no guaranteed ways to find out about the plane format (unless you don't want to support

anything that has a different format than the standard shifter format).

>what does the TT developer's docs say about Physbase and v_base_ad? are
>these ok? does this function and variable exist in the TT TOS? in the same
>location as other TOS versions?

The docs say nothing. This means: the old informations are still valid.
You CAN use this variables. But your programs WON'T run on add-in cards or
future Atari hardware. Simply because these informations aren't just
enough to access the screen.

>since it is doubtful that i will ever have a TT or add-on graphics card, i
>really could care less for my own use. however, if i could make a program
>portable with relatively little effort, i'd like to know. otherwise, i will
>stick to accepted/sanctioned 1990 and earlier programming practice (line A,
>Physbase, etc).

If you are just programming for your own, do what you want to do. But
using Line-A or XBIOS for graphics is just silly. Remember the Rwabs()/
filesystem example.

>i can understand not using line A since the TT does not support it (eventho
>this has previously been condoned by atari, even encouraged [see Dec 17,
>1989 S.A.L.A.D. docs]). not having access to Xbios or system variables is
>just plain unacceptable in my book. these were something we were supposed
>to be able to rely on from 1985 onwards. progress is one thing. major
>changes to common (at least by me) programming practices is another.

It's Atari's fault that they don't manage to tell the programmers about
good ways to do things. But we _have_ to get rid of these interfaces;
simply because they can't work correctly with modern hardware (new chips)
or new software (multitasking).

>what are the acceptable methods of changing system fonts, without GDOS or
>equivalent?

There is no documented way. If you _really_ want to do this, put it into
a small utility program, not into an application (btw: you can do it by
replacing the screen driver, NVDI does this).

>do the VDI functions work without GDOS?

Yes (most, some restrictions apply).

>is there any way to change fonts in a portable way without GDOS or VDI?

As long as you want to output the font via VDI: no.

>how are fonts loaded on the TT?

With GDOS. The same way as on all TOS machines.

>does it come with GDOS or equiv?

No.

>does the TT have a termcap-like capability? vt52/vt100?

Exactly as a normal ST.

>in lieu of all of these methods, can someone post self-contained, portable
>routines to draw lines and set pixels? something like:
>
> void draw_line (int x1, int y1, int x2, int y2);
> void set_pixel (int x, int y, int on_off);
>
>i don't want to open a workstation anywhere else in the code. doing this
>with both line A and Physbase is trivial, well documented, localized to
>small areas of code, and fast. i am thinking monochrome, but a color
>solution would also work. can these be implemented like this:
>
> void set_pixel(int x, int y, int on_off);
> {
> open_worstation();
> do_pixel(x, y, on_off);
> close_workstation();
> }
>
>ie contain all the VDI functions in one routine.

Well. Why would you want do to that. Why not just open the workstation on
start and close it when the program terminates?

>i realize this would otherwise be painfully slow, but at least a check can
>be made for "standard" config to bypass the VDI trash. this means that the
>workstation would be repeatedly openned/closed each time graphics were
>needed. text could be positioned with normal vt52
>(curses/termcap/whatever).

Nope. You can't mix BIOS/GEMDOS text output with graphics. You have _no_
information where BIOS and GEMDOS output goes. With Gemini or MW, it might
go into a window. The 'console' is not necessarily identical with the
(full) screen you can access with VDI.

Hope that helps.

1498. Re: Archivers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-12 14:10:44 UTC
From: sigrorn@icemark.oche.de
Message-ID: <H.40mEKeUXG0A@icemark.oche.de>
Source record: 44746
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Apr10.105735.8189@sci.kun.nl>, V.G.J.M. Stoks writes:
>Could somebody give me his/her opinion about the best archiver for the
>ST? Is is LHarc, Arc 6.x, Zoo 2.1? XLHarc? I will probably want to use
>it under MiNT as well as under TOS. I suppose I could go home and pack
>my HD with every one of them and see which archive is the smallest,
>but I reckon somebody must have done a similar thing already.

Zoo 2.1 shows (together with LHarc 2.0*) the best compression rates. LHarc
is a bit faster as zoo, but has some bugs which could leave you with defective
archives...
So I normally use zoo, (for it has the advantage of using the GNU-UNIXMODE,
too) but I have all archivers on my harddisc - even I only use them to depack
archives I get and repack them with zoo afterwards...

Benedikt

--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
sigrorn@icemark.oche.de
Voice: +49-241-408592 heinenb@messua.informatik.rwth-aachen.de

Wise men profit more from fools than fools from wise men;
for the wise men shun the mistakes of the fools, but fools do not
imitate the successes of the wise.
- Marcus Porcius Cato

1499. Re: Comeau C++

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-12 14:21:32 UTC
From: sigrorn@icemark.oche.de
Message-ID: <H.HfXqxN4CNQw@icemark.oche.de>
Source record: 44747

In <A251926628@thelake.mn.org>, Steve Yelvington writes:
>386's, SCO UNIX 386, SCO XENIX 386, the AT&T 3B2, AmigaDOS, AT&T UNIX PC 7300
>& 3B1, the Sun-3, and the IBM RS/6000 AIX. Comeau C++ 3.0 adds support for the
>Sun SPARC, and others to include the Atari ST, UNIX SVR4, MS-Windows, and
^^^^^^^^^^
I would be strongly interested in that one...

>Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418-3214 Marge
>Behrens 718-945-0009 (voice) or 718-441-2310 (fax) BIX: comeau, Compuserve:
>72331,3421 Usenet: attmail.com!csanta!c++ Prodigy: tshp50a

Has anybody got information from Comeau when writing to them via usenet or
Fax? (Asking for Information via SnailMail uses too much time from Europe
and calling them via Phone is a bit too expensive for me!) :-(
Or has anybody already got the compiler package - is it any good?

Benedikt
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
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Wise men profit more from fools than fools from wise men;
for the wise men shun the mistakes of the fools, but fools do not
imitate the successes of the wise.
- Marcus Porcius Cato

1500. Re: Making the screen one line

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-12 17:19:41 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr12.171941.27921@cdsmn.mn.org>
Source record: 44748

I have been watching this thread since the beginning now waiting for -THE ANSWER- But of course, there has been no one answer. It seems that according to all I've read, there is no "legal" answer. But wouldn't one solution be to include with the software, TOS or machine specific driver(s) that can be chosen either automatically by a system "sensing" routine or chosen from a setup menu? I mean this is how some PC applications approach different VGA card usage. In fact most device specific PC applications require some type of driver software. Why should ST/STe/Mega/TT/Falcon/Etc, be any different? This way you can make the screen a line shorter any way the programmer chooses, then additional drivers can be added as needed for different machines, frame buffers of TOS versions. I mean come on! I'm not allowed to write any software unless I buy one of each type of frame buffer, screen accelerator and platform that exists to test for compatibility?

Or is this just a philosophical discussion and I'm missing the point?

Regards,
Doug

1501. Re: ST ANSI.SYS?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-12 18:35:47 UTC
From: ken@isgtec.com
Message-ID: <2349@isgtec.isgtec.com>
Source record: 44749

In article <1992Apr6.123541.45787@qut.edu.au> lunnon@qut.edu.au writes:
> > What I'm wondering is if there is any facility for interpreting ANSI
> > screen codes for the ST, either in a particular comm program or as a
> > seperate driver (I don't want to have to use an emulator for tele-
> > communications).

Get an ST term program that supports ANSI graphics. I use Flash 2, which
seems to work ok, although ANSI graphics slows down the throughput a LOT
and I usually tell the BBS to kill the ANSI nonsense. I seem to recall
at least one shareware term program that does ANSI "graphics".

> This is an evolution which I personally deplore. BBS systems should cater
> for general connects like all other online services, rather than assuming
> all the world owns an IBM PC.

So true.

> Problem is that no-one seems
> to have done much about drawing an IBM compatible font (8 and 16 bit) yet.

There are term programs, if you search a bit.
--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1502. Re: Making the screen one line

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-12 19:18:37 UTC
From: rosenkra@convex.com
Message-ID: <1992Apr12.191837.24409@convex.com>
Source record: 44750

In article <A38834@MS.maus.de> Julian_Reschke@ms.maus.de (Julian Reschke) writes:
>That depends on what you understand 'portable'. A truely portable GEM
>application may not call anything but AES and VDI functions for graphics.

i was not asking about a portable _GEM_ program, just a portable _TOS_
program. it appears that these are not necessarily the same thing.

>In particular, it may _never_ write directly to the screen (and there's no
>GEM call to find out where the screen is).

I thought Physbase, by definition, tells this as does the _v_base_ad sys
variable? why then do graphics cards break the rules? surely this info
must be memory mapped somewhere, so that an address can be found, albeit
in some contorted fashion depending on the sys config.

>There might even some day
>graphics cards where you can't access the frame buffer from the CPU at all
>(like cards that connect to the SCSI bus, as on the Mac).

there also may not be GEM any more. how far do you want to carry the future
argument?

>_v_bas_ad is guaranteed to point to the start of the physical screen
>memory on the system. But this is a low-level call. With a graphics card
>installed, it might point to a _different_ screen that is visible to the
>user (in particular to the built-in). Or it might really point to the
>screen, but you don't have any information about size and format...

so is there a method to find this address for every graphics card (even if
different for every card)? and why is _v_bas_ad not what it is supposed to
be? as i read my docs, they all say this is the address of the screen. if
i write to this address, i should get something in the upper left corner.
is it possible to tempararily install a different screen driver?

>Come on: using XBIOS or Line-A for graphics is simply wrong. You should
>never mix different OS layers, and you should always try to use the highest
>level (in application programs). You wouldn't use Rwabs() to access files
>on your harddisk, or would you?

i am not mixing layers. i am using GEMDOS and XBIOS only. if you like,
i can trash GEMDOS and just use BIOS and XBIOS (tho without GEMDOS, file
access would be for all intents impossible). i won't even use line A.
and no, there is a function to access harddisk via the file system provided
by GEMDOS. i have a choice, and in that case choose simplicity (Fopen).
i also have a choice with graphics (Physbase, Line A, VDI) and i also choose
simplicity here as well. do u really consider GEMDOS/BIOS/XBIOS to be
different layers? i agree that VDI is a different layer and AES is, too.

>It's sad that there are no clear words from Atari about that. But it's
>obvious.

agreed. but NOT obvious. how can it be obvious if there are no clear words?

>Please understand that some features of the low-level graphics interface
>simply can't apply to graphics cards (like the assumptions that Line A
>does about the max. number of planes (4) or the organization into
>bitplanes).

in this case, i could tailor my programs with switches like "-display 640,400"
and "-planes 4". this would allow "normal" users (with "standard" monitors)
and "special" users (with funky stuff) to all use the program. the alternative
is to simply write for myself. if i ever again plan to write a commercial
product, of course i would approach this differently.

>>will either of these work on a TT?
>
>Be assured that all cards that plug into the VME bus work fine with their
>drivers on the TT.

i was refering to Physbase and Line A. i think the latter is out, but does
the TT support Physbase?

>The docs say nothing. This means: the old informations are still valid.
>You CAN use this variables. But your programs WON'T run on add-in cards or
>future Atari hardware. Simply because these informations aren't just
>enough to access the screen.

ok. this is what i wanted to hear. i also believe that GEM will be gone
anyway within 5 years, replaced with X. in any case, a GEM program will
not run nor will an XBIOS program. only i can develop the latter in 1/3
the time.

by the way: how do games do their thing? i can't possibly believe that
games use only VDI and AES. i have to believe that they go for lower level
stuff since speed is critical (realtime). do games run on the TT or on
special graphics cards? if so, how do they do it?

>If you are just programming for your own, do what you want to do. But
>using Line-A or XBIOS for graphics is just silly. Remember the Rwabs()/
>filesystem example.

this is an apples to oranges comparison. nobody accesses disk normally
via Rwabs since there already is a documented file system. there are also
multilayer graphics support that many people use, right or wrong. only at
least they are documented. you can't fault someone for writing this way,
except perhaps to say they are nearsighted. and i'd agree. however, it
is just as nearsighted to look at GEM as the future. it is not. if atari
does not have X in the next few years, i'd say they'd be out of business
since GEM is not an open system (atari is really the only one doing GEM
these days) and X is (all workstations and above, more than likely unix
PCs en masse soon). the world wants open systems.

>It's Atari's fault that they don't manage to tell the programmers about
>good ways to do things. But we _have_ to get rid of these interfaces;
>simply because they can't work correctly with modern hardware (new chips)
>or new software (multitasking).

don't get me wrong. i do agree with you in principle. only i don't think we are yet going in the right direction. i don't think GEM is the right direction. about the only thing GEM gets you these days is a somewhat quicker understanding of the concepts behind X (events, windows, widgets, etc). that is a big step from stdin/stdout.

[about changing fonts]
>There is no documented way. If you _really_ want to do this, put it into
>a small utility program, not into an application (btw: you can do it by
>_replacing_ the screen driver, NVDI does this).

do you have any more info on the screen driver? i can't recall how this is done. this sounds interesting. can the screen driver be changed and then changed back, say during program execution? i understand the multi-tasking implications...

>Well. Why would you want do to that. Why not just open the workstation on
>start and close it when the program terminates?

yes, of course. i realized this would be as compartmentalized after i hit "send".

>Nope. You can't mix BIOS/GEMDOS text output with graphics. You have _no_
>information where BIOS and GEMDOS output goes. With Gemini or MW, it might
>go into a window. The 'console' is not necessarily identical with the
>(full) screen you can access with VDI.

no, but you could mix GEMDOS/BIOS with XBIOS, if you know the screen address.

>Hope that helps.

certainly. thanx. i think i am going to see how far i can get with MiNT and MGR. so far, MGR seems somewhat fragile. only thing is i have to MiNT-ize an awful lot of code i wrote under TOS. note that i am not GEM-shy. i have written a large GEM application (60k lines) several years ago. i just find it exceedingly tedious, difficult to debug (i am a "printf" sort of debugger :-), especially when i have so little time these days for "recreational" programming...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1503. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-13 08:40:16 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Apr13.084016.28925@cs.hw.ac.uk>
Source record: 44751

In article <A1776031882@thelake.mn.org> steve@thelake.mn.org
(Steve Yelvington) writes:
> A program compiled with the
>MiNT library, using Atari's officially supported protocol, still
>can't find its own name when run from the Desktop.

Does shel_read not work?

> Steve Yelvington Marine on St. Croix, Minnesota, USA
> steve@thelake.mn.org umn-cs!thelake!steve

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1504. Re: Making the screen one line

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-13 15:53:54 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.EMkDb0gIDWg@jonh.wimsey.bc.ca>
Source record: 44752

In <1992Apr12.191837.24409@convex.com>, William Rosenkranz writes:
>
>I thought Physbase, by definition, tells this as does the _v_base_ad sys
>variable? why then do graphics cards break the rules? surely this info
>must be memory mapped somewhere, so that an address can be found, albeit
>in some contorted fashion depending on the sys config.
>
I think many of the graphic driver writers, having appearantly no
clear guidelines from Atari, are leaving the Physbase and _v_base_ad
stuff alone to allow developers to develop 2 monitor applications.
This is a handy feature, where menu screens don't cover what is being
worked on in the other monitor.
Why don't you just bite the bullet and write you application as a vdi
application? It's really not that much harder, and one extended inquire
should return everything you need to know. You don't have to use the aes
to use the vdi and if you're careful about keeping text byte aligned, it's
not that slow. I agree that losing one line is a real pain in the butt,
especially if your using a dial up and you have to change your term info
on every system you call to get a -more- scroll done right, but, though I
haven't tried it yet, I think a vdi screen doesn't ahve the menu bar
problem.
There are also fairly quick ways of changing the font characteristics
with the vdi, even if the vdi vt52 stuff is broken. Of course, this means
tweeking your vdi calls in assembly, but if you want fast....

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

1505. TOS 2.06 Upgrade in ST, Easy??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-13 18:34:59 UTC
From: friedric@mdd.comm.mot.com
Message-ID: <1992Apr13.183459.5924@mdd.comm.mot.com>
Source record: 44753
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anybody out there installed the TEC 2.06 upgrade in a circa '88 ST?

I'm considering the upgrade, and can handle a soldering iron, but would like to stay away from desoldering any chips.

How difficult is the upgrade installation?

Are the instruction easy to follow? What about the option to switch back to older TOS? Is this an additional installation.

Any comments would be greatly appreciated.

1506. Re: Making the screen one line

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-13 20:47:50 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Apr13.154750.1187@uwovax.uwo.ca>
Source record: 44754

In article <1992Apr12.191837.24409@convex.com>, rosenkra@convex.com (William Rosenkranz) writes:
> In article <A38834@MS.maus.de> Julian_Reschke@ms.maus.de (Julian Reschke) writes:
>>That depends on what you understand 'portable'. A truely portable GEM
>>application may not call anything but AES and VDI functions for graphics.
>
> i was not asking about a portable _GEM_ program, just a portable _TOS_
> program. it appears that these are not necessarily the same thing.
>
>>In particular, it may _never_ write directly to the screen (and there's no
>>GEM call to find out where the screen is).
>
> I thought Physbase, by definition, tells this as does the _v_base_ad sys
> variable? why then do graphics cards break the rules? surely this info
> must be memory mapped somewhere, so that an address can be found, albeit
> in some contorted fashion depending on the sys config.

There are several problems with using Physbase() and writing directly to
the screen:
(1) As Julian pointed out, the number and layout of planes is not, in general,
possible to determine, so you're restricting your program to working
only in certain resolutions and with certain video boards if you do this.
(2) If you're multitasking and more than one program tries to write directly
to the screen at once, you get a mess.

(2) is why I would say that Physbase is "read-only" under MiNT, just
as the line A variables and BIOS keyboard map tables are read-only; if
more than one program tries to write to any of these things, unpredictable
results occur.

I used to really hate GEM too. It's not so bad, though, once you've written
an object-oriented wrapper to hide all the guts (and that also means that
to re-compile for X or some other windowing system you just have to change
the wrapper).

>>The docs say nothing. This means: the old informations are still valid.
>>You CAN use this variables. But your programs WON'T run on add-in cards or
>>future Atari hardware. Simply because these informations aren't just
>>enough to access the screen.
>
> ok. this is what i wanted to hear. i also believe that GEM will be gone
> anyway within 5 years, replaced with X. in any case, a GEM program will
> not run nor will an XBIOS program. only i can develop the latter in 1/3
> the time.

I don't know Atari's future plans, but I would guess that if they decide to go with X then they'll still provide a GEM-like interface for backward compatibility. It would be easy enough (I think) to catch trap #2 and translate AES/VDI calls into X requests to a server. Digital Research even provides a product called X/GEM.

> by the way: how do games do their thing? i can't possibly believe that
> games use only VDI and AES. i have to believe that they go for lower level
> stuff since speed is critical (realtime). do games run on the TT or on
> special graphics cards? if so, how do they do it?

A lot of games break every time the hardware or OS changes. A lot of games cause problems in multitasking environments. They're bad examples :-).

--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1507. Verify Prob. again, & Disable 2 megs.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-13 21:21:48 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <92104.172148JJL101@psuvm.psu.edu>
Source record: 44755
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thanks for the replies so far folks, but alas the problem is not due to
game playing. The problem stems from not being able to do large file copies
in programs that store the files to RAM before copying to a hard drive.
As far as I can pinpoint, whenever files cross the original 2 megs of RAM
and go into the Xtra Ram boards 2 megs for storing the files between reading
of source and writing to destination, something happens.... as during the
write process I get spurious Write Error messages followed by Sense 4 errors
on the drive.
Of course I had thought it the drive or controller problem, but after
much testing with varying amounts memory being used, the logical thing is
something to do with memory.
If i load up a 2 megs of ramdisks and accs, I can copy less than 500K
of files before I start receiving these write errors, with NO ACCS or
ram disks, I can copy about 1.5 Megs of files with no problems. Anything
more and the problems begin, this is why I assume it must have something to
do with memory problems. I have not disconnected the board as I was not the
installer and hate messing with other folks work, and would much prefer a softw
are solution for disabling EXACTLY those ramchips.
Oh and this problem never show on normal file copies from the desk top
as it only loads one file into mem then copies it, but in NEODESK, VAULT,
CHEETAH, etc which load files into ram as possible and then copy, this ALWAYS
happens when the files length approach the barriers I mentioned above.
Any thoughts still appreciated,

PS. Yes I did post this problem before when I thought it stemmed from the
hard drive, but after much testing I think it is now somehow a memory problem.
How does write verify work on ICD host adaptors and software? Could it
possibly be munging this verify buffer? (as it often happens that even though
it gave an write error, I cannot seem to find anything wrong with the
written file)

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
- j.lehett2 Genie address

1508. FAST spice needed! (68030/copressor) Probe too!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-13 22:05:15 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Apr13.220515.13792@a.cs.okstate.edu>
Source record: 44756

[No readable article body recovered]

1509. FAST spice needed! (68030/copressor) Probe too!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-13 22:20:25 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Apr13.222025.16630@a.cs.okstate.edu>
Source record: 44757

I need a fast machine for Spice work. A 486/33 will do the job,
but I assume a 68030 w coprocessor will too.

Not finding a current version of Spice with Probe for the ST,
I'm considering mac emulation on a Spectre and SST-030 @33+MHz

I need Ethernet connectivity, Speed, and high resolution. Looks like
3 cards to me, using 2 slots (one for crazy-dots, one for an ethernet
adapter) and a cpu daughterboard (SST by Gadgets).

Is a slotless ethernet adapter available for the ST? (SCSI? ASCI?)
How about a driver for FTP/Telnet?

I'd rather not buy MS-Dos... Please let me know of experiences
in this area. I'm looking at Spectre GCR @ 33MHz running Spice with
a coprosessor. (Is Probe even available for the Mac?)

jc

1510. Re: TOS 2.06 Upgrade in ST, Easy??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-14 06:04:34 UTC
From: mt2bo@tuhhco.rz.tu-harburg.de
Message-ID: <1633@rztsun.rz.tu-harburg.de>
Source record: 44758
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

friedric@mdd.comm.mot.com (Bernd Friedrich) writes:

>Has anybody out there installed the TEC 2.06 upgrade in a circa '88 ST?
Yes, it works fine.

>I'm considering the upgrade, and can handle a soldering iron, but would
>like to stay away from desoldering any chips.
You only have to solder a bunch of cables to the CPU.

>How difficult is the upgrade installation?
It's easy. If you know what you're doing it will take you 1-2 hours.

>Are the instruction easy to follow?
Yes the booklet is well written.

>What about the option to switch back to older TOS?
>Is this an additional installation.
Yes it is. But there is good description how to do it.

>Any comments would be greatly appreciated.

Hope this will help you make a decision...

_norbert
mt2bo@rztsun.rz.tu-harburg.de

1511. TT030 for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-14 06:22:27 UTC
From: rickhall@bruno.cs.colorado.edu
Message-ID: <1992Apr14.062227.2195@colorado.edu>
Source record: 44759
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am in desperate need of money and need to sell my TT.
The package includes:

TT030 Computer w/ 4MB ST RAM
50MB internal hard drive
PTC1426 color monitor
Cordless mouse
2400 Baud Supra Modem

All for the low asking price of $2100 (excluding shipping).
If you are interested, make me an offer. You can exclude
the monitor for $400.

Besides the above, you get all the other TT features like VME, LAN,
multiple serial ports, higher rez, etc.

Thanks,

Richard Hall

--
Richard Hall - University of Colorado at Boulder

"Life's like holding water in your hands,
No grip is tight enough to keep it in." - me

--
Richard Hall - University of Colorado at Boulder

"Life's like holding water in your hands,
No grip is tight enough to keep it in." - me

1512. Re: Where can one get a new mouse quickly?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-14 07:42:25 UTC
From: boyd@zeta.cs.fsu.edu
Message-ID: <1992Apr9.135525.29334@mailer.cc.fsu.edu>
Source record: 44760
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

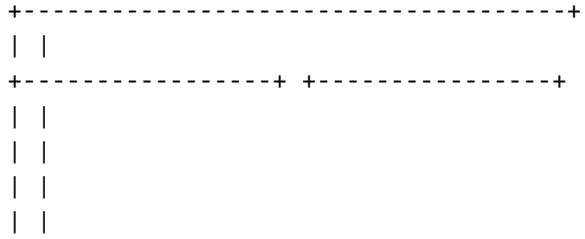
In article <1992Apr6.104420.1@galluk>, CADS_COLE@galluk (Kevin Cole; Washington DC) writes:
>Greetings.
>
>We've got an ST with a mouse that appears to be on it's last legs. (In
>particular, it seems to be growing less and less sensative to clicks and
>double-clicks.) We needs a new mouse before a concert to be given April 24. I
>called the only local dealer listed in the phone book, and was told that they
>only had rebuilt mice (for $42.00) and that ordering a new one would take a
>month. Not good enough. What's the *FASTEST* way to get a reasonably priced
>($60 sounds reasonable to me), decent mouse to Washington, DC? Any good
>sources?
>

If you are in the DC area, you have several great ST stores to choose from. Two notable ones are Toad Computers at (401)544-6943 in Severna Park,MD, and L&Y Electronics in Woodbridge VA (My favorite). You should be able to call information in Woodbridge to get L&Y's phone number. Both of these stores should have several flavors of mice on the shelf (I know L&Y has some of the new beetle mice, very neat). You should definitely check out L&Y, there is a huge wall COVERED in ST games, and several glass cases full of the latest compilers, DTP, utilities, etc.

If/when you go to one of these stores GET A COPY OF CURRENT NOTES!!!!! This is the local area for this mag, so all the local ST dealerships advertise in it. DC is the place to be if you are an Atari owner (my parents live up there, and I always bring LOTS of cash when I visit). You will also find lots of great stuff in their PD library (including MIDI stuff, check out Arpeggiator). Every ST owner to whom I have shown an issue has purchased a subscription (this is 5 folks so far).

Also, I suspect your mouse has the "peened button contact" blues. This is relatively common for those that really press hard on the buttons. This is what it looks like:

place where you put
your finger.



```
| |
| |
| |
| | <- plastic post
| | with squished bottom
/ \
+----+

+--+
| |
+--+ +--+ <- actual button mechanism
| |
| |
```

For this, you merely have to add a bit of height to either the button mechanism (a blob of epoxy will do it, or a couple of chunks of credit card). If this is the problem, you might want to make your next mouse one with microswitches (which seem to last longer for heavy-clickers :-).

Another possibility it that the button mechanism itself is shot. One easy way to get up and running again is to swap the right and left button mechanisms on the little board in the mouse (a bit of soldering is required). If you are using software that makes heavy use of the right button, this will not help much, but most software does not use the right one.

--


```
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------
```

1513. Re: Where can one get a new mouse quickly?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-14 09:05:20 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr14.090520.6475@actrix.gen.nz>
Source record: 44761
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.guZq64XnzuA@bara.oche.de> wr@bara.oche.de (Wolfram Roesler) writes:
> In <1992Apr7.013134.6381@actrix.gen.nz>,
> Roger.Sheppard@bbs.actrix.gen.nz (Roger.Sheppard@bbs.actrix.gen.nz) wrote:
>
> > I use a early Amiga one with 2 wires changed around.
>
> Which ones? What exactly must I do to an Amiga mouse to use it on
> the ST? It seems that it's easier to get a good Amiga mouse here
> than a good Atari one.
> --
> Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
> (Usenet) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

NOTE: this was a Golden Image mouse for a Amiga, the Yellow and Brown
wires from memory, there is a small plug inside the mouse, with the
use of a pin you can remove the pins from the connector, the pin is
use to lift up the small plastic clickers that hold these pins in..

But remove the plug first..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1514. Mega STE and 68881 copro

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-14 11:16:32 UTC
From: news@unibi.uni-bielefeld.de
Message-ID: <1992Apr14.111632.15120@unibi.uni-bielefeld.de>
Source record: 44762
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings to the world!

I've bought me an 68881-16 copro for my MSTE for the fantastic price of
70 DM = 45 US$. At least that seems to be a fantastic price for germany.
The whole thing would be even more fantastic, if it would work, cause it
doesn't! No program recognized the copro, the tos doesn't set the cookie
and every byte-access to it's adresses is responded with two bombs. I think
I've heard rumors that a GAL in the MSTE is not working correctly (oh not
another one!), but I don't know exactly. Since my local atari-dealer has
prefered to go bancrupt, I'd like to ask the rest of the world if anyone
can help me with this problem...

Thanx in advance and bye
TeSche
--
torsten scherer, universitaet bielefeld, germany
e-mail to : itschere@techfak.uni-bielefeld.de

There is a theory which states that if ever anyone would find out what the
universe exactly is and what it is for it will be instantly replaced by
something even more bizarre and inexplicable.

There is another theory which states that this has already happened.

Douglas Neil Adams

1515. Remote File System for ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-14 15:07:01 UTC
From: BJ070@ibmvm.rrz.uni-koeln.de
Message-ID: <1992Apr14.143547.112484@rrz.uni-koeln.de>
Source record: 44763

Has anyone ever heard of a Remote File System implementation to be
used from the Atari ST instead of or as addition to HD? It need not be
very fast, so it could use serial link, and the image in the server
(UNIX) does not have to be integrated into the server's file system.
Any hint to product, PD, or article would be welcome.
H.Stenzel, FH Koeln, FB Informatik, Am Sandberg 1, W 5270 Gummersbach

1516. Re: 2 HD's on MSTe Host Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-14 15:09:06 UTC
From: subiaagb@w350zrz.zrz.tu-berlin.de
Message-ID: <AEA2Q8U@mailgzrz.tu-berlin.de>
Source record: 44764

In article <8394@bnr-rsc.UUCP>, Anthony Paul writes:
|>
|> So I'd like someone to try flipping one of the end dip switches (if one
|> doesn't work, try the other) and trying to hook 2 drives with the rev 5.x
|> software.
|>

I'd try it, but I have rev. 4.xx of Atari's HDX only.

Q: Where can I get the new rev. 5 ?

1517. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-14 17:17:12 UTC
From: bigham@acpub.duke.edu
Message-ID: <2382@news.duke.edu>
Source record: 44765

From the Holy Book of <A1776031882@thelake.mn.org>
as spake by steve@thelake.mn.org (Steve Yelvington) :
>[In article <18420017@hpsad.HP.COM>,
> randyh@hpsad.HP.COM (Randy Hosler) writes ...]

> > I have the source for the MiNT library but have not had the time, nor
> > the know-how to build it. It would be nice if someone could upload
> > a heat-n-serve MiNT lib for sozobon.

>It's not hard to make one. You need the current collections of source
>code and include-files from atari.archive.umich.edu. There is a makefile
>in there that works with Heat and Serve's MAKE.

Yeah, I'm working on it. I hope to be finished by the weekend, depending on
homework levels; I'll drop it on a.a when I'm finished.

>Be sure that you have the LIB and INCLUDE environment variables set
>to point at the directories in which you have stored the MiNT stuff,
>not the Sozobon stuff.

Particularly since the -I parameter to cc doesn't seem to work properly. What
would be nice [read: wish list item] is a command-line option to switch between
dLibs and the MiNTlib.

The main holdup at the moment is getting Sozobon's floating point library to
cooperate with the MiNTlib, particularly its printf/scanf routines. I'll
probably just replace them with modified versions out of the MiNTlib and ship a
modified libm.a with the package.

>[...]
>Then run MAKE and go eat a sandwich or something, because it'll take
>awhile.

Tell me about it. I need more memory so I can do directory caching.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

1518. Re: Making the screen one line

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-14 17:19:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A38996@MS.maus.de>
Source record: 44766

William Rosenkranz (rosenkra@convex.com) wrote:
>i was not asking about a portable _GEM_ program, just a portable _TOS_
>program. it appears that these are not necessarily the same thing.

OK, to make things clear. There is NO way to do portable (== portable to new Atari machines or graphics cards) graphics on the ST/TT other than by using GEM.

You ask for portable ways to do graphics without using the operating system. There are no such ways.

>I thought Physbase, by definition, tells this as does the _v_base_ad sys
>variable? why then do graphics cards break the rules? surely this info must
>be memory mapped somewhere, so that an address can be found, albeit in some
>contorted fashion depending on the sys config.

(1) The frame buffer used by the graphics hardware is not necesseraly accessible from the CPU.
(2) Even if it would be accessible: you can't access the screen RAM without knowing how it is organized.

>there also may not be GEM any more. how far do you want to carry the future
>argument?

As far as the 'original' GEM philosophy is suitable to drive such hardware (if you carefully read the VDI manual, you won't find any mention of how to get the 'screen address').

>so is there a method to find this address for every graphics card (even if
>different for every card)?

No.

>and why is _v_bas_ad not what it is supposed to be?

Because it's not possible.

>as i read my docs, they all say this is the address of the screen. if i
>write to this address, i should get something in the upper left corner.

Nobody guarantees that for other hardware. it could also be in the lower right corner.

>is it possible to tempararily install a different screen driver?

No, because the screen driver is used by the AES and in order to replace the driver, you'll have to close it first (perhaps this can be done during resolution change).

>i am not mixing layers. i am using GEMDOS and XBIOS only. if you like, i
>can trash GEMDOS and just use BIOS and XBIOS (tho without GEMDOS, file
>access would be for all intents impossible). i won't even use line A.

GEMDOS, BIOS, XBIOS and Line-A are _all_ different operating system
layers. Why do you think they are all invoked by different
traps/exceptions?

>and no, there is a function to access harddisk via the file system provided
>by GEMDOS. i have a choice, and in that case choose simplicity (Fopen). i
>also have a choice with graphics (Physbase, Line A, VDI) and i also choose
>simplicity here as well. do u really consider GEMDOS/BIOS/XBIOS to be
>different layers? i agree that VDI is a different layer and AES is, too.

Yes, that's what I think.

>agreed. but NOT obvious. how can it be obvious if there are no clear words?

It's obvious that it is better to access files with GEMDOS (rather than
BIOS or XBIOS). Why isn't it obvious that using VDI is better than writing
directly to the screen?

>i was refering to Physbase and Line A. i think the latter is out, but does
>the TT support Physbase?

Both are in, but only for the TT's native graphics modes.

>ok. this is what i wanted to hear. i also believe that GEM will be gone
>anyway within 5 years, replaced with X. in any case, a GEM program will not
>run nor will an XBIOS program. only i can develop the latter in 1/3 the
>time.

OK, that's a different topic. But you asked about portable ways to do
graphics on TOS systems. Do you remember?

>by the way: how do games do their thing? i can't possibly believe that
>games use only VDI and AES. i have to believe that they go for lower level
>stuff since speed is critical (realtime). do games run on the TT or on
>special graphics cards? if so, how do they do it?

Most don't.

>this is an apples to oranges comparison. nobody accesses disk normally via
>Rwabs since there already is a documented file system. there are also
>multilayer graphics support that many people use, right or wrong. only at
>least they are documented.

Rwabs() is documented. Line-A is documented. I don't see the difference.

>you can't fault someone for writing this way, except perhaps to say they
>are nearsighted. and i'd agree. however, it is just as nearsighted to look
>at GEM as the future. it is not.

Why would you want portable Atari applications when you don't
think that Atari's going to stay for the next years?

>if atari does not have X in the next few years, i'd say they'd be out of
>business since GEM is not an open system (atari is really the only one
>doing GEM these days)...

Wrong. Novell/DR stil makes X/GEM (on top of FlexOS) and believe it or
not, they care about existing Atari programs (if you don't believe me:
contact Digital Research Monterey).

>and X is (all workstations and above, more than likely unix PCs en masse
>soon). the world wants open systems.

GEM has still significant advantages (Bezier stuff, device indepandence when
it comes to printing...). X has advantages, too. With Multi-TOS, you can
write a X driver that allows X programs and GEM programs to coexist on the
same screen.

>do you have any more info on the screen driver? i can't recall how this is
>done. this sounds interesting. can the screen driver be changed and then
>changed back, say during program execution? i understand the multi- tasking
>implications...

You can put a self-made SCREEN.SYS in your ASSIGN.SYS file. But the
workstation remains open as long as the AES runs, so -- normally -- you
can't replace it once it is started.

>yes, of course. i realized this would be as compartmentalized after i hit
>"send".

Fine. Then, there's no problem to write these functions with VDI.

>>Nope. You can't mix BIOS/GEMDOS text output with graphics. You have _no_
>>information where BIOS and GEMDOS output goes. With Gemini or MW, it might
>>go into a window. The 'console' is not necessarily identical with the
>>(full) screen you can access with VDI.

>no, but you could mix GEMDOS/BIOS with XBIOS, if you know the screen
>address.

How?

1519. Re: TOS 2.06 Upgrade in ST, Easy??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-14 18:15:14 UTC
From: sterbbs@eursus
Message-ID: <sterbbs.703275314@eursus>
Source record: 44767
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

friedric@mdd.comm.mot.com (Bernd Friedrich) writes:

>Has anybody out there installed the TEC 2.06 upgrade in a circa '88 ST?

>I'm considering the upgrade, and can handle a soldering iron, but would
>like to stay away from desoldering any chips.

>How difficult is the upgrade installation?

>Are the instruction easy to follow? What about the option to switch back
>to older TOS? Is this an additional installation.

I've installed about 4 TEC 2.06 upgrades in different ST's. Most easyest is
the Mega ST but installing it in a very old 520 ST or 1040 ST didn't cost me
more than a half hour. Every (electrician) monkey could do it.

Bert Rozenberg

```
=============================================================================
= If I've insulted anybody or anything I will take =
= everything back and state the opposite. =
= Complaints? EMail: Largest ST BBS in Europe: STER BBS =
= Holland +31 (0)1880 40035 SterUID: SYSOP. =
=============================================================================
```

1520. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-14 20:54:18 UTC
From: ersys!mforget@agchem.redwater.iol.ca
Message-ID: <8wN9iB1w164w@ersys.edmonton.ab.ca>
Source record: 44768
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ZX0013@DMSWWU1A.BITNET (Bjarne Pohlers) writes:

> In article <09BViB1w164w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca
> (Michel Forget) says:
> >No, a window is not the way to go for me. The mailer and newsgroup
> >machine was not working regularly, so I think I missed a lot of this
> >thread. I did find out one way to shorten the screen. Subtract 1 from
> >the value contained at $2AB2 and you have a shorter screen. Add 1 when
> >you want to update the status bar. It was as simple as that. At least
> >for monochrome.
> Who guarantees that this will work with alternative screen-drivers, with
> other resolutions than the standart (e.g. autoswitch-overscan, new graphic-
> cards, etc....)? Will it run under MGR or with MW? On a TT? Is $2AB2
> a documented system-variable? Your program will only run on some special
> machines with a special TOS. Don't do that!!!!!!!
> > l have to try it with color as well, since I am not
> >sure if the address applies to all ST machines.
> Please try also on all graphic-cards, on all STs on a TT, the new falcon, und
> all TOS-versions, under MiNT, MTOS and please test also all screen accelerato
> ...:-(

Uh-huh. Actually, the address I mentioned was only one way of shortening
the screen, and that way only applies to my own system as far as I know.
The documented way (suggested by someone who didn't know I knew nothing
about assembly) is:

```
dc.w $a000
-42(a0).w
```

Apparently this is how you check the line-a table to see how high the
screen is.

Does anyone know how this could be accomplished through Peeks and Pokes?
I am using Personal Pascal, which has no "asm" call in it so that is
pretty much what I am limited to. I also have Tackle Box ST, if that
helps at all.

From what I have learned from the NET, line-a works but is not gauranteed
to work on future computers. I agree with almost everyone that
shortening the screen is not a nice thing to do to future users of Atari
computers, but that is the best way to get the effect I want. I could
use a window (as was suggested) but that is SLOW. Programs like Stalker
3.x that do use Windows look great, but they can't keep up with my 2400
baud (Supra 2400 Plus, actually) modem. I hate waiting for the text to
catch up with the modem. Anyway, based on the comments about shortening

the screen made by people on the net, here is what I will be doing:

1. The status bar is optional. If you have a system that can use it,
great. If not, just turn it off. For those who don't use it, a keypress
will be enabled that brings up a status report.

Not sure why I numbered that...:) It seemed right at the time.
Now that news is flowing again, perhaps I'll be able to see the responses
people make. I missed most of the thread while things were going crazy.

Thanks for any help. It is appreciated.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "This offer is valid on absolutely ANY day >>
<< of the year, except...." >>
<< -- >>

1521. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-14 21:28:13 UTC
From: ersys!mforget@agchem.redwater.iol.ca
Message-ID: <qHP9iB2w164w@ersys.edmonton.ab.ca>
Source record: 44769
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

rosenqui@ncs.dnd.ca (E. Rosenquist) writes:

> In article <09BViB1w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (
>
> > There is a GOOD reason not to use a GEM Window. The first reason,
> > which you mentioned, is that the speed is VERY slow. Even with
> > accellerators, the output can't keep up with more than 2400 baud in
> > Stalker. Without an accellerator it would be hideously slow.
>
> I beg to differ. Based on my own experience, an unadorned 8MHz TOS
> 1.0 can keep up with 2400 baud in STalker. Adding a software screen
> accelerator and/or a CPU enhancement can increase this to the point
> where 9600 baud screen output is achievable. I should add however
> that the main limitation under VDI is not the text output speed but
> the scrolling speed. You'll fall a bit behind if you get a blast of
> LF's in a row, but under more typical situations STalker can keep up.
> On a T16-equipped Mega4, according to a small test program I wrote,
> the best I could do was around 50 scrolls/second for an average-sized
> window.

I should have mentioned in my first post that my modem is not a standard
2400 baud modem. It is a Supra 2400 Plus. It it uses a compression
protocol when it can, so the text was coming across at around 4500-5000
baud isntead of 2400. This was with a screen accelerator installed. It
didn't fall far behind, of course, but enough so that the wait was
disturbing.

>
> The one very good reason TO use a GEM window is compatibility.
> Sticking to a VDI-only implementation may cost you a little in terms
> of speed, but in my humble opinion, you gain much more than that back
> in terms of compatibility and ease of use.

This is true, I suppose. It is more compatible and a great deal easier
to use for the novice. The down side is that it is slower and an agany
to implement...:)

>
> > Also, a GEM window takes up space. Instead of 25 lines (24 with a
> > status bar) you would have 23 lines and be forced to put the status
> > bar at the top of the screen.
>
> In TT medium-res, Overscan, or any of the 3rd party high-res video
> cards there is plenty of room for everything.
>

> > There is also the added joy of having to handle more complex
> > redraws.
>
> True, but as they say "no pain, no gain".
>
> > No, a window is not the way to go for me.
>
> Evidently not. If your main concern is to get something that does the
> job on specific systems, then do whatever you like. I think the
> original question though was how to reserve a screen line in a "safe"
> manner, and as the ongoing discussion has shown, there are varying
> degrees of "safety", the ultimate being a GEM/VDI-based
> implementation.

Yes, the safest is through using the VDI. The Line-A calls do work for all Atari computers in production, I'm told, but they may not work on future computers. There is also the problem of working with MiNT. If I shorten the screen and a user starts an editor in the background, unpleasent things would happen. The way around this is to have the status bar as an option (which I elected to do). Then there is the problem of screen modifications like Overscan or the others. This is a fairly sticky problem, but not fatal. If the status bar works on your particular setup, use it. If not, turn it off and press Alt-S when you want to know what is going on (a dialog of information will appear if the user does that).

This is fairly frustrating...:)

>
> > Subtract 1 from the value contained at $2AB2 and you have a shorter
> > screen. Add 1 when you want to update the status bar. It was as
> > simple as that. At least for monochrome. I'll have to try it with
> > color as well, since I am not sure if the address applies to all ST
> > machines.
>
> Hmmmm, you're already in dangerous territory - the address you mention
> is almost certainly not the same across TOS revisions, and could
> conceivably change within a TOS version due to a screen accelerator.

Yes, you are right about that. I should not have mentioned the $2AB2 address, since I knew it was only really valid for my own system or other systems like it (TOS 1.4). A more proper way to do it was mentioned to me, which is to do a "dc.w $a000" and then check "-42(a0).w". This would tell me the height of the screen. I am using Personal Pascal (with Tackle Box ST) though, so assembly language doesn't help me out a lot. I wish it did. Even so, I know next to nothing about assembly anyway.

Thanks for your comments.

>
> Good luck,
> Eric Rosenquist

```
<< ---------------------------------------- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "This offer is valid on absolutely ANY day >>
<< of the year, except...." >>
<< ---------------------------------------- >>
```

1522. Re: ST ANSI.SYS?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-15 00:44:54 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.miBXNJ5FuGE@jonh.wimsey.bc.ca>
Source record: 44770

In <1992Apr6.123541.45787@qut.edu.au>, lunnon@qut.edu.au writes:
.........This is really a font problem
>fortunately STs use exclusively soft fonts, so it aught to be easy to
>load an IBM compatible font into your ST in order to get the semi-graphics
>printing right (instead of junk coming out). Problem is that no-one seems
>to have done much about drawing an IBM compatible font (8 and 16 bit) yet.
>

Well, you get IBM compatable fonts with Stalker, Trapido, and
Harlekin already, I think another one would be a waste of time.

--
There are a lot of intelligent people on the net that will go
ballistic when they are subjected to something stupid.
-- Larry Smith on the rec.arts.manga debate

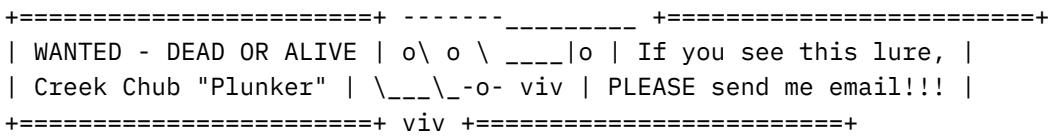
1523. What makes Hermes go?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-15 03:43:49 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <14701@vela.acs.oakland.edu>
Source record: 44771
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Someone recently put a betatest version of the hermes uucp software
at atari.archive and I have gotten the files and configured them as would be
necessary to access my UUCP information/account. Only problem is that I can
not figure out which program is supposed to set up the environment. I am
done with the config.sys and active, etc. in the other various directories,
and now that I am finished, even login doesn't work so I can make a test
mail message and see how the header reads in the spool directories.

To top it all off, there is no uupoll program to run uucico. Any help out
there? Also, if at all possible, I could stand to hunt down the source
code to the uucico program as I will need to once again add another login
step to it.

swood

--


1524. Re: Making the screen one line

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-15 04:31:31 UTC
From: rosenkra@convex.com
Message-ID: <1992Apr15.043131.17905@convex.com>
Source record: 44772

In article <1992Apr12.171941.27921@cdsmn.mn.org> plate@cdsmn.UUCP (Doug Plate) writes:
>I have been watching this thread since the beginning now waiting for
>-THE ANSWER- But of course, there has been no one answer. It seems that
>according to all I've read, there is no "legal" answer.

there IS a legal answer (just not the one i want to hear :-) and that is
to use GEM (VDI and/or AES). another alternative would appear to be to use
MiNT/MGR. i am now leaning to the latter (tho i still have to look into
pinging individual pixels under MGR) for my own use...

the problem with Physbase and the other "schemes" i was asking about is they
really break under a multitasking environment (like MiNT or its descendent
MultiTOS). this is because this info is global, not local to a "window" or
"task". i understand this. and hindsight is wonderful.

>Or is this just a philosophical discussion and I'm missing the point?

it is philosophical...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1525. Floppy streamer <-> ATARI ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-15 05:46:04 UTC
From: hubert@nebula.sni.de
Message-ID: <hubert.703316764@nebula>
Source record: 44773

Has anybody connected a Colorada floppy streamer to the ST?

Or has anybody information on the protocoll that the floppystreamer is using?

Where can I get this information?


```
+-----------------------------------------------------------------+
| Hubert Baum Tel.: int 49 5251 8 31862 |
| Siemens Nixdorf Informationsysteme AG Fax: int 49 5251 8 31869 |
| AP 333 |
| Riemekestr 160 Email: (uucp) |
| D-4790 Paderborn from USA: baum.pad@sni-usa.com |
| form other: baum.pad@sni.de |
+-----------------------------------------------------------------+
```

1526. Anyone interested in hooking an Atari 3.5 to a PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-15 05:52:54 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr15.055254.14862@cdsmn.mn.org>
Source record: 44774

I recently took some time to interface an SF314 external 3.5 floppy to my PC at work so i could use it to transfer files. It wasn't as plug and play as I thought it would be.

Is anyone interested in a "How To" on this topic? Before I spend a lot of time on it, i want to be sure there is some interest. I have seen articles about attaching an IBM type disk to the ST, but not the other way around.

The modification is cheap, easy and you can still use the SF314 on the ST.

No soldering, etc.

I will post if I get a response.

Regards,
Doug

1527. Re: TOS 2.06 Upgrade in ST, Easy??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-15 06:47:14 UTC
From: wagg@zellweger.ch
Message-ID: <1992Apr15.064714.588@zellweger.ch>
Source record: 44775
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr13.183459.5924@mdd.comm.mot.comFriedrich> friedric@mdd.comm.mot.com (Bernd Friedrich) writes:
Friedrich>Has anybody out there installed the TEC 2.06 upgrade in a circa '88 ST?
Friedrich>
Friedrich>I'm considering the upgrade, and can handle a soldering iron, but would
Friedrich>like to stay away from desoldering any chips.
Friedrich>
Friedrich>How difficult is the upgrade installation?
Friedrich>
Friedrich>Are the instruction easy to follow? What about the option to switch back
Friedrich>to older TOS? Is this an additional installation.
Friedrich>
Friedrich>Any comments would be greatly appreciated.
Yesterday I installed the TOS Expansion Board from Hard & Soft in Germany.
If you have your CPU already socketed you can put this card under the CPU.
There a three soldering points, two to the old CE-Pin of the old ROM's
(you have to draw them out of the socket) and one on the CE-pin of
one of ROM sockets. You can switch without any problems between the two
ROM-Versions. If you don't have you CPU socketed you may solder the board
on top of your CPU or use the so called speed bridge for connecting the
board via the mega bus.

I' ve seen ads of artifex the german distributor of the TEC. They also have
new versions of the TEC for soldering on top of a CPU or for the mega bus.

Hope that helps
Georg

_____________ _____________
/ __________() ()__________ \
/ /________ Georg Wagner ________/\ \
/ /_/_______() Zellweger Uster ()________\ \
/____________ wagg@zellweger.ch ____________\
|___________() ()____________|

1528. Books wanted (Leemon)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-15 07:42:07 UTC
From: as666@cleveland.Freenet.Edu
Message-ID: <1992Apr15.074207.16435@usenet.ins.cwru.edu>
Source record: 44776

I'm trying to locate Atari ST: TOS or/and Atari ST: VDI by Sheldon Leemon. If anyone knows of a mail order place that still has a few, please let me know! (Of, if you want to sell one used....)

--
||| Jonathan Roy (The Ninja) Internet: as666@cleveland.freenet.edu
||| -- BBS: Darkest Realm - (Down for now) - Public UUCP/Usenet --
/ | \ "...make him want to change his name,take him to the cleaners, devastate him, wipe him out, humiliate him." -CHESS GEnie: J.ROY18

1529. Memory Causing HD errors! (again)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-15 08:39:03 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92106.043903JJL101@psuvm.psu.edu>
Source record: 44777

OK, thanks to a number of folks, I have been able to disable the
upper 2 megs of Ram on my 4 meg upgraded Mega 2 ST. And it has narrowed
down my problem...
Once I disable this 2 meg bank of ram (which is on a Xtra Ram board),
I get NONE of the hard drive write errors and subsequent sense 04 messages
that I get when copied the same K of files WITH the ram activated.
These errors only occur with programs that load as much as possibly from
source before writing, such as cheetah, neodesk, vault, etc... never get
the errors straight from the regular desktop, since it does a file at a time.
I have thoroughly checked the memeory chips with different ram testers, and
they appear fine, never got an error...

Thus, what I am left with is the following, normal programs, ramdisks,
etc are able to use this extra 2 megs of ram just fine, but not the Hard
disk when attempting large writes. Any idea's? DMA chip possibly? How does
it interface with the ram banks?

Getting closer to solving this bugger of a problem... :)

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
- j.lehett2 Genie address

1530. TT HD floppies + ajax

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-15 10:05:41 UTC
From: meulenbr@ce.philips.nl
Message-ID: <1992Apr15.100541.25159@philce.ce.philips.nl>
Source record: 44778

Hi,

I have a TT with a HD floppy drive and an ajax chip.
I'm trying to access the drive using my own software, and I'm accessing
the chip directly. I can access normal 720 kb floppies, but I cannot
access 1.44 M floppies.
I did already double the steprate for HD floppies.
Should I one way or another program the ajax so that it is in HD mode,
or does it auto sense.
The first request that I make fails with sector not found.

Thanks for your help!
--
Frans Meulenbroeks Philips Research Laboratories
Replies please to meulenbr@prl.philips.nl, and not to the From: address

1531. Re: Making the screen one line

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-15 10:54:05 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92106.105405ONM07@DMSWWU1A.BITNET>
Source record: 44256

In article <1992Apr12.171941.27921@cdsmn.mn.org>, plate@cdsmn.mn.org (Doug Plate) says:
>
>I have been watching this thread since the beginning now waiting for
>-THE ANSWER- But of course, there has been no one answer. It seems that
>according to all I've read, there is no "legal" answer. But wouldn't one
>solution be to include with the software, TOS or machine specific driver(s)
>that can be chosen either automatically by a system "sensing" routine or
>chosen from a setup menu? I mean this is how some PC applications approach
>different VGA card usage. In fact most device specific PC applications
>require some type of driver software. Why should ST/STe/Mega/TT/Falcon/Etc,
>be any different? This way you can make the screen a line shorter any way
>the programmer chooses, then additional drivers can be added as needed for
>different machines, frame buffers of TOS versions. I mean come on! I'm not
>allowed to write any software unless I buy one of each type of frame buffer,
>screen accelerator and platform that exists to test for compatibility?
>
>Or is this just a philosophical discussion and I'm missing the point?
>
>Regards,
>Doug

Well there IS such a driver mechanism. It's called VDI. That's what VDI drivers are fore, and that's why one should to all screen output with VDI functions.

1532. Re: Flopppy drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-15 15:24:38 UTC
From: b41987@shylock.ctd.anl.gov
Message-ID: <1992Apr15.152438.9606@mcs.anl.gov>
Source record: 44779

In article <1992Apr10.133449.15963@cdsmn.mn.org>, plate@cdsmn.mn.org (Doug Plate) writes:
|>
|> Mickey, (and anyone else interested)
|> I have have read your files and they are excellent! I had an idea to possibly
|> simplify the process though. Now, I really should try this before speaking,
|> but hey, I'm impulsive and irresponsible ;^)
|>
|> Wouldn't it simplify the process if instead of cutting and modifying the
|> existing drive B cable (assuming you have one) you opened the case of the
|> ST and tapped onto the internal ribbon cable (the one attached to the
|> internal floppy) using a daisy chain type thing? Like:
|>
|> /-------------[]< card edge to external floppy
|> |
|> --------[][]------------[]
|> Internal Cable ^ ^male end ^female end to internal floppy
|>
|> I just say this because ribbon cable is so much easier to work with than just
|> about anything, just using a vise, pliers, or vise grips to press the ends
|> into place. You would then have to change the Drive select jumper on the
|> external from 1 to 2 (or from 0 to 1 depending on labels used).
|>
|> One would probably want to hang a ribbon header out the back of the ST case
|> to allow for disconnection.
|>
|> Do you think it will work?
|>
|> Regards,
|> Doug

Yes, This is exactly what I did with my ST. Worked like a charm. The only thing
that you need to watch for is reversing the cable when you plug it into the
new drive. You can tell its reversed because the drive lights go on as soon as
you turn the computer on and they stay on constantly.

Later,
--

____
|Michail Gomberg I A |
Argonne National Laboratories R			T
User Services Division A			A
Argonne, IL T /	\ R
internet: b41987@achilles.ctd.anl.gov A /	\ I
GOMBMIK@iitvax.iit.edu
____

1533. Trapping the RESET Vector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-15 16:20:04 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Apr15.132004.5082@ac.dal.ca>
Source record: 44780

I've been struggling with a bit of code for some time now and I'm finally going to give in and ask for some help.

How does one go about trapping the reset vector such that your program may re-enter a specific point when the system rebooted from either the reset switch or via CNTRL-ALT-DEL?

I've passed the magic number $31415926 to resvalid ($426) and put the address of the routine I wish to enter into resvector ($42A). What more do I need to do here? There is a brief note at one point in the Hitchhiker's Guide which says the stack pointers now contain garbage, but I'm not sure how to save them reliably, if in fact this is my problem.

As things now stand, when I press the reset button, my monitor goes black and then the system freezes. Sometimes I get that slight high pitched squeal that the machine makes if you hold the reset button in too long. I'm forced to do a power off to reboot.

Any/all help would be appreciated.

Bruce MacKay
bmackay@biome.bio.dfo.ca

1534. Re: Making the screen one line

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-15 16:44:53 UTC
From: rosenkra@convex.com
Message-ID: <1992Apr15.164453.7949@convex.com>
Source record: 44781

>>i was refering to Physbase and Line A. i think the latter is out, but does
>>the TT support Physbase?
>
>Both are in, but only for the TT's native graphics modes.

so what are "native graphics modes"? is this, too, something that will
go away in the future?

>Wrong. Novell/DR stil makes X/GEM (on top of FlexOS) and believe it or
>not, they care about existing Atari programs (if you don't believe me:
>contact Digital Research Monterey).

is X/GEM gaining exceptance anywhere? i remember reading about this a year
or so ago and have not heard anything since. does atari plan to use this
when they get their unix thing geared up?

>>no, but you could mix GEMDOS/BIOS with XBIOS, if you know the screen
>>address.
>
>How?

for an example, look at mgif. i use printf (GEMDOS which probably calls
BIOS, i don't remember) and twiddle pixels after finding screen with Xbios.
it works fine on a "normal" ST, any TOS, with 640x400 screen. it no longer
uses Line A, but does use Physbase. it won't run in the background under
multitasking but then i don't really think that is necessary for an
interactive image processing application. i know there are acceptions
but you get what you pay for...

ok. julian (and others) have convinced me that for portability of graphics
applications (including changing fonts for textural applications) that the
only acceptable way is GEM (VDI and/or AES). this means that for my own
use, i will continue to hack with formerly "legal" techniques, but for things
i choose to share on the net, i will at least try to be more "config friendly".

this means i have to pump myself up into the belief that it is actually fun
to program GEM applications. this is not what i recall, however. the other
alternative is to offer what i have (including source) and let someone else
worry about portability. the way i look at it is i am going to go thru an
exercise where 60-80% of the code is UI, then i might as well find a publisher
and sell the thing. now i'll have to dig back into my gem toolbox...

thanx...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1535. Re: Are Ataris really this bad with HD's?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-16 15:21:12 UTC
From: boyd@phi.cs.fsu.edu
Message-ID: <1992Apr11.112507.18707@mailer.cc.fsu.edu>
Source record: 44782

In article <1992Apr8.111745.1@camins.camosun.bc.ca>, comptec91006@camins.camosun.bc.ca writes:
>I have a SyQuest hard disk with an ICD controller. I have a 14 meg Atari
>partition and a 30 meg partition for Spectre GCR (Mac emulator)...
>Whenever a file is written to disk in Atari mode the system locks up for
>about 5 seconds and then suddenly spits the file onto the disk. Presumably
>it is reading the directory and FAT during this delay. I know the drive is
>reasonably fast - in Mac mode it will write files instantly. It seems that
>the Atari operating system is very slow when dealing with anything bigger than
>a floppy disk (which doesn't surprise me). Does anyone else have this problem?
>I have TOS 1.3... Do the new versions of TOS have the same problem?
> /\/\ike

I don't think there is a TOS 1.3. If you have less than TOS 1.4, you should get a copy of FATSPEED and stick it in your AUTO folder. I think this will solve your problem.

My HD writes very fast, and I am using TOS 1.2 with FATSPEED.

Also, be sure to get a copy of foldrxxx.prg (unless you are using an ICD host adaptor, in which case the ICD software takes care of extra folder allocation). I think that with ANY version of TOS there are at least a couple of little AUTO folder "bug fix" type programs one needs. They are different for the different versions of TOS.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

1536. Re: Are Ataris really this bad with HD's?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-16 20:04:13 UTC
From: hallberg@elixir.lne.kth.se
Message-ID: <HALLBERG.92Apr16210413@lumen.elixir.lne.kth.se>
Source record: 44783

TOS 1.3 Doesn't exist. You may, as me, have TOS 1.2 which is supposed to be quite a bit slower than 1.4, handling the harddisk. I notice the same delay as you do when searching or creating a file, the raw read and write actions are however very fast. Perhaps you could try an upgrade to 1.4? I use a notoriously slow atari megafile 60.

1537. Re: Making the screen one line

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-16 21:54:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A39181@MS.maus.de>
Source record: 44784

William Rosenkranz (rosenkra@convex.com) wrote:
>so what are "native graphics modes"? is this, too, something that will
>go away in the future?

Perhaps. Think of it. Why should Atari support something like ST-Medium on future machines (if it costs money)?

>is X/GEM gaining exceptance anywhere? i remember reading about this a year
>or so ago and have not heard anything since. does atari plan to use this
>when they get their unix thing geared up?

X/GEM has (yet) nothing to do with X or Unix. It's a GEM version for FlexOS, DR's realtime multitasking OS for Intel machines.

>this means i have to pump myself up into the belief that it is actually fun
>to program GEM applications. this is not what i recall, however. the other
>alternative is to offer what i have (including source) and let someone else
>worry about portability. the way i look at it is i am going to go thru an
>exercise where 60-80% of the code is UI, then i might as well find a
>publisher and sell the thing. now i'll have to dig back into my gem
>toolbox...

Perhaps you should try it a second time. VDI and AES really aren't that different than other operating systems (especially the simple line drawing stuff and so on).

1538. TOS upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-16 23:08:17 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Apr16.230817.299@ucsu.Colorado.EDU>
Source record: 44785

I just opened up my ST yesterday (one week after I bought it) and
I saw that I have TOS 1.4. I've been seeing some postings on upgrading,
my (stupid) question is why?
Also I'd like to upgrade my memory, is there a upgrade kit available
and what should I expect to pay for it? Also are there instructions on
how-to-do-it yourself posted around in case I don't want to spend to much
money.
Thanks,
Jonathan
krakover@spot.colorado.edu

1539. Re: Floppy drive pulse on the TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-17 01:34:38 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <57474@cup.portal.com>
Source record: 44786

In article: <1992Apr10.033159.12438@cdsmn.mn.org>
plate@cdsmn.mn.org (Doug Plate) writes...
>Hey wow! My guess was right? I've heard people talking about the "dubious"
>nature of the Atari Media Change implementation, but I don't see the problem.
>I mean even with write protected floppies, unless you can pull that disk out
>and shove another in there in less than 1/60th of a second, the write protect
>status will change, right? Are there more details I need to know to
>understand? I figure the checking routine must count more than one pulse in
>order to determine the media change because I've seen that function call that
>returns the "a media change has occurred", "a media change has probably
> occurred", "a media change has definitly not occurred". Weird!
Well, actually it doesn't count anything. Checking the write protect line is
ONLY used to change from "a media change has definitly not occurred" to
"a media change has probably occurred" state. Atari verifies if it has
actually occured by reading the bootsector and checking the serial number
when an access in attempted in "a media change has probably occurred" state.
If serial numbers match the system returns to "a media change has definitly
not occurred" state. If they don't then the system changes to "a media change
has occurred" state.

This is why switching IBM formatted floppies and writing can corrupt the
directory and FAT of the 2nd floppy placed in the drive.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
California could REALLY use 40 days and 40 nights of rain right now!

1540. Re: Making the screen one line

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-17 04:24:43 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <57479@cup.portal.com>
Source record: 44787

William Rosenkranz (rosenkra@convex.com) wrote:
>I thought Physbase, by definition, tells this as does the _v_base_ad sys
>variable? why then do graphics cards break the rules? surely this info must
>be memory mapped somewhere, so that an address can be found, albeit in some
>contorted fashion depending on the sys config.

From what I have seen in VDI, it could even be configured to drive vector graphics cards (which would have no frame buffer). These devices uses command/vector lists and X-Y monitors instead of bitmapped RAM and video monitors. Even if they mapped their command/vector list RAM into the computer's main memory there would be no easy way to test or write to individual "pixels" on such systems if you bypassed their driver software.

I have worked with vector graphics systems (used in Avionics) for over 14 years (gad! has it really been THAT long?) and know them quite well.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
California could REALLY use 40 days and 40 nights of rain right now!

1541. 'gem' prefix for tcsh?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-17 04:44:39 UTC
From: timg@ncsa.uiuc.edu
Message-ID: <70459@ut-emx.uucp>
Source record: 44788

Hi,

Can anyone tell me if a program exists for generic shells which imitates the 'gem' prefix of gulam?Gem programs started from bash and tcsh are generally mouseless (useless), and often do not properly fill the desktop. If no such program exists, does anyone have any suggestions for writing one?

I presume that such a program would save the screen, do the proper things with the background and the mouse (what gem functions), exec the desired program, and restore the screen in the end. Could such a thing be made to work with MW2 running under mint? I have heard that more than one gem program at a time is problematic.

Thanks,

Tim Gallivan
timg@landau.ph.utexas.edu

1542. CD ROM drives on the ST w/ Spectre

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-17 04:56:26 UTC
From: ec333way@steam.uwaterloo.ca
Message-ID: <1992Apr17.045626.13078@watserv1.waterloo.edu>
Source record: 44789
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I plan to get Spectre GCR VERY soon & most likely an SST as well (I have to do some Mac work)..
My question is this: Can I hook a CD-ROM up to my ST that will AT LEAST work with the mac? It doesn't necessarily have to do anything useful with an ST, as long as it acts like a normal mac cd-rom..
Would I need a megatalk board for this or will my ICD adapter be good enough?
Also, I've heard that the Mac 1.44 meg disks are identical to IBM 1.44's..
Is this true? Could I, in theory, take a 1.44 meg Mac disk to my PC, read the 1.44 disk onto hard drive, re-write to an 800k and move to my ST? That would be nice as well.. (I assume that copying files from the ST to a Spectre partition IS possible?)..

--
Mattias Hembruch
mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.ca

1543. ST into PC case

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-17 04:59:32 UTC
From: ec333way@steam.uwaterloo.ca
Message-ID: <1992Apr17.045932.13217@watserv1.waterloo.edu>
Source record: 44790
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am planning to buy an SST soon (with spectre). I am therefore thinking of moving my ST into a PC case. I have seen some people mention they have done this. Did you use a desktop case or a tower case? Did you move a normal ST or a Mega? Should I buy a used mega (ie would it make things easier)?

Thanks,
--
Mattias Hembruch
mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.ca

1544. Re: 'gem' prefix for tcsh?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-17 18:43:16 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Apr17.184316.8820@a.cs.okstate.edu>
Source record: 44841

I run Flash from tcsh. The only trick I used was to rename tcsh tcsh.prg
s.t. the gem resources would be available to tcsh... When it's child
process, flash starts up... if gem isn't available problems (like you mentioned)
occur.

Good luck!

1545. Phil Comeau's Internet Address WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-18 21:24:50 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <4J0FJB2w164w@sys6626.bison.mb.ca>
Source record: 44842

I seem to have kept no record of Phil Comeau's Internet address, and as I want to ask a question of him I was wondering if anyone might be able to help me out and e-mail his address to the one listed below.
Thanks.

```
+---------------------------------------------------------------------+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---------------------------------------------------------------------+
```

1546. Re: Trapping the RESET Vector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-19 01:55:39 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <55031@hydra.gatech.EDU>
Source record: 44843

In article <1992Apr18.045857.28951@gmuvax2.gmu.edu> scoile@gmuvax2.gmu.edu (Steve Coile) writes:
<stuff deleted to satisfy posting software>
>If I remember correctly, the CPU keeps a pointer to RESET code in either
>the first or second longwords of memory ($0000 or $0004). Check it out.

I believe that addresses $0 and $4 are mapped to the ROM by the MMU.
Maybe someone else on the net can verify this.
--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

1547. Re: Pexec -- A question!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-19 02:03:49 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <55032@hydra.gatech.EDU>
Source record: 44844

Get a copy of the Pexec Cookbook off atari.archive. It will tell you
what you need to do and the limitations of trying to do it.

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

1548. Re: Tos 2.06 in STE -> Simple plug

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-19 02:16:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A39306@MS.maus.de>
Source record: 44845

be824@cleveland.Freenet.Edu wrote:

>Will the new tos 2.06 chips plug right into a 1040ste's motherboard
>without modification? Will they allow me to plug in a 68030 or a
>68010 without modification?

TOS 2.06 works with the 68010. There is just one bug: An auto-application has
to be in your NEWDESK.INF.

Regards,
Patrick

1549. Source for accstart.o needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-19 08:02:59 UTC
From: yellowbd@eskimo.celestial.com
Message-ID: <1992Apr19.080259.10693@eskimo.celestial.com>
Source record: 44846

Hello! I'm trying to write some programs & .ACC's with the sozobon compiler. (An older version...) And I seem to need the accstart.o and/or apstart.o files from the developers kit... Since I don't have this, I was wondering if someone could send me the source code for these object files. It seems that dstart.o doesn't quite cut it for GEM accessories. Or if anyone knows what I might be doing wrong please let me know! I'm using the gemfast libraries and dlibs for linking... Thanks!

--== Andy ==--
Email: yellowbd@eskimo.celestial.com

1550. Re: Pexec -- A question!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-19 08:44:37 UTC
From: bkr@drdhh.hanse.de
Message-ID: <1992Apr19.084437.4119@drdhh.hanse.de>
Source record: 44847

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>> As the subject states, though, this is about the Pexec call. I've
>> noticed that the Pexec call can be used to load a program without
>> starting it. This could be very useful. The documentation I have says
>> that I should pass the appropriate mode to the Pexec call and then (when
>> I want to run the program) call Pexec again and pass a pointer to the
>> basepage. What it doesn't say is where this pointer to the basepage
>> comes from. Is it passed back in the return value (which would normally
>> tell the user if the exec was a success or a failure) or is it hidden
>> somewhere else? Can more than one program be held in memory in this
>> fashion?

The pointer is returned from Pexec(LOAD_NOGO).
I have fiddled around with this stuff to realize a program load & cache
system as I like it in OS-9/68k.
There are many problems:
You can't manage memory in a clean way (I think).
I install a resident driver that catches Pexec() calls and looks into
its tables if the started program is already cached. If so, I just insert
a buffered data segment, clear bss and go.
Programs are loaded via a micro-loader that starts up, loads the module
and quits by Ptermres().
If you want to do such things:
Care for the actual environment and care for path descriptors, which are
nasty - I got them to work, but I rely heavily on undocumented TOS internals.
Don't wonder if Tempus doesn't work any more - it's not your fault, it's Tempus's,
which fiddles with undocumented fields in his and its parent basepage.

Disclaimer:
I just played around with these.
I don't support it in anyway.
I never did it (next revolution comes for sure :-)

I didn't want to make it available because it is dirty trickery, not finished
and can eventually lead to disk crashes (never happenend), but I hate postings
like 'yeah i got it bunny but i'll bury it in my desk forever and myself'.
If you want the source (Turbo C & 68k) mail me, but don't expect any help from
me. Also don't expect that I remove any bugs. I just dropped it.
Perhaps I might put hands on it again together with somebody but:
another hint: It doesn't lead to anything while you're on hard disks.
Speed increase is insignificant. It wins only on floppies because it doesn't
take up as much space as a ramdisk.

Greetings, Bjoern

--
bkr@drdhh.hanse.de - Bjoern Kriews - Stormsweg 6 - D-2000 Hamburg 76 - FRG
---
bkr /usr/bkr $ talk winni | drdhh live on stage - Apr 11 14:58 1992
You don't exist. Go away. | *ix - One of the last adventures of our time...

1551. Re: Trapping the RESET Vector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-19 08:46:57 UTC
From: bkr@drdhh.hanse.de
Message-ID: <1992Apr19.084657.4196@drdhh.hanse.de>
Source record: 44848

Hi Dicker !

Ich glaube, Du koenntest dem Mann helfen, im Zweifelsfall schick mir eine
Antwort auf deutsch, ich uebersetze dann. Schick dann aber bitte die Adresse
wieder mit, sie verschwindet bei mir mit dieser Mail.

(comp.s.a.s.t)
cordes@ac.dal.ca writes:
>I've been struggling with a bit of code for some time now and I'm finally
>going to give in and ask for some help.

>How does one go about trapping the reset vector such that your program may
>re-enter a specific point when the system rebooted from either the reset
>switch or via CNTRL-ALT-DEL?

>I've passed the magic number $31415926 to resvalid ($426) and put the
>address of the routine I wish to enter into resvector ($42A). What more do
>I need to do here? There is a brief note at one point in the Hitchhiker's
>Guide which says the stack pointers now contain garbage, but I'm not sure
>how to save them reliably, if in fact this is my problem.

>As things now stand, when I press the reset button, my monitor goes black
>and then the system freezes. Sometimes I get that slight high pitched
>squeal that the machine makes if you hold the reset button in too long.
>I'm forced to do a power off to reboot.

>Any/all help would be appreciated.

>-------------
>Bruce MacKay
>bmackay@biome.bio.dfo.ca

--
bkr@drdhh.hanse.de - Bjoern Kriews - Stormsweg 6 - D-2000 Hamburg 76 - FRG
----
bkr /usr/bkr $ talk winni | drdhh live on stage - Apr 11 14:58 1992
You don't exist. Go away. | *ix - One of the last adventures of our time...

1552. disks formatted with DOS 5 and media change

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-19 16:02:07 UTC
From: as327@cleveland.Freenet.Edu
Message-ID: <1992Apr19.160207.23675@usenet.ins.cwru.edu>
Source record: 44849

Hi,

I am working on a file copy program which offers the user the option of continuing the copy (i.e. changing the target disk) if the target is full. The disk change causes no problems if the target disk is formatted on an ST. If it is formatted with DOS 5, all sorts of havoc ensues (including corruption of the disk!).

I know something about the mechanism the ST uses to detect a disk change. I think first, a media change has to occur. Second, the serial number of the new disk has to be different from that of the original. I am puzzled, because I'm reasonably sure a media change is occurring and I think the DOS 5 formatting program puts a serial number on its disks. Am I making a wrong assumption anywhere?

I also have a question about how to force a media change. I don't have any kind of 'official' TOS documentation, so I am just guessing that what I need to do to force a media change on drive A is call 'Mediach(1)' followed by 'Getbpb(0)'. The 'Getbpb(0)' will recognize the new disk and reset the 'Mediach' flag to 0. Any wrong assumptions there?

Oh, yes, and the program I am working on is a new version of 'mcp - Monk copy' with support for copying files larger than the target disk. Any help I get here will go into the new version, which will be called 'docp - directory-oriented copy' and will be distributed under the GNU copyleft.

Thanks!
--
Roy Bixler
Internet: as327@cleveland.freenet.edu -or- rcb@netcom.com
"Those who are willing to give up a little liberty for a little security deserve neither liberty nor security" - Ben Franklin

1553. Forcing Media Change

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-19 19:14:17 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992Apr19.191417.1385@mnemosyne.cs.du.edu>
Source record: 44850

> as327@cleveland.Freenet.Edu (Roy Bixler) wrote:
>I also have a question about how to force a media change. I don't have
>any kind of 'official' TOS documentation, so I am just guessing that
>what I need to do to force a media change on drive A is call 'Mediach(1)'
>followed by 'Getbpb(0)'. The 'Getbpb(0)' will recognize the new disk
>and reset the 'Mediach' flag to 0. Any wrong assumptions there?

Just one wrong assumption: you do NOT want to do the Getbpb(0) call
yourself, because that will clear the media change status (as you
surmised), and GEMDOS will thus never see it. It is GEMDOS that needs
to be aware of the media change. So, what you need to do is follow
the Mediach(1) call with a call that causes DOS to access the disk.
A good way to do that is Fsfirst("a:\\x, 0"); -- it doesn't matter w
whether there is or isn't a file named 'x' on the disk, when DOS tries
to read the disk, it will get the 'media has changed' error status
back from the read (because you forced that status with your Mediach()
call), and then DOS will do the Getbpb() to clear the status. DOS
also punts all buffered information about the disk when it sees the
media-has-changed status, and begins rebuilding internal buffers after
it learns about the new disk format and layout using Getbpb().

On a floppy disk, media change is easy to force, it's always just a
Mediach() followed by an Fsfirst(). On a hard disk (which may have a
driver which doesn't understand forced media changes) you may need to
install a little temporary driver intercept to handle the mediach.
I have code (Madmac assembler) to do that if you need it. Generally
you only need to force media change on hard disk if you've directly
changed the FATs or directories using BIOS calls.

1554. Re: Trapping the RESET Vector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-19 19:58:04 UTC
From: edgar@pingu.saar.de
Message-ID: <H.ZyKXdGD&p9Y@pingu.saar.de>
Source record: 44851

```
In <1992Apr15.132004.5082@ac.dal.ca>, cordes@ac.dal.ca writes:
: How does one go about trapping the reset vector such that your program may
: re-enter a specific point when the system rebooted from either the reset
: switch or via CNTRL-ALT-DEL?
:
: I've passed the magic number $31415926 to resvalid ($426) and put the
: address of the routine I wish to enter into resvector ($42A). What more do
: I need to do here? There is a brief note at one point in the Hitchhiker's
: Guide which says the stack pointers now contain garbage, but I'm not sure
: how to save them reliably, if in fact this is my problem.

Among other things, the intelligent keyboard got a reset and the 200 Hz system
timer has to be restarted. I have used the following code fragments to implement
a SIGRESET in my version of the GNU-C library (which was used eg. to build
emacs). It still has some problems. You can save some files (i have used this
in a very old version of bash to save the history), do screen i/o and even come
back to the shell (i've tried it with Master), but sometimes the machine hangs.
Maybe someone else can fill in the holes.
I have once seen a version of some basic compiler echoing "Reset" and returning
to the shell when the reset button was pressed, but this was with the old
("mushroom") TOS 1.0 booted from disk. The MAC-emulator Aladin could also
reboot itself after a RESET - but this too could be a different story.

: Any/all help would be appreciated.

Hope this helps you

- Edgar

-------------------------------------------
/* the main entry point of this (installed as resvector) is the routine
* sig_reset
*/

/* screen_resolution = Getrez() has to be called in the initialization phase */
static short screen_resolution;

static long _signal_stack[256];
static long *const signal_stack = _signal_stack+256;

static short danger_zone = 0; /* avoid infinite loops of signals */

/* after the reset some hardware registers must be */
/* reinitialized before we can go on with the show */
static void
fixup_machine()
{
```

```
volatile char *const gpip = (char *) 0xFFFFFA01L;
volatile char *const shiftmd = (char *) 0xFFFF8260L;
volatile char *const sound_chip = (char *) 0xFFFF8800L;
volatile char *const timerC_ctr = (char *) 0xFFFFFA1DL;
volatile char *const timerC_dat = (char *) 0xFFFFFA23L;
volatile unsigned long *const sys_timer = _hz_200;
unsigned long timeout;

sound_chip[0] = 0x07; /* select register 7 */
sound_chip[2] = 0xC0; /* port A and B -> output */
sound_chip[0] = 0x0E; /* select register 14 */
sound_chip[2] = 0x07; /* deselect floppy drives */
gpip[0x16] = 0x48; /* software EOI mode, base 0x100 */
/* TOS does a master reset for IKBD/MIDI here (not needed) */
Ikbdws(1, "\200\1"); /* reset keyboard chip */
/* what about the blitter, printer, serial line ? */
/* now we try to figure out which resolution we should use */
/* if we have a color monitor, we choose low resolution if */
/* it was used before the reset, otherwise we use med res */
if(*gpip < 0) {
*shiftmd = *sshiftmd = (screen_resolution != 0);
} else {
/* this is a monochrome monitor, we have no choice */
*shiftmd = *sshiftmd = 2;
}
/* strange enough, Xbtimer(2, 0x50, 0xC0, -1L) fails here, */
/* but programming timer C directly seems to work allright */
Jdisint(5); /* disable MFP timer C interrupt */
*timerC_ctr = 0x00; /* stop timer C to allow this: */
*timerC_dat = 0xC0; /* set timer C data to 192 */
*timerC_ctr = 0x50; /* start timer C (delay mode 1:64) */
Jenabint(5); /* enable MFP timer C interrupt */
timeout = *sys_timer + 40L; /* wait for the ikbd to do */
while(*sys_timer < timeout); /* a reset and a self-test */
Jenabint(6); /* enable MFP IKBD/MIDI interrupt */
*_flock = 0; /* enable accessing the DMA chip */
*vblsem = 1; /* enable VBL interrupt handler */
/* here we could resynchronize the screen display if the */
/* monitor type has changed (between monochrome and color) */
}

static void
do_reset()
{
/* call the users routine in user mode */
(*(signal(SIGRESET, SIG_IGN) ?: sig_array[SIGRESET].d_func))(SIGRESET);

Super(0L);
}
```

```
/* This routine is called when a reset is done. There are at least two */
/* possible reasons for this. First the user may have pressed the reset */
/* button. Another event could be that he changed the monitor from mono */
/* to color or vice versa. If the user does a longjmp in his own handler */
/* he must initialize the screen resolution, stop the drives,.. We could */
/* figure out what to do, but if he likes to ignore the reset button, he */
/* has to do the work himself. The primary use for SIGRESET should be to */
/* deinstall some system-variables that are not cleared on a warm boot. */
/* This could be _p_cookies or _shell_p. */
static void
sig_reset(int sig)
{
/* we need a stack here since TOS will not provide one */
asm volatile ("movel %0, sp" :: "g" (_signal_stack+512));
if(danger_zone) asm("jmp a6@"); /* something went wrong */
danger_zone = 1;
fixup_machine();
asm ("movew #0x0300, sr"); /* switch to the user mode and allow */
/* interrupts at level > 3 */
asm ("movel %0, sp" :: "g" (signal_stack));
danger_zone = 0;
do_reset();
asm ("movew #0x2700, sr"); /* no interrupts please! */
asm ("jmp a6@"); /* the only way out of here */
}
```

--
Edgar Greuter
Francoisstrasse 21
6600 Saarbruecken

Email: roeder@cs.uni-sb.de
edgar@pingu.saar.de

(for the curious people: my last name changed [Roeder -> Greuter] when i got married, but i am still the same guy)

1555. Re: WANTED: the LCD glasses formerly offered by Antic Magazine

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-19 20:23:58 UTC
From: george@electro.electro.com
Message-ID: <1992Apr19.202358.1574@electro.electro.com>
Source record: 44852
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr17.161322.15431@sunb10.cs.uiuc.edu> hofmann@cs.uiuc.edu (J. Scott Hofmann) writes:
> Paging through some old issues of Antic magazine, I saw an ad for some
>3D glasses that would work perfectly with a VR project I'm involved in.
>However, Antic seems to have died. Is there any way I can get my hands on a
>pair of those glasses, and data such as pinouts and timing diagrams?
>
> Scott
>

You might want to try checking some of the games machines like
SEGA or something similar. I remember seeing this type of
device at TOYS 'R US as well as in Consumer's Distributing.

--

____
|---|---|line--upon--line---|---|---|---| watmath!watcgl!electro!george
|---|--building the foundations-|---|---|---| george@electro.com

1556. WANTED!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-19 20:33:59 UTC
From: jared@midiline.la.ca.us
Message-ID: <cBwHJB2w165w@midiline.la.ca.us>
Source record: 44853

A 68000 and/or 68030 system designer and OS programmer, willing to work on the side to help create a new computer system. Discussable payment for requested work. Please reply in Email...

jared@midiline.la.ca.us

---

jared@midiline.la.ca.us ('286 Highlander)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

1557. HERE it IS. The fix for Think C V4.0 Source Debugger

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-20 03:17:20 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Apr19.221720.14639@doug.cae.wisc.edu>
Source record: 44854

Ok, ok ok ok. I know for the longest time you have waited, but I had
exams to fail, women to love, and bills to pay...

Pay attention to the procedure....CAREFULLY.

If it doesn't work for you, I won't be held responsible.

Open the THINK C source debugger and look for the CODE resource segment
using ResEDIT.

After you find it, open code resource #2.

Search for the HEX sequence:

6112 00d4 0000 0000 610a 00d8 0000

Replace with:

6112 00d4 0000 0000 610a 0000 0000

Close and save your copy!

Also, since this negates access to the FPU, DON'T use this version to debug
any FP software...YOU'LL be SORRY!!!!

Ok...now don't say I don't ever do anything useful for this group.

My Theatrics are well worth to listen too...they are even entertaining....

So, NOW....you can use an awesome debugger on the MAC side too...

Although...I am biased towards Borlands Turbo C....

Ok, well enjoy.

Greggy

1558. Unitern

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-20 04:25:02 UTC
From: meyer@milton.u.washington.edu
Message-ID: <1992Apr20.042502.26898@u.washington.edu>
Source record: 44855

[No readable article body recovered]

1559. Re: CD ROM drives on the ST w/ Spectre

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-20 11:16:27 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Apr20.071627.14538@newstand.syr.edu>
Source record: 44856
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr17.045626.13078@watserv1.waterloo.edu> ec333way@steam.uwaterloo.ca (Winter92 BEACON ec333 account) writes:
>I plan to get Spectre GCR VERY soon & most likely an SST as well (I have
>to do some Mac work)..
>My question is this: Can I hook a CD-ROM up to my ST that will AT LEAST
>work with the mac? It doesn't necessarily have to do anything useful with
>an ST, as long as it acts like a normal mac cd-rom..
>Would I need a megatalk board for this or will my ICD adapter be good enough?
What I heard, about a year ago or so, was that the only way to
work a cd-rom player via spectre was with the Megatalk board.

>--
>Mattias Hembruch
>mghembruch@electrical.watstar.uwaterloo.ca
>or ec333way@sail.uwaterloo.ca

--gerry
ggreenbe@rodan.acs.syr.edu

1560. Re: Atari source code -> Mac?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-20 14:35:57 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr20.143557.1728@newshost.lanl.gov>
Source record: 44857

In article 703612181@neumann.une.oz.au, mmartin@neumann.une.oz.au (Mark Martin) writes:
>
> I am looking for information on the translating source code
>written in C for the Atari ST series to enable it to be used on a Mac.

For heavens sake, Mark, tell the honchos pushing this project that if they want _that_ particular piece of software, then buy the Atari machines! The Atari ST and early Macs such as the MacPlus may share the same 68000 processor but that is about where the similarity ends. Bottom line is that it most certainly is NOT an easy translation to go from the ST to the Mac or vice versa. Just ask Dave Small @ Gadgets by Small and he`ll tell you _all_ about it!

> Any extra speed offered by a Mac is not an important
>consideration as I am told that the programs run quite adequately
>on the current hardware (a Mega4 ST).

What makes them think a Macintosh would make the same software faster? Fact is, an Atari ST is inherently faster than a similar Mac, such as the Mac Plus. Of course, if you pump the software into a MacII whatever with 68030, then you can and should expect a speed increase.

How about emulation? Suggest they buy a few Ataris so they can run this particular piece of software they want but also buy them with Spectre GCR Mac emulators so they can "have their cake and eat it too", so to speak.

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1561. HELP!! Programming help needed...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-20 19:37:03 UTC
From: oracle@iastate.edu
Message-ID: <oracle.703798623@vincent1.iastate.edu>
Source record: 44858

I have a programming problem that I don't have the experience to do myself that I hope someone else may be able to give me a tip on..

I would like to write a program that runs in the background (perhaps as an accessory) that CONSTANTLY monitors the carrier signal on the RS232 port. If the program sees that the carrier dropped, even for an instant, it should lower the DTR signal. The program should stay resident and repeat the task every time it sees the carrier drop. The program should not worry about raising the DTR again.

I have Personal Pascal, gcc, and turboasm, but I don't know how to program something for the background...

Any help writing this (if it's possible, I don't know) would be appreciated.

1562. G++ include files and libraries (for 2.1) [probably clueless]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 00:53:14 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Apr21.005314.6221@wam.umd.edu>
Source record: 44859

The recent GCC 2.1 Zoo on atari.archive contains a new gcc-cc1+, but the corresponding include file Zoo doesn't have any of the G++ include files. When I tried compiling hello.cc with the new 1 meg (!) G++, I got lots of complaints about the obsolete once pragma and then a grumpy "exit code 1" from Gulam.

Is there any way to upgrade to this new version of G++ without having to apply all the updates in the updates directory (and thereby build the library from scratch)? Will this new one even compile hello.cc on my pitiful 2.5 meg ST? One has to worry about any binary that's twice as large as Nethack...

Will the complete distribution in the gnustuff/g++ directory be updated to version 2.1?

Anyone? Anyone? :-)

Dave Baggett
dmb@wam.umd.edu

1563. MicroEMACS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 02:13:39 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <g0BkJB1w164w@sys6626.bison.mb.ca>
Source record: 44860

I posted a message a while ago requesting the info on aquiring a copy of microEMACS. Many of you responded and I was able to get an old (1988) version. Some of you were kind enough to suggest using LISTSERV to get the newest version, hoevever, I don't have access to LISTSERV. Is there anyone out there that would be willing to e-mail me a uuencoded copy of the newest version; I would greatly appreciate it.
What is the newest version number, I have 3.9i. Also, is the source to this program public domain?
Thanks for any info.

+---+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---+

1564. Running Applications From Accesories?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 03:06:08 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <XoekJB1w164w@sys6626.bison.mb.ca>
Source record: 44861

```
Is it "legal" to execute a program from within a DA?
Thanks in advance.

+-----------------------------------------------------------------------+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+-----------------------------------------------------------------------+
```

1565. Re: MiNT question: Pgetpid buggy?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 03:09:01 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92May3105301@acae127.cadence.com>
Source record: 44862

> - Leo Hendry writes:

> For those fairly new to programming in C, here is a list of common mistakes
> (ones I have made more than 20 times :-)) that are difficult to find (Unless
> you carry this list in your head):
>
> 1) printf types - See example above.
> 2) a=b when you meant so say a==b
> 3) misplaced semi-colon eg.
> 4) Macros with side effects eg.
> chr=toupper(getch()); may expand to
> chr=(((getch())>='a' && (getch())<='z'):getch()+32:getch);
> In this case (which I once wasted hours on, although fortunately I was
> being paid for them) you have to hit letters several times for a response
> (and the number of times varies on the case of the character).

you need to find out about lint (or gcc -Wall -fstrict-prototypes)
in a hurry. you dont need to carry anything around in your head :-)
about toupper: in most modern C libraries its a function for the very
reason you cite. Also Ansi C prohibhits any of the isXXX() <ctype.h>
macros from eval'ing their args twice. Also, look at the gnuC manual
on how to write safe macros (albeit not portably).
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

1566. GnuC 2.X <osbind.h> explaination and example

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 03:15:48 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92May3105948@acae127.cadence.com>
Source record: 44863

Many people (3 mails this morning) have asked me to explain what i
meant by the following article that i posted. An explanation and an
example are attached below:

> as michael suggested its a good idea to move up to current
>patchlevels, especially for gcc 2.X. if you are using mntlib with gcc
>2.1, until they are patched, BEWARE that stuff from osbind/mintbind
>will not produce correct code because of the assumptions made in the
>inline asm()'s about the compiler.

in the osbind/mintbind asm()'s (and asm() in doprint() and a few
other places) we had made assumptions about the compiler that are no longer
true with gcc 2.X. The problem only shows up when -O -fomit-frame-pointer,
and then too it is context sensitive. what was happening was that we had an
optimization there for asm's that needed more than 4 args. we gave them the
looser "g" constraint and made them __volatile__. what this did was it
forced the compiler to eval the arg before pushing it. now if a arg was
computed into a temp (if the args was not in a reggie already, which is the
case most of the time), the temp was created relative to A6 (frame pointer)
(so -fomit-frame-pointer did'nt get a chance to omit either), then later
when we pushed these args, even though we change sp from under the compiler,
A6 was unaffected and the right value got pushed. Now in 2.X, -fomit-FP
actually is much more aggressive. It actually creates temps on the stack,
relative to SP (not A6) and gives the omit opportunity. Now our assumption
fails because we change SP from under the compiler, and when it goes to get
values from temp relative to SP, of course it gets garbage.

here is the Changelog entry from PL77: (see below for an example)
osbind.h:: ++jrb
-- another re-hack needed for gcc-2.0: the optimization that we
used earlier for traps with more than 4 args, making them volatile
and using "g" constraints no longer works, because gcc has become
so smart! we now remove the volatile, and give "r" constraints
(just like traps with <= 4 args). that way the args are evaled
before we change the stack under gcc, and at appropriate times
put into reggies and pushed (or as in most cases, they are evaled
straight into reggies and pushed -- and in even more common cases
they are already in reggies, and they are just pushed). not doing
this with -fomit-frame-pointer was causing the temps (from evaluing
the args) to be created on the stack, but when we changed sp
from under gccs feet, the offsets to the temps ended up being wrong.

Of course you want an example to illustrate what i am talking about:

#include <osbind.h>

```
int mode;
char *prog, *tail, **env;
main()
{
Pexec(mode, prog, tail, env);
}
```

```
gcc -O -S -fomit-frame-pointer p.c
```

Output of gcc 2.X with PRE-patchlevel 77 <osbind.h>

```
#NO_APP
gcc2_compiled.:
.text
.even
.globl _main
_main:
addw #-20,sp
movel a2,sp@-
movel d2,sp@-
lea _mode+2,a0
movew a0@,sp@(22)
movel _prog,sp@(18)
movel _tail,sp@(14)
movel _env,sp@(10)
#APP
movl sp@(10),sp@-; notice how we are changing sp without
movl sp@(14),sp@-; telling gcc about it. guess what!!
movl sp@(18),sp@-; sp@(14) etc aint what it they used to be!
movw sp@(22),sp@-;
movw #75,sp@-
trap #1;
addw #16,sp
#NO_APP
movel sp@+,d2
movel sp@+,a2
addw #20,sp
rts
.comm _mode,4
.comm _prog,4
.comm _tail,4
.comm _env,4
```

Output of gcc 2.X with POST-patchlevel 77 <osbind.h>.

```
#NO_APP
gcc2_compiled.:
.text
.even
.globl _main
_main:
moveml #0x3e20,sp@-
movew _mode+2,d4
```

```
movel _prog,d5
movel _tail,d6
movel _env,d3
#APP
movl d3,sp@-;
movl d6,sp@-;
movl d5,sp@-;
movw d4,sp@-;
movw #75,sp@-
trap #1;
addw #16,sp
#NO_APP
moveml sp@+,#0x47c
rts
.comm _mode,4
.comm _prog,4
.comm _tail,4
.comm _env,4
```

Those of you who use mintlib/gcc2.X combination should be aware of this. Hint: it is not hard to apply the tos library updates to mintlib directly, most of the patches just fall in, but of course you have to be careful since all the code is not one-to-one. it is not a no-brainer. ofcourse, you can be lazy and wait for eric to do all the work :-)

--

--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

1567. Re: G++ include files and libraries (for 2.1) [probably clueless]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 03:27:22 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7582@uqcspe.cs.uq.oz.au>
Source record: 44864

dmb@wam.umd.edu (David M. Baggett) writes:

>The recent GCC 2.1 Zoo on atari.archive contains a new gcc-cc1+, but
>the corresponding include file Zoo doesn't have any of the G++ include
>files.

Jeff W. says it was supposed to be up this weekend, but no luck yet.

>Is there any way to upgrade to this new version of G++ without having
>to apply all the updates in the updates directory.

Is that what they are. I ignored them.

>Will this new one even compile hello.cc on
>my pitiful 2.5 meg ST?

This is the reason I haven't worried too much. I'm pretty sure 2.5 Meg
(same as mine) is insufficient... unless perhaps you run G++ from the
desktop ;-). I only use a little shell (Mupfel), even though I'd rather
be using MiNT + Bash...

Time to move UP. Trouble is, I really should wait for these new
machines (if only because it will mean cheaper TT / STe prices).

Warwick.
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /

1568. My Golden Image Optical mouse...broken?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 03:46:20 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <XJgkJB2w164w@sys6626.bison.mb.ca>
Source record: 44865

I bought a Golden Image Fully-optical mouse about a year ago. Yesterday, I unplugged my mouse from my TT at home and took it to a friends and plugged it into his ST. Immediately I noticed that the mouse was acting weird, so I just unplugged it and used my friends mouse without further problems. When I got home and plugged my mouse back into my TT (the same thing happens on my ST, so it's not the TT's fault), it was still screwy. What happens is the movement works fine, but when I press the left mouse button, the mouse will 'jump' a few pixels away in the last direction the mouse was moved. For example, if I had just moved up, stopped and pressed the left mouse button once quickly, the mouse would 'jump' about 20 pixels or so up, and then the computer would register the click. If I press and hold the left mouse button, the cursor will act like I was doing just that, but then the mouse won't register any further movement commands and will remain frozen on the spot with the button pressed until I release the button, when the cursor will do its little jump.

My question is...anyone know if this is fixable and how to go about doing the repairs? I'm pretty handy with repairs as long as I know what to do. Or should I kiss my mouse good-bye and buy another one ($60-90). Any hel
p would be greatly appreciated! Please Email or post here. Thanks.

;--- (Trevor Cordes) a user of sys6626, running waffle 1.64
;E-mail: genius@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

1569. Executable file format question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 04:51:03 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Apr21.045103.16566@u.washington.edu>
Source record: 44866

Would some kind soul please post or mail a nice,
easy-to-understand description of the format of
executable files (.prg et al)? I am particularly
interested in how relocation information is handled.

Many thanks in advance.

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

1570. What & where is "atari.archive"?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 15:07:44 UTC
From: dan@hpwin052.uksr.hp.com
Message-ID: <95640002@hpwin052.uksr.hp.com>
Source record: 44867

Hi,

I've seen a few notes which suggest that the reader ought to obtain
such-and-such a utility from "atari.archive". This source of goodies
is unknown to me. Could someone please explain what and where
"atari.archive" is, please?

Thanks,

Dan Bennett

" _ "
Electric Worm Company _____/ _____

1571. GEM question (raster copy)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 15:42:01 UTC
From: rosenkra@convex.com
Message-ID: <1992Apr21.154201.28954@convex.com>
Source record: 44868

having been beaten up about using things like Physbase, i have decided to relearn GEM and write a "proper" portable application. :-)

now i have a question...

i want to use the VDI vro_cpyfm() function to "blit" a raster into a window work area. this requires filling in the appropriate MFDBs (memory form definition blocks). this also requires knowing some addresses. the source address is easy. it is just the raster i want to copy. however, the only way i know how to find the destination address is with Physbase. the program works correctly on a 640x400 monitor. how can i get this address in a more "portable" way so that it will work with ???x??? tubes? all the examples i have looked up so far in books (old) use Physbase/Logbase for this sort of thing so i have no "correct/modern" references in my library.

note that this is now 99% VDI/AES only (no [X]BIOS, except the Physbase call). i want to make it 100%. how? is there a "prefered" method of blitting rasters to a window with arbitrary graphics devices? do you even need to know this address (that rings a bell, but it has been so long ago that i forget if you even need this)? would Logbase be better?

this is for a future GEM-only version of mgif (monochrome GIF/JPEG viewer). so far i am able to open a window, blit the image to wdw work area, and in an evnt_multi loop (timer=0), repeatedly blit the 3 different screens for the "flicker" mode grayscale simulation when the timer expires. this is much slower than the original mgif and the effect is not nearly as nice as before. however, it should run on anything out there (once the Physbase is removed). there are some optimizations i can make, however, tho i don't think the effect will be quite as good as before because of the overhead of evnt_multi/hide_mouse/vro_cpyfm/show_mouse. it also might not be bad on faster-than-8Mhz systems. perhaps the solution is to ask people to increase their clock speeds :-).

thanx...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1572. Re: Source for accstart.o needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 15:56:58 UTC
From: steve@thelake.mn.org
Message-ID: <A1461524629@thelake.mn.org>
Source record: 44869

[In article <1992Apr19.080259.10693@eskimo.celestial.com>,
yellowbd@eskimo.celestial.com (Andy Hubbell) writes ...]

> Hello! I'm trying to write some programs & .ACC's with the sozobon
> compiler. (An older version...) And I seem to need the accstart.o
> and/or apstart.o files from the developers kit... Since I don't have
> this, I was wondering if someone could send me the source code for these
> object files. It seems that dstart.o doesn't quite cut it for GEM
> accessories. Or if anyone knows what I might be doing wrong please let
> me know! I'm using the gemfast libraries and dlibs for linking...
> Thanks!

Upgrade to Sozobon 1.33i. There are several startup modules in the
package, including support for desk accessories, and there is
example source code.

If you have FTP capability, get atari/languages/sozo133i.zoo from
atari.archive.umich.edu.

If you have only email capability, send a message to
atari@atari.archive.umich.edu containing the following line:

send languages/sozo133i.zoo

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1573. Re: G++ include files and libraries (for 2.1) [probably clueless]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 16:08:09 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Apr21.160809.18159@wam.umd.edu>
Source record: 44870

In article <7582@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>This is the reason I haven't worried too much. I'm pretty sure 2.5 Meg
>(same as mine) is insufficient... unless perhaps you run G++ from the
>desktop ;-). I only use a little shell (Mupfel), even though I'd rather
>be using MiNT + Bash...

The scary thing is that these GNU binaries keep getting fatter and fatter. Soon you won't be able to compile hello.cc on a maxed-out (4 meg) ST! I just had a hell of a time getting Nethack pl10 to compile on my 2.5 meg ST with GCC 1.40 -- I had to disable EVERYTHING, even FOLDXXX, to have enough memory. (Switching to the 20K Sozobon make.ttp instead of the 120K gnumake was also essential.)

I'm afraid to start using G++ for a sizeable project because what will I do when it won't compile in 4 megs any more? (Buy a TT? Not for 1/3 the price of a car.) Is this a realistic concern? Are people out there compiling hefty C++ code with G++ on their ST's? I'd hate to think that such a powerful tool has been relegated to "toy" status due to memory limitations.

Dave Baggett
dmb@wam.umd.edu

1574. How do you adjust the drive speed on an STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 16:42:55 UTC
From: selick@csa.bu.edu
Message-ID: <84456@bu.edu>
Source record: 44871

Is there any way to adjust the drive speed on the internal drive of
an atari ste? I also have an exrnal drive called a Master-3s. Any ideas
on that one? The internal drive on the STE is made by SONY. Also, what
should the drive speed be?
-Steve <selick@csa.bu.edu>

1575. Backup Program for TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 17:27:44 UTC
From: UweKloss@lionbbs.bs.open.de
Message-ID: <H.RmbDe9oI2j6@lionbbs.bs.open.de>
Source record: 44872

Hi out there!

I am looking for a backup program which doesn't mind
working on a TT and using HD floppies.

Something else, greatly appreciated, would be hints
how I can convince TURTLE that it CAN work on my
system.
I recently got Version 3.00 and tried it, but it keeps
argueing that it can't work with my memory configuration.
The three memory areas it shows for the program,
the ramdisk and the screen DON'T overlap.
So I don't see any problem here.

Uwe
--
Uwe Kloss UUCP: UweKloss@lionbbs.bs.open.de
Fasanenstrasse 65 BTX: 0531336908 0001
3300 Braunschweig FIDO: not connected

1576. Sozobon MiNT library version 19

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 17:47:16 UTC
From: bigham@hercules.acpub.duke.edu
Message-ID: <2527@news.duke.edu>
Source record: 44873
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

As promised, I have placed a compiled version of the MiNT library for Sozobon C at atari.archive; it should be migrating to atari/mint shortly. It consists of a replacement dlibs.a and dstart.o, a termcap library, and a replacement set of floating point printf/scanf routines. I've also included some (very small) source changes and some advice for those who are interested in building this puppy themselves.

If you have problems, send them to me, and I'll forward them if necessary (I don't _think_ i made enough changes to introduce any bugs, but you never know...). My plans for the near future involve adding lmalloc() routines and rearranging the library so it doesn't drag in so much junk by default, so watch this space for new releases.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

1577. Re: GEM question (raster copy)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 17:56:20 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992Apr21.175620.856@mnemosyne.cs.du.edu>
Source record: 44874

```
> Bill Rosenkranz asks a question that basically comes down to:
> How do I find the screen address to put in the fd_addr field of
> the MFDB for doing a blit?

There's a 'trick' in VDI (documented, legal) that lets you supply a
NULL pointer in the MFDB that describes the screen. When VDI sees the
NULL pointer in fd_addr, it knows the MFDB is for the physical screen,
and it ignores all the other MFDB fields and uses its internal info on
how and where the screen is physicall configured.

The following source code is a module from GemFast v1.8, you may find
it helpful...

*************************************************************************
* GRFBLIT.C - grf_blit() function.
*************************************************************************/

#include "gemfast.h"

#ifndef NULL
#define NULL 0L
#endif

static long dmyfdb; /* dummy "fdb" (0L) describes the physical screen */

*************************************************************************
* grf_blit - blit a rectangle between screen and buffer.
*************************************************************************/

long grf_blit(options, buffer, prect)
int options;
void *buffer;
void *prect;
{
GRECT scrnrect; /* rectangle on the screen
GRECT memrect; /* rectangle in memory (x/y always zero)
FDB memfdb; /* FDB describing memory buffer
register long wdwidth; /* width of memory buffer in words
register long mem_needed; /* memory needed to do the blit
register FDB *srcefdb; /* source FDB pointer
register FDB *destfdb; /* destination FDB pointer
register int vdi_handle; /* Handle for temp VDI workstation
struct { /* This is the 'pxy array' used in the
VRECT srce; /* VDI blit command; actually two VRECT-
VRECT dest; /* type rectangles stuck back-to-back
} blitcoords; /* so it looks like an array.
```

```
/*-------------------------------------------------------------------------*
* validate parms, open a vdi workstation...
*-------------------------------------------------------------------------*/

mem_needed = 0; /* assume failure */

wind_update(BEG_UPDATE);

if (!(options & (GRF_BFROMSCREEN|GRF_BTOSCREEN|GRF_BMEMCALC))) {
goto BYPASS_BLIT;
}

if (prect == NULL || (buffer == NULL && !(options & GRF_BMEMCALC))) {
goto BYPASS_BLIT;
}

if (0 == (vdi_handle = apl_vshared())) {
goto BYPASS_BLIT;
}

/*-------------------------------------------------------------------------*
* get the screen rectangle, clip it to the physical screen...
*-------------------------------------------------------------------------*/

if (options & GRF_BOBJTREE) {
frm_sizes((OBJECT *)prect, &scrnrect);
} else{
rc_copy(prect, &scrnrect);
}

if (!rc_intersect(&gl_rfscrn, &scrnrect)) {
goto BYPASS_BLIT;
}

/*-------------------------------------------------------------------------*
* set up the buffer rectangle...
*-------------------------------------------------------------------------*/

memrect.g_x = 0;
memrect.g_y = 0;
memrect.g_w = scrnrect.g_w;
memrect.g_h = scrnrect.g_h;

/*-------------------------------------------------------------------------*
* set up the fdb describing the buffer.
*-------------------------------------------------------------------------*/

wdwidth = (scrnrect.g_w + 15) / 16;

memfdb.fd_nplanes = gl_vxout[4];
memfdb.fd_stand = 0;
memfdb.fd_w = scrnrect.g_w;
memfdb.fd_h = scrnrect.g_h;
memfdb.fd_wdwidth = wdwidth;
memfdb.fd_addr = buffer;
```

```
mem_needed = (2 * (wdwidth * (scrnrect.g_h * memfdb.fd_nplanes)));

if ((options & GRF_BMEMCALC) || mem_needed == 0) {
goto BYPASS_BLIT;
}

*------------------------------------------------------------------------*
* do the blit.
*------------------------------------------------------------------------*/

if (options & GRF_BFROMSCREEN) {
rc_gtov(&scrnrect, &blitcoords.srce);
rc_gtov(&memrect, &blitcoords.dest);
srcefdb = (FDB *)&dmyfdb;
destfdb = &memfdb;
} else {
rc_gtov(&memrect, &blitcoords.srce);
rc_gtov(&scrnrect, &blitcoords.dest);
srcefdb = &memfdb;
destfdb = (FDB *)&dmyfdb;
}

graf_mouse(M_OFF, 0L);
vro_cpyfm(vdi_handle, S_ONLY, &blitcoords, srcefdb, destfdb);
graf_mouse(M_ON, 0L);

*------------------------------------------------------------------------*
* all done, return.
*------------------------------------------------------------------------*/

BYPASS_BLIT:

wind_update(END_UPDATE);
return mem_needed;
}
```

1578. FORM & DIAL libraries for Lattice C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 18:21:03 UTC
From: luyten@fwi.uva.nl
Message-ID: <1992Apr21.182103.19394@fwi.uva.nl>
Source record: 44875
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HELP!

I'm using Lattice C 5.06.02 and wanted to use the MyDials from Interface
(SHIFT ...) but that version is for TURBO/PURE C,.. is their a way
of using this lib for Lattice C or is their a version availabe for Lattice C.

Has anyone an alternative like FLYDIALS, or an other RESOURCE-supporting library
for Lattice C ??? The sources of FLYDIALs or MYDIALs would do it fine, I'll adapt it
myself,...

HELP !

Contact me by EMAIL or write me:

Hans Luyten

Westlandgracht 257 III
Holland

1059 TS Amsterdam
The Netherlands

All other Lattice C freaks, contact me please for some lib-swapping !!

hans

1579. Sozobon v1.33i -- current status

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 19:37:12 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992Apr21.193712.3212@mnemosyne.cs.du.edu>
Source record: 44876

I recently sent Steve Yelvington a little status report on my verson
of Sozobon C and asked him to post it here. Now I've figured out how
to post things here myself, so here's what up with the next release...

I am planning another sozobon release soon, more so now that you've sent me
more bug reports. My future releases of sozobon are going to be called
HSC (Heat and Serve C) and are going to lose all connection to the
sozobon name. After seeing what the sozo crew has done with their v2.0,
I can see that they're going in different directions than I (they're after
unix compatibility and other things I don't care about; I wanna concentrate
on usability improvements, I don't care if it'll compile under unix or not).

I've studied what sozo v2.0 did to get longer external names, and I'm
planning on hacking the same (or a compatible) method into HSC. But, it
won't be the next version, I just don't have time right now. The next
version (which'll be called HSC v1.34) will fix minor bugs (listed below)
and will have the v1.8 of gemfast in it.

HSC v1.34 minor fixes planned as of now:

- A table in LD is pre-sized to allow up to 100 modules in a library.
GemFast now has more modules than that, so the table is expanded.

- The HCC -I option is being handled wrong, I discovered. From now on
it'll search the -I paths first instead of last.

- memcpy() bug: I haven't fixed it yet, but I will for v1.34.

- If someone can educate me on the ARGV standard I'll fix STMAKE.

- There's a new tool to replace the (braindead) SZ and NM programs.

As to bug reports you sent me:

Ben Gilbert reports problems with using VDI. Offhand, they sound like
coding bugs more than vdifast.a bugs. They sound a bit reminiscent of
using the physical workstation handle directly instead of creating a
virtual screen workstation. Hard to say, but hopefully GemFast v1.8,
with it's new easy-to-use apl_vopen() function will help.

Speaking of VDI, there were some radical bugs in the bindings. I got
a nice letter from a gent in England detailing the bugs and fixes, and
they've been applied. They affected all VDI escape functions, and a few
other things as well.

Bug in fsize() -- I've never used that function, I'll look into it.

Bug in memcpy() -- I'll fix it, thanks for the detailed example.

Definition of BYTE, WORD, and LONG in TYPES.H -- ::sigh:: As a general rule, I hate using words like that to (supposedly) make code portable. I wish folks would just use short when they mean short and long when they mean long and leave the int word alone. Anyway, I'm afraid that if I change TYPES.H a lot of existing code will break, especially in dlibs. Maybe I should just document this as "something you might wanna check."

bugchk() in TOP -- I think I fixed this already, but I'll have to check my version notes to be sure. In general, I use bugchk in the same sense as VAX/VMS does: it means that somehow the program reached a point in the code that just "cannot happen" and it doesn't know what to do next. Usually it's a fatal error, but this mighta been some special case I was testing for in TOP.

dlibs - I was planning on rewriting these, but now someone has uploaded to BIX the source code for the MiNT libraries, and instead of reinventing the wheel, I'm going to investigate using them in place of dlibs to whatever degree is possible. Not in v1.34 though, the next version after that.

1580. GemFast v1.8 pre-release announcment (long)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 19:41:08 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992Apr21.194108.3369@mnemosyne.cs.du.edu>
Source record: 44877

As to GemFast v1.8 -- Tonight I'm putting together a little demo program and an excerpt from the new document file, just to give folks an idea of what the new version's look-and-feel will be. The libraries will be going out to beta testers in a couple days. I recently wrote a little summary of new features for the folks on BIX, here it is:

Well, GemFast v1.8 is very near its beta release. I've dropped a few hints about things that'll be in it, and now I've been asked for more details, so I decided to put together a little summary. GemFast v1.8 has more changes and new things than any version of GemFast since v1.0. I put away the metaphorical microscope I've used in working on previous versions and added a lot of new high-level functionality.

The changes start with appl_init(), a logical starting place. It now initializes a new group of global variables which are then available for reference in your code. I found that every GEM program I write has calls all over the place to get the system desktop rectangle and other common values, so I decided to just get all the common values once and make them globally available for reference at runtime. There are also easy-to-use new interfaces that open and close VDI workstations without all the tedium.

A group of new medium- and low-level object utilities have been added. This ranges from simple things like dealing with extended object types to complex functions that implement new types of objects you can use in dialog boxes. For example, there is now a thermometer-display object type, G_THERMO, which lets you easily use this type of progress indicator in your dialogs. There are also several new types of buttons, including CUA/Windows3 style buttons and rounded-corner radio buttons.

Some miscellanious changes were made to extend the functionality of existing AES functions. Certain aspects of the GEM GUI make it hard to write 'blackbox' library routines which are independant of the current state of the main applicaton. For example, GEM doesn't allow you to query the current shape of the mouse cursor, so a library routine can't temporarily change the mouse to an arrow then change it back. Under v1.8, the graf_mouse() call returns the old cursor shape when you set a new shape. Likewise, the standard wind_update() function isn't so hot: any number of wind_update(BEG_UPDATE) calls can be cancelled by a single END_UPDATE. Now wind_update() works like turning the mouse on and off; if you made 3 BEG_UPDATE calls, you'll need 3 END_UPDATE calls to actually release control of the window semaphore. This lets library routines aquire and release the window and mouse semaphores without disturbing the state of the main application.

There are new high-level functions for blitting areas of the screen easily, using your memory buffer or allocating one for you. There are some new rectangle calculation functions, such as creating a scaled copy of a rectangle, confining a rectangle within the boundaries of another, etc.

But by far the biggest changes are in the forms library. The old forms library consisted of a single function, frm_dsdial(). Now there are 25 functions, and I'm still thinking of new ones on a daily basis. The heart of the new forms library is the frm_dialog() function, which conducts dialogs for you. Basically, it does the form_dial(), objc_draw(), form_do(), and so on. But, it does a lot of extra stuff along the way, including handling the following options for you:

- Saving and restoring the screen via blits instead of redraw messages.
- Dialog boxes are moveable; the user can drag them around to anywhere on the screen.
- The mouse can be forced to an arrow shape during the dialog then restored to its prior shape.
- The dialog can be centered within the screen, or made to pop up centered over the the current mouse location.
- It supports both standard dialogs and menu dialogs, in which the objects highlight as the mouse crosses them, like dropdown menus do.

Here's a summary of the new dialog functions:

The functions which help you conduct your own dialogs are:

frm_confine Confines dialog to rectangular area.
frm_defaults Sets default options.
frm_dialog Conducts your standard dialog.
frm_menu Conducts popup menu dialog using your object tree.
frm_eflag Reports error made by user in a dialog.
frm_enableblit Enables screen save/restore via blit.
frm_mkmoveable Makes your dialog moveable.
frm_desktop Installs your custom desktop.
frm_sizes Calculates dialog's on-screen sizes.

The basic dynamic dialogs are:

frm_dsdialog Automatic text dialog - hard to use.
frm_dsmenu Automatic menu dialog - hard to use.
frm_nldialog Automatic text dialog - easier to use.
frm_nlmenu Automatic menu dialog - easier to use.
frm_printf Formatted text dialog, like printf().
frm_error Formatted error reporting.
frm_vprintf Alternate form of frm_printf.
frm_verror Alternate form of frm_error.
frm_progress Formatted text with thermometer progress display.

The quick-and-easy dynamic dialogs are:

frm_qchoice Formatted text and choice of 5 buttons.
frm_qerror Formatted error reporting.

frm_qmenu Automatic popup menu (like dropdown in a box).
frm_qtext Formatted text display.
frm_question Formatted yes/no question.

The other big change in GemFast v1.8 is the documentation, it's been completely rewritten. It now resembles the library reference manual from a commercial compiler or graphics library. It includes cross references to related functions, a complete table of contents, a quick-reference chapter and detailed explanations of functions in separate chapters, and in general it's easier to use. Printed out, it's 100+ pages long; there's certainly no lack of information on how the functions really work. ::grin::

As usual, v1.8 will be released with full source code. I've taken major steps towards portability, but it's not there yet. I hope for v1.9 to be the true portability release, with source code that will compile on all ST C compilers, including GNU and other 32-bit compilers.

< OK TO PORT >
This information comes from the atari.st conference on
BIX (r), the BYTE Information Exchange.

For additional information about BIX, call 800-695-4775
or 617-354-4137.

1581. Re: Running Applications From Accesories?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 20:05:16 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <703886715.15625@minster.york.ac.uk>
Source record: 44878

In article <XoekJB1w164w@sys6626.bison.mb.ca> marco@sys6626.bison.mb.ca (Marco) writes:
>Is it "legal" to execute a program from within a DA?

No, it's not! Wash out your mouth with soap and water, and say 20 "Hail
Tramiel"s :-) :-)

> | John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |

Mat

Mathew Lodge	"You twist and turn like a ... twisty turny
mjl-b@minster.york.ac.uk	thing. You're a weedy pigeon, Blackadder, and
Summer: lodge%alsys@uknet	you can call me Susan if it isn't so"

1582. GNU et al...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 21:37:07 UTC
From: jared@midiline.la.ca.us
Message-ID: <kkoLJB2w165w@midiline.la.ca.us>
Source record: 44879

I keep reading about users having to work with GNU this and GNU that, but from what I understand, it's either 1) An OS (something similar to UNIX), 2) A shareware/Freeware concept idea, or 3) it's some programming language or ST software I have no idea about...

Would someone mind informing me a bit on this GNU whatever-it-is? :-)

Reply in Email, please...

jared@midiline.la.ca.us

---
jared@midiline.la.ca.us ('286 Highlander)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

1583. Re: GEM question (raster copy)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-21 22:47:21 UTC
From: rosenkra@convex.com
Message-ID: <1992Apr21.224721.19382@convex.com>
Source record: 44880

thanx for the tip (everyone) on the NULL ptr for MFDB fd_addr field. i alluded to this in my post and several people sent me this info. it even works, too... :-). now that i think of it, the old Sybex GEM book must have shown this since the PC does not have a Physbase in its BIOS.

i think if i have time, i will add my own popup/ladder menu system to mgif (now called gemmgif :-). i wrote that ages ago and never really used it. now i can...

-bill
rosenkra@convex.com
(a kinder, gentler, more portable programmer...NOT! just kidding... :-)

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1584. Re: GEM question (raster copy)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-22 00:02:45 UTC
From: micro@imada.ou.dk
Message-ID: <1992Apr22.000245.13504@imada.ou.dk>
Source record: 44881

rosenkra@convex.com (William Rosenkranz) writes:

>i want to use the VDI vro_cpyfm() function to "blit" a raster into a
>window work area. this requires filling in the appropriate MFDBs
>(memory form definition blocks). this also requires knowing some
>addresses. the source address is easy. it is just the raster i want to
>copy. however, the only way i know how to find the destination
>address is with Physbase. the program works correctly on a 640x400
>monitor. how can i get this address in a more "portable" way so that
>it will work with ???x??? tubes? all the examples i have looked up so
>far in books (old) use Physbase/Logbase for this sort of thing so i
>have no "correct/modern" references in my library.

Pass 0, as the destination pointer, then the VDI fill in all the physical
screen parameters.

Note that the you can't copy between standard and device dependend forms.
they have to be both in standard- or both device dependend- format.

-Klaus

1585. Re: G++ include files and libraries (for 2.1) [probably clueless]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-22 01:02:11 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7597@uqcspe.cs.uq.oz.au>
Source record: 44882

dmb@wam.umd.edu (David M. Baggett) writes:
>warwick@cs.uq.oz.au writes:
>>(re: GCC 2.1) I'm pretty sure 2.5 Meg
>>(same as mine) is insufficient... unless perhaps you run it from the
>>desktop ;-).

>I'm afraid to start using G++ for a sizeable project because what will
>I do when it won't compile in 4 megs any more?

A looooooong time. 2-2.5 meg has always been a bit tight with GCC. 4 megs would be fine, since you'd have about 5 times as much free memory. So you could compile something about 5 times the size of Nethack without running into any troubles.

>Are people out there compiling hefty C++ code with G++ on their ST's?

Providing you don't write MONOLITHIC code, you should be able to create HUGE programs, since the linker is quite small. You only need the memory when compiling large files, especially those with large *functions* in them. Since G++ encourages more modular coding than GCC (C++ vs. C), you shouldn't have any troubles.

>I'd hate to think that such a powerful tool has been relegated to
>"toy" status due to memory limitations.

Never!

--
Warwick.
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /

1586. Re: How do you adjust the drive speed on an STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-22 03:25:41 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr22.032541.16216@actrix.gen.nz>
Source record: 44883

In article <84456@bu.edu> selick@csa.bu.edu (Steven Selick,degree) writes:
> Is there any way to adjust the drive speed on the internal drive of
> an atari ste? I also have an exrnal drive called a Master-3s. Any ideas
> on that one? The internal drive on the STE is made by SONY. Also, what
> should the drive speed be?
> -Steve <selick@csa.bu.edu>
>

Some of the older drives had speed adjustments, but not the newer ones,
they use a ceramic resonator for the clock but I have shifted the clock
speed on a drive by changing a tuning capacitor, but then that was not
a Atari drive, but a Amiga one..

!!! speed must be 300 rpm +/- 2% !!!.

You can find a pot on some of the drives this is for Index timing,
so be carefull with it..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1587. proper way of doing things under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-22 06:17:36 UTC
From: boender@dutiws.tudelft.nl
Message-ID: <1213@dutiws.tudelft.nl>
Source record: 44884

```
Hi all,
I have a few questions about the proper usage of MiNT and its calls.

1) File locking
What is the proper way of doing file locking on MiNT? I want to know what to
do if a lock fails (just wait and retry? how often?), how long a time a lock
may be kept and if I must do a Fcntl(F_GETLK) before a Fcntl(F_SETLK).

2) Reading input without busy waiting
The TOS single-process way of reading input is:
while (!Cconis())
;
retval = Crawcin();

Now, under MiNT I could do:
Fselect(wait until keyboard input);
retval = Crawcin(); /* or some such call */
or
retval = Fgetchar(from keyboard);
or
Fselect(wait until keyboard input);
retval = Fgetchar(from keyboard);
What's the proper MiNT way?

3) Getting resource usage for the whole system
How can I write a performance monitor showing CPU usage (like xload)?
Do I have to read kernel stuff or is there a proper system call?

All answers will be appreciated.
Thanks in advance,
Hildo Biersma (boender@dutiws.tudelft.nl)
(biersma@dutikos.tudelft.nl)
```

1588. Re: Tos 2.06 in STE -> Simple plug

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-22 07:20:44 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Apr22.072044.15116@tdb.uu.se>
Source record: 44885

Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:
: TOS 2.06 works with the 68010. There is just one bug: An auto-application has
: to be in your NEWDESK.INF.

Watch out for the 68010! The current(?) version of MultiTOS (Atari's new
multitasking (taskswitching) OS) does NOT work on the 68010 :-(

And I suppose you want to be able to run MTOS when they release it ;-)

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

1589. What is the latest version of Pure (Turbo) C.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-22 10:04:03 UTC
From: geert@ccsds.ahold.nl
Message-ID: <3282@ahds.ahold.nl>
Source record: 44886
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

While looking at the news, I saw some postings about Pure C
for the atari-st. I am a proud owner of Turbo C.
What is the version of Pure (Turbo) C now? The latest version
I know and have is 2.03, and was then named Turbo C.
If there exists a newer one, what are the enhancements made
to the 2.03 version, and how much is the update price.

Also, for those who are using the bgi interfaces of Turbo C2.03,
I have the following question.

Is it possible to combine bgi with gem? When I use the bgi interface,
the mouse pointer disappear. You can switch it back on. But I discovered
problems using a menubar or a form with bgi being actif.
Mostly the program crashed when I enabled something of GEM.
How is it possible to mix both gem and bgi? Hopely someone will help
me with this.

Thanks in advance.

Geert (geert@ccsds.ahold.nl)
--
==========
============ Geert W.T. Jonkheer. =============
========== Ahold N.V. The Netherlands geert@ccsds.ahold.nl ==========
==========

1590. Re: Running Applications From Accesories?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-22 10:04:23 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Apr22110423@solb1.essex.ac.uk>
Source record: 44887

In article <703886715.15625@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:

>Is it "legal" to execute a program from within a DA?

No, it's not! Wash out your mouth with soap and water, and say 20 "Hail
Tramiel"s :-) :-)

Maybe, but I know of one that does... called runprg.acc and it's on
lancs.pdsoft in directory micros/atari/tos/m/m194. I tried using it
to run gulam and it crashed the machine every time I quit gulam. Oh well...

Also, I suppose this means that the 'chameleon' accessory which I use is
illegal too...

--
email: okes@essex.ac.uk
#
##
##
#
Reincarnation: life sucks, then you die. Then life sucks again.

1591. Re: Pexec -- A question!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-22 12:51:35 UTC
From: ABADDON@LIVERPOOL.AC.UK
Message-ID: <92113.135136ABADDON@LIVERPOOL.AC.UK>
Source record: 44888

Just a couple of words of warning if you're thinking of using this method
to run the loaded program several times wihtout having to load it from disk
each time. Firstly, and obviously, if the program contains self modifying
code, then its anyone's guess whether it will fail in some weird and wonderful
way or not. Secondly, You'll need to store a copy of the DATA segment somewhere
before you first run it, and then restore it every time you run the program
again. Thirdly, you'll probably want to clear the BSS segment each time you
run it. Further top point 2, I've seen several ST programs that don't have
seperate DATA segments, and hence its impossible to store them. To be really
safe, I guess you'd have to keep two copies of the entire program in memory,
and copy the backup onto the executable image every time you run it.

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
abaddon@uk.ac.liv.ibm | when I learned to see...
~~~~~~
~~~~~~

1592. Mark William's C (old version) fseek() problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-22 13:45:24 UTC
From: CADS_COLE@GALLUA.BITNET
Message-ID: <1992Apr22.084524.1@gallua>
Source record: 44889
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings from the void,

I've got an ancient (relativly speaking), ST with an equally ancient TOS and Mark Williams C. The copyright on the C book says 1986. Unfortunately, it's not mine, and it's the end of the semester, so I have neither the time nor the motivation to buy upgrades for it.

Now, the problem: Is there something wrong with the fseek()? Here's a fragment of a program that runs correctly on a VAX and an Amiga 3000 with Matt Dillon's DICE. The whole program is 319 lines long.

```
(void) fseek(fin,0L,2);
dumpsize = ftell(fin);
head = NULL;
if ((head = lcalloc(dumpsize,1L)) == NULL)
{
printf("The memory allocation failed... Aborting.\n");
exit();
}
(void) fseek(fin,0L,0);
(void) fread(head,dumpsize,1,fin);
fclose(fin);
printf("%ld bytes read from %s\n",dumpsize,fid);
```

This results in 3 bombs. Dropping some printf's in to see where things failed, it appears to happen just after the second fseek(), when it attempts the read. This suggests to me that the fseek(fin,0L,0) is not returning me to the start of the file, as it claims in the book. (I tried using SEEK_SET or was it SET_SEEK? In either the #define isn't there for this version of Mark Williams. It does exist for the VAX and the Amiga C's.)

--

========== U.S. Mail ============================== E-Mail ================
Kevin Cole <Flatline> | Bitnet: CADS_COLE@GALLUA.BITNET
Gallaudet Research Institute (GRI) | Internet: KJCOLE@GALLUX.GALLAUDET.EDU
Washington, D.C. 20002-3625 | UUCP: ...!psuvax!gallua.bitnet!kjcole
(202) 651-5575 x4592 | The WELL: kjcole

1593. Re: G++ include files and libraries (for 2.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-22 14:15:31 UTC
From: malay@sae.com
Message-ID: <1992Apr22.141531.22613@sae.com>
Source record: 44890

In article 18159@wam.umd.edu, dmb@wam.umd.edu (David M. Baggett) writes:
In article <7582@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>This is the reason I haven't worried too much. I'm pretty sure 2.5 Meg
>(same as mine) is insufficient... unless perhaps you run G++ from the
>desktop ;-). I only use a little shell (Mupfel), even though I'd rather
>be using MiNT + Bash...

The scary thing is that these GNU binaries keep getting fatter and
fatter. Soon you won't be able to compile hello.cc on a maxed-out (4
meg) ST! I just had a hell of a time getting Nethack pl10 to compile
on my 2.5 meg ST with GCC 1.40 -- I had to disable EVERYTHING, even
FOLDXXX, to have enough memory. (Switching to the 20K Sozobon make.ttp
instead of the 120K gnumake was also essential.)

I'm afraid to start using G++ for a sizeable project because what will
I do when it won't compile in 4 megs any more? (Buy a TT? Not for 1/3
the price of a car.) Is this a realistic concern? Are people out
there compiling hefty C++ code with G++ on their ST's? I'd hate to
think that such a powerful tool has been relegated to "toy" status due
to memory limitations.

Dave Baggett
dmb@wam.umd.edu

Does GCC/G++ actually run on a 4MB ST?? I can get the GCC part to compile "hello.c"
but the G++ part just exits very quickly when it attempts to run the
gcc-cp1+.ttp program. I have this feeling that I wasted a bunch of time transferring
files, cleaning up my hard disk, and installing GCC/G++ 2.1 only to find out its
not going to work on a 4MB ST. Anybody actually get this monster to run on a ST??

Bob Malay

1594. Re: Tos 2.06 in STE -> Simple plug

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-22 18:45:00 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1992Apr22.184500.13616@informatik.uni-erlangen.de>
Source record: 44791

m91der@tdb.uu.se (Daniel Eriksson) writes:

>Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:
>: TOS 2.06 works with the 68010. There is just one bug: An auto-application has
>: to be in your NEWDESK.INF.

>Watch out for the 68010! The current(?) version of MultiTOS (Atari's new
>multitasking (taskswitching) OS) does NOT work on the 68010 :-(

>And I suppose you want to be able to run MTOS when they release it ;-)

Hmm, what about 68020 and MultiTOS?

TOS 2.06 runs on it ...

----------------------------- cut here -----------------------------
----------------------------- cut here -----------------------------
Larry

+---+-----------------------+
| lsmichae@faui43.informatik.uni-erlangen.de | IRC: Pit (Mr. GIF) |
| Lars "Larry" Michael +---+-----------------------+
| Graduate Student of Computer Science | Live's a piece of shit, |
| at University of Erlangen/Germany | when you look at it. |
+-----------------------------------+--------------------------+

1595. Re: Running Applications From Accesories?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-22 18:56:26 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992Apr22.185626.1733@mnemosyne.cs.du.edu>
Source record: 44792

> Can a program be run from a DA

A text-mode TOS or TTP type program can be run from a DA without much trouble at all. (Troubles might occur if the program steals vectors and TSRs, or other weird stuff like that.) A GEM-using .PRG can't be run from a DA, however, because of conflicts with the main application and GEM's nasty lack of reentrancy. In general, whenever a GEM application (DA or program) fires up another GEM application (the 'subprogram'), then the subprogram will get a gl_apid value which is the same as the main program that started it. This causes problems with the message queue, the state of the wind_update() semaphores, and a variety of other nasty things that are hard to hack around.

1596. serial using C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-22 19:25:48 UTC
From: luyten@fwi.uva.nl
Message-ID: <1992Apr22.192548.14981@fwi.uva.nl>
Source record: 44793

HELP ! (Again)

I like to use my serialport from within C,..
problem now is that I can't seem to drop the CTS ,...
Has anyone out there a (short) demo (in C) for using the serial ??
I'm also looking for a Z-Modem (Send and/or Receive
source (C),.. I'm workin' with Lattice C 5.06.02, but a Turbo/Pure C
source won't be a problem,...

Hans

1597. Re: G++ include files and libraries (for 2.1) [probably clueless]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-22 20:00:51 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.92Apr22220049@fysap.fys.ruu.nl>
Source record: 44794

>>On 22 Apr 92 01:02:11 GMT, warwick@cs.uq.oz.au (Warwick Allison) said:

warwick> Providing you don't write MONOLITHIC code, you should be
warwick> able to create HUGE programs, since the linker is quite
warwick> small. You only need the memory when compiling large
warwick> files, especially those with large *functions* in them.
warwick> Since G++ encourages more modular coding than GCC (C++ vs.
warwick> C), you shouldn't have any troubles.

I doubt if you can avoid troubles: libg++ is a bad example as it does
not heavily use inheritance, one of the main advantages and
applications of c++. Try to compile the NIHCL library which is
smalltalk like. I didn't try, but I guess it might well exceed the 4
mb limit although it is not monolithic at all: deep inheritance, i.e.
well structured c++ code, consumes lots of memory. Programs I compile
on a sun with 8 MB cause it to trash heavily.
--
____
Peter Mutsaers. |==
muts@fysap.fys.ruu.nl | Memento Mori

1598. Re: HERE it IS. The fix for Think C V4.0 Source Debugger

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-22 20:09:24 UTC
From: daryl@piano.adept.ih.att.com
Message-ID: <DARYL.92Apr22140924@piano.adept.ih.att.com>
Source record: 44795

In article <1992Apr19.221720.14639@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:

Open the THINK C source debugger and look for the CODE resource segment
using ResEDIT.

After you find it, open code resource #2.

Search for the HEX sequence:

6112 00d4 0000 0000 610a 00d8 0000

Replace with:

6112 00d4 0000 0000 610a 0000 0000

Close and save your copy!

Also, since this negates access to the FPU, DON'T use this version to debug
any FP software...YOU'LL be SORRY!!!!

This apparently works on Think C v5.0 as far as I have tested it.

A BIG THANKS ON THIS ONE!

Daryl Monge AT&T Bell Labs
UUCP: att!adept!daryl VOICE: 708-713-4696
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566

1599. Executable file format request (again)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-22 20:27:47 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Apr22.202747.19139@u.washington.edu>
Source record: 44796

Having received a grand total of zero responses, I am
going to reiterate my question one last time: would
some kind soul _please_ describe the format of an
executable file, especially (but not exclusively)
relocation information? I would _really_ appreciate
some assistance. Thank you.

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

1600. Which sozobon C to pick ?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-22 20:42:42 UTC
From: bert@cs.vu.nl
Message-ID: <14097@star.cs.vu.nl>
Source record: 44797

Hello,

I try this as an easy way to find out which sozobon C version I should ftp. There are lots.. are they all the same, is one better... Anyway I have 2.5 Mb internal memory (since today) so I can handle some bigger version, if there's a difference. I prefer that one too (because I think bigger means more possibilities, more speed, maybe not more of both of them..) Is there some documentation included? If not, somewhere? And (for my own health I should not ask this) how can I use the machine language?

So I only have questions, could you please send your answers to my email adress: bert@cs.vu.nl

Thanks, Bert.

1601. Re: Tos 2.06 in STE -> Simple plug

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-23 00:03:32 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Apr23.000332.26617@tdb.uu.se>
Source record: 44798

lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael) writes:
: m91der@tdb.uu.se (Daniel Eriksson) writes:
:
: >Watch out for the 68010! The current(?) version of MultiTOS (Atari's new
: >multitasking (taskswitching) OS) does NOT work on the 68010 :-(
:
: >And I suppose you want to be able to run MTOS when they release it ;-)
:
: Hmm, what about 68020 and MultiTOS?
:
: TOS 2.06 runs on it ...

The documents says MultiTOS will run on a 020, so there should
be no problem. They (the documents) also say that if there's a
demand for it they will make it work on the 010 too. I suppose
the only work needed to take the 000 version to a 010 version
is a rewriting of the stack-handler and a small patch for the
SR-problems. We'll see when they finally relese it (the thing
I'm referring too is a beta-version).

/Daniel Eriksson

1602. Re: Mark William's C (old version) fseek() problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-23 05:12:42 UTC
From: steve@thelake.mn.org
Message-ID: <A26548375@thelake.mn.org>
Source record: 44799

```
[In article <1992Apr22.084524.1@gallua>,
CADS_COLE@GALLUA.BITNET (Kevin Cole; Washington DC) writes ... ]

> Now, the problem: Is there something wrong with the fseek()? Here's a
> fragment of a program that runs correctly on a VAX and an Amiga 3000 with Matt
> Dillon's DICE. The whole program is 319 lines long.
> -----------
>
> (void) fseek(fin,0L,2);
> dumpsize = ftell(fin);
> head = NULL;
> if ((head = lcalloc(dumpsize,1L)) == NULL)
> {
> printf("The memory allocation failed... Aborting.\n");
> exit();
> }
> (void) fseek(fin,0L,0);
> (void) fread(head,dumpsize,1,fin);
> fclose(fin);
> printf("%ld bytes read from %s\n",dumpsize,fid);
>
> -----------
> This results in 3 bombs. Dropping some printf's in to see where things failed,
> it appears to happen just after the second fseek(), when it attempts the read.
> This suggests to me that the fseek(fin,0L,0) is not returning me to the start
> of the file, as it claims in the book.

I don't have my copy of MWC loaded on my hard disk to check, but I
suspect that your problem is not in fseek but rather in fread. I
think you're running afoul of some peculiarities of MWC that relate
to object size.

The MWC fread function is documented like so:

fread( char *buffer; unsigned size; unsigned n; FILE *fp )
^^^^^^^^^^^^^^

I assume that your dumpsize variable is a long.

As a result, you're pushing a 32-bit value on the stack where the
function expects to find a 16-bit value. This screws up the n and fp
arguments. When the fread function dereferences the file pointer,
it gets nonsense, and your program goes kablooey.

Now that I look at it, I think the Mark Williams Co. did a weird
thing by making fread and fwrite work with unsigned args while
```

fseek and ftell work with longs.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1603. Re: serial using C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-23 05:18:50 UTC
From: steve@thelake.mn.org
Message-ID: <A39393431@thelake.mn.org>
Source record: 44800

[In article <1992Apr22.192548.14981@fwi.uva.nl>,
luyten@fwi.uva.nl (Hans Luyten) writes ...]

> HELP ! (Again)
>
> I like to use my serialport from within C,..
> problem now is that I can't seem to drop the CTS ,...
> Has anyone out there a (short) demo (in C) for using the serial ??

Hans, I'm puzzled. You shouldn't need to mess with the CTS line; that should be handled by TOS (or by whatever serial port fixup software you are running, such as TurboCTS). All you need to do is read from and write to the aux port using GEMDOS or (preferably) BIOS.

The Rsconf() function will let you turn RTS/CTS flow control on or off.

If you are really looking for code to raise or lower DTR and check the CD line, say so and I'll dig it up.

> I'm also looking for a Z-Modem (Send and/or Receive
> source (C),.. I'm workin' with Lattice C 5.06.02, but a Turbo/Pure C
> source won't be a problem,...

There is Zmodem source code on atari.archive.umich.edu, but I think it assumes that you have Mark Williams C. Good luck. Looking at the Zmodem code gives me headaches.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1604. Re: Executable file format (finally)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-23 05:29:51 UTC
From: cse0507@desire.wright.edu
Message-ID: <1992Apr23.002952.1116@desire.wright.edu>
Source record: 44801

mpark@milton.u.washington.edu (Michael Park) writes:
> Would
> some kind soul _please_ describe the format of an
> executable file, especially (but not exclusively)
> relocation information? I would _really_ appreciate
> some assistance. Thank you.

Hmmm...here's some info excerpted from Abacus' disk drives book.

On disk, it's the file header, program with data field, symbol table (if present), and relocation data (if present)
Header first:
2 bytes, = $601a (BRA $1a)
4 bytes, the length of the program segment
4 bytes, length of the data segment
4 bytes, length of the bss
4 bytes, length of the symbol table
10 bytes, reserved, should all be zero (unless...fastload bit? TT RAM?)
Immediately after is the program. "All addresses which the program uses are set up so that the start of the program is taken as address zero"
The relocation table contains the distances between the longwords which must be relocated. The first longword specifies the offset of the first longword needing changed, starting from the beginning of the program. All subsequent values in the reloc table specify offsets from the previous value; a linked list of values, if you will. If the next longword needing relocated is too far (>254) to be expressed properly, the value 1 gets inserted until the distance is <255.

Is that what you wanted, or did you want the format of a program currently loaded in memory?
--
?!?
? ||| Bob "SubGenius" Schulze (%!#) @%(-)&$$!
?)|(>> cse0507@desire.wright.edu << !
? / | \ the above address does not work - please use it!

1605. Re: Mark William's C (old version) fseek() problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-23 06:09:34 UTC
From: steve@thelake.mn.org
Message-ID: <A154212503@thelake.mn.org>
Source record: 44802

[In article <A26548375@thelake.mn.org>,
I said ...]

> As a result, you're pushing a 32-bit value on the stack where the
> function expects to find a 16-bit value. This screws up the n and fp
> arguments. When the fread function dereferences the file pointer,
> it gets nonsense, and your program goes kablooey.

I was dozing. MWC pushes arguments from right to left, so it is the buffer
pointer that gets hosed, not the file pointer. Same result, though.

Note that C does not specify the order in which args are pushed onto
the stack, or even whether a stack is employed.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1606. Re: serial using C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-23 10:15:50 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr23.101550.13720@actrix.gen.nz>
Source record: 44803

In article <1992Apr22.192548.14981@fwi.uva.nl> luyten@fwi.uva.nl (Hans Luyten) writes:
> HELP ! (Again)
>
> I like to use my serialport from within C,..
> problem now is that I can't seem to drop the CTS ,...
> Has anyone out there a (short) demo (in C) for using the serial ??
> I'm also looking for a Z-Modem (Send and/or Receive
> source (C),.. I'm workin' with Lattice C 5.06.02, but a Turbo/Pure C
> source won't be a problem,...
>
>
> Hans
>

The Z-Modem code is not PD, you have to by it, it costs from memory
some $92us, I did read some thing about this from the Author
on a Z-Modem Fido feed..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1607. Re: Running a program from TOS or msh. How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-23 11:33:43 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.704028823@groucho.phil.ruu.nl>
Source record: 44804
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

CADS_COLE@GALLUA.BITNET (Kevin Cole; Washington DC) writes:

```
>startup() {
> unsigned int strm,byts;
> if(strlen(environ[0]) == 5) { /* Running msh? */
> appl_init(); /* No, initialize GEM */
> init_GEM();
> }
> Dsetdrv(3); /* Set drive to D: */
> Dsetpath("\\korg\\dumps"); /* CD to subdirectory */
> printf("\n\n"); /* (Clear screen someday) */
> return;
>}

>main(argc,argv)
>int argc; char *argv[];
>{
> fid[0] = '\0'; /* Filename is empty... */
> if (argc == 2) /* ...unless supplied... */
> strcpy(fid,argv[1]); /* ...on command line. */
> startup(); /* GEM or non-GEM start */
> menu(); /* Live in the menu */
> closedown(); /* Cleanup & Closedown */
>}
```

>Does anyone see anything obvious? Thanx again.

Maybe it's a stupid remark, but I can't see how you can determine from the length of the environ[0] string that you're running as a GEM-application or a TOS-application. As far as I know there is no standard way to determine this (although a friend of mine once made a Turbo-C hack that works reliable). You should know the name of your program in order to know if it's GEM or not. Programs ending as .PRG or .APP are GEM; .TOS and .TTP are TOS - but what if the user is allowed to change the program-extension and start it from a shell - in which case you're (in general) not able to locate your own program and find out its name (-this is precisely what my TC-hack makes possiblle, though :)

Your code supposes (as far as I understand) that strlen(environ[0])==5 signals GEM-use... This can't be correct - what if one doesn't use an environment at all? The length of the env-strings has in principle nothing to do with the difference between TOS and GEM.

BTW: Your GEM_Init code is just the normal way of installing and initalizing a virtual graphic workstation. This should only be done when you're running as a .PRG or .APP, otherwise the machine will crash. The same applies of course to the use of menus, dialogs and all the other GEM-stuff.

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl
*** If you remember the 60s, then you weren't really there ***

1608. WANTED: How to dump all variables

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-23 12:16:47 UTC
From: xxbrent@convx1.lerc.nasa.gov
Message-ID: <1992Apr23.121647.20678@eagle.lerc.nasa.gov>
Source record: 44805

Is there a generic method for displaying all variables upon error exit, using GFA Basic under GEM? I am posting this for my father-in-law, so I do not have any documentation. Ideally, there would be a GFA Basic command "display-all-variables-and-contents", but if not, perhaps someone knows a way (or has code) to read a symbol table, then display variable names and contents using it.

Any ideas or suggestions would be appreciated.

Thank you in advance.
--
Brent Anderson
xxbrent@convx1.lerc.nasa.gov

1609. Re: Running a program from TOS or msh. How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-23 12:17:10 UTC
From: jeroen@phil.ruu.nl
Message-ID: <jeroen.704031430@groucho.phil.ruu.nl>
Source record: 44806
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

[stuff deleted]

>Maybe it's a stupid remark, but I can't see how you can determine from the
>length of the environ[0] string that you're running as a GEM-application or a
>TOS-application.

Yes, that strikes me as odd too.

> As far as I know there is no standard way to determine this
>(although a friend of mine once made a Turbo-C hack that works reliable). You
>should know the name of your program in order to know if it's GEM or not.

Hmm. That's not true either: if I take a shell - say, 'shell' - which I start
as 'shell.tos', and I give the command 'life' the life program - being called
life.prg - will be fooled into thinking it is running as a GEM program if it
examines its own name.
For the same reason, you also cannot assume that you're a TOS program only
because you received parameters.

IMHO, it's easier than all this suggests: if you want to make sure you have AES
functions, then ask so. If you're not allowed to appl_init won't give your app
a handle. Do you need VDI functions? Open a [virtual] workstation, if you don't
get a handle: no VDI. Easy.

1610. Re: Executable file format question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-23 14:58:27 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <1992Apr23.145827.29106@gmuvax2.gmu.edu>
Source record: 44807

In article <1992Apr21.045103.16566@u.washington.edu> mpark@u.washington.edu writes:
>Would some kind soul please post or mail a nice,
>easy-to-understand description of the format of
>executable files (.prg et al)? I am particularly
>interested in how relocation information is handled.
>
>Many thanks in advance.

Or better yet, post it!!!

1611. Re: Mark William's C (old version) fseek() problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-23 15:02:52 UTC
From: djs@jet.uk
Message-ID: <1992Apr23.150252.14057@jet.uk>
Source record: 44808
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Apr22.084524.1@gallua> CADS_COLE@GALLUA.BITNET (Kevin Cole; Washington DC) writes:

>...

> if ((head = lcalloc(dumpsize,1L)) == NULL)
>...
> (void) fread(head,dumpsize,1,fin);
>...

>-----------
>This results in 3 bombs. Dropping some printf's in to see where things failed,
>it appears to happen just after the second fseek(), when it attempts the read.
>...
My guess is that you do not have a declaration for lcalloc; so it defaults to
int. As MWC uses 16-bit ints, the 'head' variable only gets 16-bits of the
address, and the top 16-bits will be set to all zeros or all ones (sign
extension). Hence, head is likely to contain an invalid address, so
you get the address error (3 bombs).

Try adding a "void *lcalloc();" declaration, or find a header that
has the declaration for you. This is a common bug in C code with
16-bit ints.

--

+---+
David Stevenson	Voice : 0235 528822 ext 4577
CODAS Division	(Direct line 0235 465028 from 5 May 92)
JET Joint Undertaking	FAX : 0235 464404
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Oxon OX14 3EA	---
England	
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1612. Re: Executable file format request (again)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-23 15:50:33 UTC
From: dba@jet.uk
Message-ID: <1992Apr23.155033.12610@jet.uk>
Source record: 44809

In <1992Apr22.202747.19139@u.washington.edu> mpark@milton.u.washington.edu (Michael Park) writes:

>Having received a grand total of zero responses, I am
>going to reiterate my question one last time: would
>some kind soul _please_ describe the format of an
>executable file, especially (but not exclusively)
>relocation information? I would _really_ appreciate
>some assistance. Thank you.

An executable program file (.PRG, .TOS, .TTP) is divided into four segments. These segments are the file header, program with data field, symbol table, and relocation data.

file header.
byte # contents
$00,$01 $601A (bra $+1A) branch to program start
$02-$05 Length of the program segment (text)
$06-$09 Length of the data segment (data)
$0A-$0D Length of the additional storage segment (bss)
$0E-$11 Length of the symbol table
$12-$1B 00,Reserved
$1A Program start address

The text, data and bss segments are those segments defined in standard 68000 assemblers.

Each entry in the symbol table is seven words long and contains the name, type and value of the symbol.
byte contents
$0-$7 symbol name
$8-$9 Symbol type relocatable, global or external
$A-$C Value (address, register number, direct value etc).

The symbol table may be 0 length if the symbols have not been included.

Following the symbol table is the relocation table, this table contains the distances between the longwords which must be relocated. The first longword in this table specifies the offset of the first longword to be changed from the start of the program. After this bytes are used whose value gives the distance from the current longword to the next longword to be changed. If the distance is greater than 254, bytes of value 1 will be inserted untill the distance is less than 255. The first byte to contain 0 indicates the end of the relocation table.

When the program is loaded into memory the relocation table is no longer availiable, this means that relocation of a memory image of the program is

not possible (unless of course you write it pc relative!). The memory image is not the same as the file image.

hope this is usefull.

regards dennis

--

_. .________________________. .____
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 528822 Ex 4871
~-----~ +----+ +-+ dba@jet.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

1613. Re: Mark William's C (old version) fseek() problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-23 15:52:47 UTC
From: subiaagb@w350zrz.zrz.tu-berlin.de
Message-ID: <HFK2M3S@mailgzrz.tu-berlin.de>
Source record: 44810
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr22.084524.1@gallua>, CADS_COLE@GALLUA.BITNET (Kevin Cole; Washington DC) writes:

```
|> (void) fseek(fin,0L,2);
|> dumpsize = ftell(fin);
|> head = NULL;
|> if ((head = lcalloc(dumpsize,1L)) == NULL)
|> {
|> printf("The memory allocation failed... Aborting.\n");
|> exit();
|> }
|> (void) fseek(fin,0L,0);

^^^^^^^^^^^^^^^^^^^^^^^^

|> (void) fread(head,dumpsize,1,fin);
|> fclose(fin);
|> printf("%ld bytes read from %s\n",dumpsize,fid);
```

At first try 'rewind(fin)' instead of 'fseek(..., SEEK_SET)'
The seek modes are defined as SEEK_SET, SEEK_CUR and SEEK_END,
e.g. 0,1,2, (or was it for lseek() only).

I think it could be important to print out 'dumpsize' after the
first fseek() and ftell(). It _must_ be the length of fin (is
it on my Unix system).

Or try an offset of 1L in your first fseek().

Then check the structure 'fin' and all it's contents, especially
the current file position, after each fseek() operation. Do it
with a ftell() call or with fin->fpos (?) or in any other way.

Then decrease dumpsize before fread() to see if fread() fails.

But I think one of your library functions has a bug. (I use
gcc and Turbo C, so I don't have any experience with your
compiler) ap.

1614. Re: Running Applications From Accesories?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-23 16:00:01 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Apr23.160001.24774@a.cs.okstate.edu>
Source record: 44811

bgacc.acc seems to launch tos programs nicely from an acc...
All you need is MiNT!

jc

1615. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-23 16:23:30 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Apr23182330@orion.laas.fr>
Source record: 44812

```
>>>>> Regarding Re: help with sozobon getenv(); steve@thelake.mn.org
>>>>> (Steve Yelvington) adds:

Steve> [In article <18420017@hpsad.HP.COM>,
Steve> randyh@hpsad.HP.COM (Randy Hosler) writes ... ]

> Why doesn't sozobon put the name of the program in argv[0]? Everytime
> I try to reference argv[0] all I get is "".

Steve> This is interesting; I hadn't noticed it, and I don't know what Ian
Steve> has done to the argument-parsing code, since I don't have sources.

Steve> I'll record this as an apparent bug, with reservations (see below).

Concerning Sozobon 2.0 I have noticed the same problem. When
debugging I noticed that the basepage cmdlin contains the arguments
but not the program name, so no argv[0]. The startup code explicitly
sets argv[0] to "".

So I guess some extended argument passing scheme must be used, such as
ARGV or XARG. Is there a more intelligent startup for Sozobon?

Bye,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
================================================================================
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#
```

1616. Last Two Clusters Unavaiable Feature

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-23 16:35:17 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Apr23183517@orion.laas.fr>
Source record: 44813

I know that this subject has been hashed around in one of the Atari newsgroups or maybe even the info-atari mailing list of yore, so excuses if this bores you.

Background: TOS does not let you write into the last two clusters of a floppy disk. I understand that this *error* from TOS 1.0 and 1.2 was kept in the newer versions of TOS in order to provide backwards compatibility. Thus, now it is a feature! It seems that the last two clusters are even unavailable on hard drives, also!

The reason for this posting is to ask *why*? Is the only problem if one would create a 1 or 2 cluster file on precisely these 2 clusters? Would this file be invisible from TOS?

The reason I reopen this subject, is the problem when one transfers files between STs and PCs or SPARCs. The latter machines gladly fill up the last two clusters. I have noticed on my machine (running TOS 1.2) that if a file runs over these last 2 clusters, it is *still* readable by TOS. I tested this on some gcc 2.1 zoo archives which completely filled up some floppies; they tested out and extracted all okay!

So what gives? I would appreciate any corrections in the case that there is mis-information in the above.

Thanks,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

1617. Argv[0] (was Re: help with sozobon getenv())

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-23 16:37:31 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Apr23183731@orion.laas.fr>
Source record: 44814

>>>>> Regarding Re: help with sozobon getenv(); orc@vpnet.chi.il.us
>>>>> (david parsons) adds:

david> Find a shell that uses the (official?) Atari extended
david> argument scheme and you may see argv[0] filled in.

Is there a version of gulam which supports this?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

1618. Re: Running from GEM? or msh? Please hurry!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-23 16:59:16 UTC
From: CADS_COLE@GALLUA.BITNET
Message-ID: <1992Apr23.115916.1@gallua>
Source record: 44815
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Please hurry! (I'm in a bit of a rush.)

In article <jeroen.704031430@groucho.phil.ruu.nl>, jeroen@phil.ruu.nl (Jeroen Scheerder) writes:
> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>
> [stuff deleted]
>
>>Maybe it's a stupid remark, but I can't see how you can determine from the
>>length of the environ[0] string that you're running as a GEM-application or a
>>TOS-application.
>
> Yes, that strikes me as odd too.
>
>> As far as I know there is no standard way to determine this
>>(although a friend of mine once made a Turbo-C hack that works reliable). You
>>should know the name of your program in order to know if it's GEM or not.
>
> Hmm. That's not true either: if I take a shell - say, 'shell' - which I start
> as 'shell.tos', and I give the command 'life' the life program - being called
> life.prg - will be fooled into thinking it is running as a GEM program if it
> examines its own name.
> For the same reason, you also cannot assume that you're a TOS program only
> because you received parameters.
>
> IMHO, it's easier than all this suggests: if you want to make sure you have
> AES functions, then ask so. If you're not allowed to appl_init won't give
> your app a handle. Do you need VDI functions? Open a [virtual] workstation,
> if you don't get a handle: no VDI. Easy.

I confess, I'm in way over my head with this stuff. I started out writing a simple C program after starting msh. While I was in msh it worked fine. When I exited and tried to run the same program from whatever the machine boots up with (GEM?), the program bombed. So, I assumed, based on a few sketchy examples, that I needed this init stuff. Then I found it worked from GEM(?) but not from within msh... All I want to do is get it working when I click on the damn filename with the mouse, or type the damn filename into msh.

It's not meant to be incredibly portable and general, so I looked through the Mark Williams Lexicon, and found an example that showed how to read the msh PATH= string via environ. A few preliminary tests showed me an empty path string when running from GEM and a considerably longer one from within msh (because the profile file defines it). And msh cleans up after itself when it exits, undefining PATH again, giving me a string "PATH="... 5 bytes long.

Oh, when I run from msh, I want the program to take arguments on the command line. Basically, I prefer to run it from msh. But other people don't want to play click-on-click-on-click-on... to get to msh. They want to just click on my program and have it go.

(I created the executable by typing: "cc program.c" to msh, and it creates program.prg. Then when I added the GEM stuff, it wouldn't link, so I switched to "cc -VGEM program.c" and again, it creates progam.prg.)

Now the hard part: I was hoping to get it working by noon, Friday. Such is life.

So, let me ask the question a different way: Why won't the straight, standard, non-Atari code work when I double-click on the program name, and what's the *minimum* amount of junk necessary to make it work, without destroying the ability to type in the program name from msh? (I can even live with removing the arguments on the command line.) Keep in mind, I don't know shit about Atari's.

Thanx once again.
--

========== U.S. Mail ============================== E-Mail ================
Kevin Cole <Flatline> | Bitnet: CADS_COLE@GALLUA.BITNET
Gallaudet Research Institute (GRI) | Internet: KJCOLE@GALLUX.GALLAUDET.EDU
Washington, D.C. 20002-3625 | UUCP: ...!psuvax!gallua.bitnet!kjcole
(202) 651-5575 x4592 | The WELL: kjcole

1619. Re: Running from GEM? or msh? Please hurry!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-23 18:35:47 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992Apr23.183547.577@mnemosyne.cs.du.edu>
Source record: 44816
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> I found an empty PATH= string when run from the desktop, so that must
> indicate the program is not running from a shell.

NO NO NO NO! When programs run from *my* desktop, they have a nice long PATH= string. This will be true for anyone using my GEMENV program that brings environment variable support to the GEM desktop. (And if you're a desktop user, you *should* be using GEMENV!)

1620. Re: 68010, was: TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-23 21:28:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A39575@MS.maus.de>
Source record: 44817

Daniel Eriksson, m91der@tdb.uu.se wrote:

>Watch out for the 68010! The current(?) version of MultiTOS (Atari's new
>multitasking (taskswitching) OS) does NOT work on the 68010 :-(

Watch out for actual versions! They might have changed it. :-)

I posted Eric the necessary changes for MiNT to work with the 68010 and he
has implented them in Rel. 0.93.

Regards,
Patrick

1621. Re: Tos 2.06 in STE -> Simple

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-23 21:41:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A39576@MS.maus.de>
Source record: 44818

l>Hmm, what about 68020 and MultiTOS?

"No details!" :-)

Regards,
Patrick

1622. Re: Running a program from TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-24 05:34:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A39581@MS.maus.de>
Source record: 44819

Kevin Cole (CADS_COLE@GALLUA.BITNET) wrote:
>The lexicon says that Dsetdrv defines drive A: as 0, Drive B: as 1, and so
>on, to drive P: being 15. However, the return value from Dsetdrv is as you
>describe: a bit map where each bit represents the corresponding drive. As
>for init_GEM, here 'tis.

Please note that the return value from Dsetdrv has 32 bits and that future
GEMDOS versions (like MiNT :-)) support more than 16 drives.

1623. Re: Tos 2.06 in STE -> Simple

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-24 05:34:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A39582@MS.maus.de>
Source record: 44820

Daniel Eriksson (m91der@tdb.uu.se)
>The documents says MultiTOS will run on a 020, so there should be no
>problem. They (the documents) also say that if there's a demand for it they
>will make it work on the 010 too. I suppose the only work needed to take
>the 000 version to a 010 version is a rewriting of the stack-handler and a
>small patch for the SR-problems. We'll see when they finally relese it (the
>thing I'm referring too is a beta-version).

I am surprised to see people talking about confidential information from the MultiTOS release for developers. Be sure that Atari knows the difference between 68000, 68010, 68020 and 68030. And please note, that MiNT 0.94 already supports the 68010 (and MultiTOS uses MiNT as kernel).

1624. Re: Executable file format request (again)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-24 08:09:41 UTC
From: ramaer@cs.utwente.nl
Message-ID: <1992Apr24.100941@cs.utwente.nl>
Source record: 44821

```
In article <1992Apr23.155033.12610@jet.uk>, dba@jet.uk (dennis armstrong) writes:
|> In <1992Apr22.202747.19139@u.washington.edu> mpark@milton.u.washington.edu (Michael
Park) writes:
|>
|> >some kind soul _please_ describe the format of an
|> >executable file, especially (but not exclusively)
|> >relocation information? I would _really_ appreciate
|>
|> file header.
|> byte # contents
|> $00,$01 $601A (bra $+1A) branch to program start
|> $02-$05 Length of the program segment (text)
|> $06-$09 Length of the data segment (data)
|> $0A-$0D Length of the additional storage segment (bss)
|> $0E-$11 Length of the symbol table
|> $12-$1B 00,Reserved
|> $1A Program start address
|>

Almost correct, the text segment starts at 0x1C .
An alternative description is the function below that
reads and relocates text and data:

typedef struct {
short magic;
long textLength,
dataLength,
bssLength,
symbolTableLength;
char reserved[10];
} headerType;

/* sizeof(header_type) == 28 */
/* magic == 0x601A */

/* the relocation table follows the symbol table upto the special value
EORELTAB */

typedef struct {
char name[8];
short kind;
long value;
} symbol;

/* special relocation values: */
#define EORELTAB 0
```

```
#define EXTENSION 1

load_and_relocate(fd)
int fd;
{
extern char *lalloc();
headerType header;
long valueToAdd;
char *textAndData;
long currentOffset;
unsigned char relVal;

fread(fd,&header,sizeof(header));
textAndData = lalloc(header.textLength + header.dataLength);
read(fd, textAndData, header.textLength + header.dataLength);

/* the program in the file has absolute addresses as if it */
/* were loaded at address 0, so add the start of the text */
/* to the absolute addresses. */

valueToAdd = (long) textAndData;

/* skip the symbol table */

lseek(fd, header.symbolTableLength, SEEK_CUR);

/* the relocation table starts with a single long which is the */
/* offset of the first address to relocate. The rest of the */
/* table are unsigned char's, offsets from the previous address*/

read(fd, &currentOffset, sizeof(long));
*(long*)(textAndData+currentOffset) += valueToAdd;

read(fd, &relVal, 1);
while (relVal != EORELTAB) {
while (relVal == EXTENSION) {
currentOffset += 254;
read(fd, &relVal, 1);
}
currentOffset += relVal;
*(long*)(textAndData+currentOffset) += valueToAdd;
read(fd, &relVal, 1);
}

free(textAndData); /* :-) */
}
```

1625. Problem with GDOS and gcc revisited

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-24 14:17:25 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1992Apr24.141725.27734@newcastle.ac.uk>
Source record: 44822

I asked this question before and implemented the corrections to the code that I had produced. As a result the code I have got should work but doesn't. The problem is that AMCGDOS reports an error when I open a virtual workstation using gcc 1.40 and the gemlib on atari.archive.

The group I have been talking with are at a loss so here are a cuople of questions so I can track the problem down.

What is the latest version of AMCGDOS (I think I have it but am not sure)

Is the gemlib in the directory in A.A. the latest version?

The most likely problem is that there is a bug in the gemlib. As a desperate measure I descended in the world of Assembler (I not too good in this area). The example code provided with Devpacs using the Hisoft macros worked with out a problem, I just have to understand the macros. However a program from ST Format on how to print usign a printer driver reported the error and then printed on the printer. This leads me to believe that there is a bug in either AMCGDOS or the gemlib (most likely)
Anyone got any suggestions

Dave Johnson

D.M.Johnson@newcastle.ac.uk

1626. msa

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-24 14:25:35 UTC
From: tower@castle.ed.ac.uk
Message-ID: <20615@castle.ed.ac.uk>
Source record: 44823

Can anyone tell me how i unpack the .msa files on atari.archive?
Thanx in advance..

1627. Re: Executable file format request (again)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-24 14:50:03 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.704127003@vega>
Source record: 44824

dba@jet.uk (dennis armstrong) writes:

>Each entry in the symbol table is seven words long and contains the name, type
>and value of the symbol.
> byte contents
> $0-$7 symbol name
> $8-$9 Symbol type relocatable, global or external
> $A-$C Value (address, register number, direct value etc).

>The symbol table may be 0 length if the symbols have not been included.

This describes one of many various formats in use. There are not
necessarily compatible. To see executable file format in action study
sources for loader (Sozobon C, gcc) or for debugger (szadb 2.1 will
give you a good idea how to handle multiple symbol table formats
in the same program).

Michal Jaegermann
ntomczak@vm.ucs.ualberta.ca

1628. Solved. (Was: Mark William's C fseek() problem?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-24 14:54:13 UTC
From: CADS_COLE@GALLUA.BITNET
Message-ID: <1992Apr24.095413.1@gallua>
Source record: 44825
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.lang.c

As pointed out by several people on these lists, the problem was not with my fseek, but with my fread that followed it. If anything, the bug is an inconsistency between Mark William's C's ftell and fread. ftell is defined as returning a long, yet fread expects an int. So, when I fed fread a long dumpsize (as returned by ftell), everything went haywire.

Thanx all.
--

========== U.S. Mail ================================ E-Mail ================
Kevin Cole <Flatline> | Bitnet: CADS_COLE@GALLUA.BITNET
Gallaudet Research Institute (GRI) | Internet: KJCOLE@GALLUX.GALLAUDET.EDU
Washington, D.C. 20002-3625 | UUCP: ...!psuvax!gallua.bitnet!kjcole
(202) 651-5575 x4592 | The WELL: kjcole

1629. CALAMUS SL

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-24 15:17:55 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Apr24.111755.13387@umiami.ir.miami.edu>
Source record: 44826
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

While I am currently enjoying Calamus SL, I am having some problems with printing on my Deskjet 500. It is REALLY SLOW. I mean it. It is AT LEAST 10 times as slow as 1.09n. Any ideas?

Mark Santora

1630. Re: WANTED: How to dump all variables

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-24 15:49:57 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr24.154957.26793@newshost.lanl.gov>
Source record: 44827

Brent, unless you are using GFA BASIC version 2.0 (which was made widely available when published on Antic's Start magazine disk), why don't you have the documentation?

And if you are using 2.0, why don't you stop punishing yourself and upgrade to 3.5? There is _no_ comparison to the power, speed & capabilities here! In the US, call GFA Software Technologies at 1-800-766-6GFA for upgrade info.

The command you are looking for is called DUMP:
DUMP ! dumps all var values and the dims of arrays
DUMP "a" ! dumps only vars and arrays that begin with "a"
DUMP ":" ! lists all labels
DUMP "@" ! lists all procedures and functions

It's not as good as something like XREF but hey, it's in there. This may be a 3.0+ specific command, I don't recall.

If you _are_ using any version higher than 2.0, this means you are likely a software pirate (aka, thief). Kindly disregard the DUMP instructions above, confess your sins and pay the upgrade fee.

If you are a _legitimate_ user..... never mind. :)

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1631. Re: Tos 2.06 in STE -> Simple plug

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-24 17:14:14 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Apr24.131414.1243@uwovax.uwo.ca>
Source record: 44828

In article <1992Apr22.072044.15116@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:
> Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:
> : TOS 2.06 works with the 68010. There is just one bug: An auto-application has
> : to be in your NEWDESK.INF.
>
> Watch out for the 68010! The current(?) version of MultiTOS (Atari's new
> multitasking (taskswitching) OS) does NOT work on the 68010 :-(

(1) MultiTOS is a true multitasking OS; it isn't just task switching.

(2) MiNT runs on a 68010 now. MultiTOS is based on MiNT. Draw your own
conclusions...

(Of course, exactly what goes into the final version of MultiTOS is entirely
Atari's decision, but I wouldn't expect them to *remove* 68010 support :-)).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1632. Re: proper way of doing things under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-24 17:21:12 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Apr24.132112.1244@uwovax.uwo.ca>
Source record: 44829

In article <1213@dutiws.tudelft.nl>, boender@dutiws.tudelft.nl (P.Boender.TI-tel-4593) writes:

> 1) File locking
> What is the proper way of doing file locking on MiNT? I want to know what to
> do if a lock fails (just wait and retry? how often?), how long a time a lock
> may be kept and if I must do a Fcntl(F_GETLK) before a Fcntl(F_SETLK).

If a lock fails, you should wait and try again. How long to wait, and how many times to retry, is up to you -- it really depends on the application.

> 2) Reading input without busy waiting
> The TOS single-process way of reading input is:
> while (!Cconis())
> ;
> retval = Crawcin();

I think just plain

```
retval = Crawcin();
```

is better if you want to avoid busy-waiting (since the "while" loop above is, in fact, busy waiting!). This also works fine under MiNT.

If you have a lot of data to read, the Fread() system call is *much* more efficient under MiNT than Crawcin() or any other single-character input routines. There are Fcntl() options to make Fread return immediately if no data is available, and also to control how Fread behaves (assuming that you've done Pdomain(1) to get into the MiNT domain).

> 3) Getting resource usage for the whole system
> How can I write a performance monitor showing CPU usage (like xload)?
> Do I have to read kernel stuff or is there a proper system call?

Use Dopendir/Dreaddir/Dclosedir (or Fsfirst/Fsnext) on the directory U:\PROC to find what processes are running. Use Fopen() on the "files" in that directory, along with various Fcntl's, to get information about the process' resource usages. See the source code for "ps" or "top" for an example. (The files ps.c and top.c may be found in mntutl93.zoo on atari.archive.umich.edu.)

--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1633. Re: Executable file format request (again)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-24 17:25:43 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Apr24.132543.1245@uwovax.uwo.ca>
Source record: 44830

In article <1992Apr22.202747.19139@u.washington.edu>, mpark@milton.u.washington.edu (Michael Park) writes:
> Having received a grand total of zero responses, I am
> going to reiterate my question one last time: would
> some kind soul _please_ describe the format of an
> executable file, especially (but not exclusively)
> relocation information?

On the theory that an example is the best sort of explanation...

FTP to atari.archive.umich.edu (or use the mail server) and get the file /atari/mint/mint094s.zoo. In the file "mem.c" are MiNT's functions for loading and executing TOS executable files. (The functions are called "load_region" and "exec_region", I think -- it's been a while since I've had to work on that part of the code :-).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1634. 1.44 drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-24 19:03:08 UTC
From: don@regent.csd.mot.com
Message-ID: <6409@motcsd.csd.mot.com>
Source record: 44831

Has anyone been successfull in using a 1.44 drive on an
ST with the standard WD1772 chip at 16 MHZ? If so, will it
work with TOS 1.0? Also does anyone have a PD or shareware
formatting utility?

Don Tarrodaychik
don@ca41.csd.mot.com

1635. What does gdos version number mean?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-24 19:46:18 UTC
From: wr@bara.oche.de
Message-ID: <H.lNGJEfbPnEk@bara.oche.de>
Source record: 44833

Hi all,

Now there are those VDI functions, vq_gdos and vq_vgdos, that check if
gdos is installed and if it is, determine its version number. But what
does the version number really mean? PureC's online help gives the numbers
of FSMGDOS and FONTGDOS, but does anyone know the numbers returned when
using other gdosses, like NVDI, AMCGDOS, the original Atari GDOS, etc.?
Or is there some hidden magic in the bits of the version number?

Thanks for any help...

Wolfram
--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
(Usenet) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

1636. What does MiNT do to TOS country info?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-24 20:33:48 UTC
From: wr@bara.oche.de
Message-ID: <H.47b75nSEWu2@bara.oche.de>
Source record: 44832

Hi all,

what does MiNT do to the TOS country number in the OS system header?
I use the following to print the TOS version number and country
(where syshdr is a pointer to the SYSHDR structure):

```
int vers,cntry;
static char *TosCntry[]=
{
"USA","FRG","FRA","UK" ,"SPA","ITA","SWE",
"SWF","SWG","TUR","FIN","NOR","DEN","SAU","HOL"
};

vers = syshdr->os_version;
cntry = (syshdr->os_palmode)>>1;

printf("TOS Version %x.%02x (%s)\n",vers>>8,vers&0xff,
cntry<15 ? TosCntry[cntry] : "???");
```

This prints "TOS Version 1.04 (FRG)" when called without MiNT and
"TOS Version 1.04 (???)" when MiNT is installed. Trying cntry&0xf
gave me NOR, so there are not just some extra bits used after the
country number...

How do I get the correct country number both with and without MiNT?

Thanks for any help

Wolfram
--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
(Usenet) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

1637. I need your help...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-25 05:40:35 UTC
From: rickhall@bruno.cs.colorado.edu
Message-ID: <1992Apr25.054035.8977@colorado.edu>
Source record: 44834
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am in the market for and engagement ring and I am in
desparate need of money. If you are interested in
upgrading your system or buying a TT, make me an offer
on my TT, I might be desperate enough to take it...

TT030 Computer w/ 4MB ST RAM
50MB internal hard drive
PTC1426 color monitor
Cordless mouse
2400 Baud Supra Modem
any pd software on my harddrive...

All for the low asking price of $2100obo (excluding shipping).

Besides the above, you get all the other TT features like VME, LAN,
multiple serial ports, higher rez, etc.

Thanks,

Richard Hall

--
Richard Hall - University of Colorado at Boulder

"Life's like holding water in your hands,
No grip is tight enough to keep it in." - me

1638. SST on Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-25 05:55:31 UTC
From: ec333way@steam.uwaterloo.ca
Message-ID: <1992Apr25.055531.21870@watserv1.waterloo.edu>
Source record: 44835

Just a quick question - the SST works on the mega's, I know.. How about the
mega STe's?? Do the mega STe's also have the internal bus slot for the
megatalk board?? Does spectre GCR have any problem with STe's?
I think the answers should be yes,yes,no, BUT I'm just covering all bases..

Thanks,
--
Mattias Hembruch
mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.ca

1639. SST on STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-25 06:03:20 UTC
From: ec333way@steam.uwaterloo.ca
Message-ID: <1992Apr25.060320.22801@watserv1.waterloo.edu>
Source record: 44836
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Sorry if this is a repost - NOTE it's been modified (I added to it).

Just a quick question - the SST works on the mega's, I know.. How about the
mega STe's?? Do the mega STe's also have the internal bus slot for the
megatalk board?? Does spectre GCR have any problem with STe's?
Also, does the icd host adapter for the mega series interfere with the
megatalk board?
I think the answers should be yes,yes,no,no BUT I'm just covering all bases..

Thanks,
--
Mattias Hembruch
mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.ca

1640. Re: Running a program from TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-25 06:23:56 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92May7140756@acae127.cadence.com>
Source record: 44837

In article <A40090@MS.maus.de> Julian_Reschke@ms.maus.de (Julian Reschke) writes:

> Harold van Aalderen wrote:
...
...
and others

I have read enough of this thread already: enough talk and no action...

why dont one of you preaching purist post a canned routine that
does every thing legally, cuts out the drudgery, and passes back all
the essential parameters (in source form please).

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

1641. Re: SST on STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-25 08:26:09 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Apr25.082609.7080@beaver.cs.washington.edu>
Source record: 44838
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1992Apr25.060320.22801@watserv1.waterloo.edu> ec333way@steam.uwaterloo.ca (Winter92 BEACON ec333 account) writes:
>Sorry if this is a repost - NOTE it's been modified (I added to it).
>
>Just a quick question - the SST works on the mega's, I know.. How about the
>mega STe's?? Do the mega STe's also have the internal bus slot for the
>megatalk board?? Does spectre GCR have any problem with STe's?
>Also, does the icd host adapter for the mega series interfere with the
>megatalk board?
>I think the answers should be yes,yes,no,no BUT I'm just covering all bases..
>

1) As far as I know the SST does not work on any STe currently, just on normal ST's and Megas (someone help me here -- I know the TinyTurbo 030 works on all ST's, is the SST just for the Mega ST?)

2) The Mega STe's and the TT both have a VME bus which allows the addition of networking, graphics, other standard cards with the appropriate software to match it. I assume when Dave gets the Megatalk in production that the Mega STe version will be VME bus, this is the most logical way to do it -- also, you should be able to find VME networking cards not Atari specific, problem now is the software to drive the thing. If you are saying does the Mega STe have the same bus as the Mega ST, the answer is no, it doesn't. However, like I said, it has VME which is even better. :-)

3) I am 99.9% sure Spectre GCR has no problems with the Mega STe's, as I have been to two different dealers where they had a Mega STe with a Spectre GCR cartridge plugged into it, working just great (it really speeds along with the 16MHz and the cache enabled), they had a SLM804 hooked up too so I don't think there are any problems.

4) I have no idea, I'm still a lame floppy user with TOS 1.0 (soon to be TT030 I hope when I get out of school), so I have no idea how the ICD adapter will interfere or connect to the Megatalk board.

So, it looks like the answers are no,yes,yes,and who knows????

>Thanks,
>--
>Mattias Hembruch
>mghembruch@electrical.watstar.uwaterloo.ca
>or ec333way@sail.uwaterloo.ca

Anytime, later...

****
Ben Gilbert
bgilbert@cs.washington.edu
****

1642. Re: Running a program from TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-25 11:59:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A39645@MS.maus.de>
Source record: 44839

ilepore@isis.cs.du.edu wrote:

i> Ummm, that's wrong. I quite frequently use VDI drawing and blitting in
i>TOS and TTP programs, there's absolutely no reason why you shouldn't. For
i>that matter, you can even use appl_init() followed by any other AES calls
i>in a TOS or TPP program without crashing the system, but the mosue won't
i>be active and there'll be no system desktop under your program so redraws
i>will be a bit wrong. But it certainly doesn't crash the machine.

None of the stated methods will run satisfactory on MultiTOS. Usage of VDI without AES is allowed only from the auto folder, while booting.

Regards,
Patrick

Abolish the death penalty!

1643. Re: msa

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-25 12:39:22 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr25.123922.22312@actrix.gen.nz>
Source record: 44840

In article <20615@castle.ed.ac.uk> tower@castle.ed.ac.uk (A.T. Ops) writes:
>
>
> Can anyone tell me how i unpack the .msa files on atari.archive?
> Thanx in advance..

Some come with the the MSA unpacker, but from memory its on A.A, some think
with a 1.41 number..

Note: if you dont have a Hard Disk or 2 disk drives and lots of Ram,
it can be a problem..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1644. Re: Running a program from TOS or msh. How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-25 14:38:48 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.&OEG&Nw1pNE@keep.fantasy.sub.org>
Source record: 44641
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Apr23.182656.322@mnemosyne.cs.du.edu>, Ian Lepore writes:
!
!>BTW: Your GEM_Init code is just the normal way of installing and initalizing a
!>virtual graphic workstation. This should only be done when you're running as a
!>.PRG or .APP, otherwise the machine will crash. The same applies of course to
!>the use of menus, dialogs and all the other GEM-stuff.
!
! Ummm, that's wrong. I quite frequently use VDI drawing and blitting in
!TOS and TTP programs, there's absolutely no reason why you shouldn't. For
!that matter, you can even use appl_init() followed by any other AES calls
!in a TOS or TPP program without crashing the system, but the mosue won't
!be active and there'll be no system desktop under your program so redraws
!will be a bit wrong. But it certainly doesn't crash the machine.

But this sounds quite dirty, because there is a way to start a shell
COMMAND.PRG before GEM/AES & VDI) is not installed (I.e starting a shell
instead of Gem.prg from mint.cnf !). In this case the Programm
will crash, due to some unsetted trap's (should at least trap #2)
What you might use is Linea in Your program (BTW this is dirty too).

Wolfgang

--
Use this signature-checker to find out if your signature is Virusinfected !
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: small32@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
NeXTMAIL: w271zrz.zrz.tu-berlin.de

1645. Re: Mark William's C (old version) fseek() problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-25 15:19:57 UTC
From: bigham@acpub.duke.edu
Message-ID: <2609@news.duke.edu>
Source record: 44642
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From the Holy Book of <1992Apr23.150252.14057@jet.uk>
as spake by djs@jet.uk (david stevenson) :
>Try adding a "void *lcalloc();" declaration, or find a header that
>has the declaration for you.

Actually, for MWC you'd probably better make it "char *lcalloc();"; I don't
think MWC groks (void *)'s.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

1646. questions about char *getdirentry()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-25 16:05:02 UTC
From: jhm@anansi.UUCP
Message-ID: <H.HuxN2dm4A_o@anansi.UUCP>
Source record: 44643

I've been playing with different UUCP systems, and I've just tried to compile David 'Orc' Parson's "bauble" UUCP system using the mint libraries Scott Bingham put on atari.archive (compiled with Sozobon -- sorry, HSC -- 1.33). I've fixed most of the minor typos and I'm running into a problem with the char *getdirentry() call.

Mainly, the mint libraries don't have it, or they use a different name.

It looks like the call searches a directory and returns the next directory entry matching a string, kind of like an Fsfirst()-Fsnext() combination, returning NULL when the list is exhausted. I might be able to write one (I'm not very good with C), but first I thought I'd check the accumulated wisdom of the net. Does someone have source for Orc's version of the call or something similar?

Sample call from uuto.c follows:

```
for (fn=getdirentry("*.x"); fn; fn=getdirentry((char *)0))
if (workfile=fopen(fn, "r")) {
execute(workfile);
fclose(workfile);
remove(fn);
}
```

The reason I'm looking at this over Rodney's UUCP or Hermes is that bauble implements multiple send-expect sequences, including the ability to send breaks for logging in, a highly-useful thing with my UUCP connection. Code in C doesn't hurt, since that will run under MiNT more reliably.

I appreciate any help. If you think it's useful, post the result, or mail it to me at either of:

johnmc@mks.com
{...}!watserv1!mks!anansi!jhm (the return path for this posting)

1647. Re: I need your help...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-25 16:50:25 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Apr25.115025.21006@doug.cae.wisc.edu>
Source record: 44644
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr25.054035.8977@colorado.edu> rickhall@bruno.cs.colorado.edu (Richard Scott Hall) writes:
>I am in the market for and engagement ring and I am in

OH MY GOD! THIS MAN IS DUMPING HIS MACHINE FOR A WOMEN!

Are you feeling well?

Disgusting.

>desparate need of money. If you are interested in
>upgrading your system or buying a TT, make me an offer
>on my TT, I might be desperate enough to take it...
>
> TT030 Computer w/ 4MB ST RAM
> 50MB internal hard drive
> PTC1426 color monitor
> Cordless mouse
> 2400 Baud Supra Modem
> any pd software on my harddrive...
>
> All for the low asking price of $2100obo (excluding shipping).

Thats ONE HELL of an engagement ring?! Is sex REALLY that good?

WOW. Is she really worth it?! I mean you can do A LOT with a TT030:

1) Turn it ON or OFF anytime you want. (Defineate plus)

....well I would continue but I think you get the point...

>
>Besides the above, you get all the other TT features like VME, LAN,
>multiple serial ports, higher rez, etc.
>
>Thanks,
>
>Richard Hall
>
>--
> Richard Hall - University of Colorado at Boulder
>
> "Life's like holding water in your hands,
> No grip is tight enough to keep it in." - me

Or, "Life's a bitch until you get married, then its a killer."

1648. Re: Executable file format request -- THANK YOU!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-25 17:17:36 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Apr25.171736.1124@u.washington.edu>
Source record: 44645

I would like to express my gratitude to all who have posted
or e-mailed responses to my question.

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

1649. Re: msa

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-25 17:18:05 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Apr25181805@solb1.essex.ac.uk>
Source record: 44646

In article <1992Apr25.123922.22312@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:

Some come with the the MSA unpacker, but from memory its on A.A, some think
with a 1.41 number..

Yes, the file you need is atari/achivers/msa_141.lzh.

--
email: okes@essex.ac.uk
#
##
##
#
"Hell's bells!" the machine roared as it plummeted fifteen storeys and
smashed itself to bits on the ground below.

1650. Re: I need your help...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-25 19:15:09 UTC
From: rickhall@bruno.cs.colorado.edu
Message-ID: <1992Apr25.191509.27250@colorado.edu>
Source record: 44647
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr25.115025.21006@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>In article <1992Apr25.054035.8977@colorado.edu> rickhall@bruno.cs.colorado.edu (Richard Scott Hall) writes:
>>I am in the market for and engagement ring and I am in
>
>OH MY GOD! THIS MAN IS DUMPING HIS MACHINE FOR A WOMEN!
>
>Are you feeling well?
>
>Disgusting.
>

I'm at a weak moment... :)

>>
>> All for the low asking price of $2100obo (excluding shipping).
>
>Thats ONE HELL of an engagement ring?! Is sex REALLY that good?
>
>WOW. Is she really worth it?! I mean you can do A LOT with a TT030:
>

Hell, selling my computer won't even cover half of the cost...
you can see why I need the money...

>> "Life's like holding water in your hands,
>> No grip is tight enough to keep it in." - me
>
>Or, "Life's a bitch until you get married, then its a killer."

As if being a stud on the loose is much better... =^)

--
Richard Hall - University of Colorado at Boulder

"Life's like holding water in your hands,
No grip is tight enough to keep it in." - me

1651. Re: Problem with GDOS and gcc revi

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-25 21:54:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A39666@MS.maus.de>
Source record: 44648

```
Please check if you are passing the correct handle on v_opnvwk(). This
value must be the one returned by graf_handle(). If it's zero (that's what
I suppose), you are telling the VDI to open a virtual workstation on the
physical workstation referred by handle zero (and zero is an illegal value
for a workstation handle).
```

1652. Re: Running a program from TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-26 00:01:00 UTC
From: Stefan_Eissing@st.maus.de
Message-ID: <A3129@ST.maus.de>
Source record: 44649

i>will be a bit wrong. But it certainly doesn't crash the machine.
Wrong. When you make an appl_init in TOS programs, you have to make an appl_exit, right?
But appl_exit send AC_CLOSE messages to all accessories and causes them to forget all windows, allocated memory and open files. Accs have to behave this way on AC_CLOSE.

Stefan

1653. Re: CALAMUS SL

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-26 02:30:38 UTC
From: jartsu@vipu.hut.fi
Message-ID: <JARTSU.92Apr26023038@vipunen.hut.fi>
Source record: 44652
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1992Apr24.111755.13387@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:

> While I am currently enjoying Calamus SL, I am having some problems with
> printing on my Deskjet 500. It is REALLY SLOW. I mean it. It is AT LEAST
> 10 times as slow as 1.09n. Any ideas?

> Mark Santora

Are you running it on a TT or MSTE/ST? Calamus SL is optimzed for TT,
and it has the fastest vector printer drivers available for TT...
How much memory does your Atari have?

--
* Jari Lehto * Voice 90-387939 * Email Jari.Lehto@hut.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * "There is always room for music (Gospel & synth) *
* Finland * and for love & friendship. And of course Atari." *

1654. Comeau C++

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-26 03:05:44 UTC
From: comeau@ditka.Chicago.COM
Message-ID: <1992Apr26.030544.7412@ditka.Chicago.COM>
Source record: 44650

In article <7597@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>dmb@wam.umd.edu (David M. Baggett) writes:
>>I'm afraid to start using G++ for a sizeable project because what will
>>I do when it won't compile in 4 megs any more?

Well, we let the cat out of the bag on BIX and Compuserve already, so
we might as well here too: we are working on a version of
Comeau C++ 3.0 With Templates for the Atari. Re this issue, it should
work fine even with a 2 Meg system.

>Providing you don't write MONOLITHIC code, you should be able to create HUGE
>programs, since the linker is quite small. You only need the memory when
>compiling large files, especially those with large *functions* in them.
>Since G++ encourages more modular coding than GCC (C++ vs. C), you shouldn't
>have any troubles.

Yes and no. Yes, in that C++ has the potential of allowing one to write
more modular (and then some) code. No, in that, there are typically issues
like greater use of header files, inline function visibility, and so on.
Plus realized that as the size of every ANSI C compiler doubled
over the size of thier equivalent K&R counterparts, the size of
C++ compilers are double those of the ANSI C compilers.

Anyway, back to Comeau C++: we very much enjoy having our command line
driver to be a shell script, or a rexx script, or some cli kinda thingie.
However after much internal discussion, discussion with others, and discussion
on BIX and Compuserve, it appears that there does not seem to be any
widespread enough language or product for this. Just striving for one last
double check: but is this analysis correct?

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Producers of Comeau C++ 3.0 With Templates
Here:attmail.com!csanta!comeau / BIX:comeau / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a

1655. Re: Running a program from TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-26 07:10:19 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992Apr26.071019.15642@mnemosyne.cs.du.edu>
Source record: 44651

In article <A39645@MS.maus.de> Patrick_Dubbrow@ms.maus.de (Patrick Dubbro
) writes:
>ilepore@isis.cs.du.edu wrote:
>
>i> Ummm, that's wrong. I quite frequently use VDI drawing and blitting
n
>i>TOS and TTP programs, there's absolutely no reason why you shouldn't.
or
>i>that matter, you can even use appl_init() followed by any other AES ca
ls
>i>in a TOS or TPP program without crashing the system, but the mosue won
t
>i>be active and there'll be no system desktop under your program so redr
ws
>i>will be a bit wrong. But it certainly doesn't crash the machine.
>
>_None_ of the stated methods will run satisfactory on MultiTOS. Usage of
VDI
>without AES is allowed only from the auto folder, while booting.
>
>Regards,
> Patrick
>
>--------------------------
>Abolish the death penalty!

Usage of VDI without AES is illegal under MultiTOS??? Sounds to me like
MultiTOS is broken. But, breaking existing applications, where those
applications have jumped through hoops already to follow the rules that
Atari once said were cast in stone, is nothing new for Atari Corp. ::sigh::

But, that sounds to me like you can't open a VDI workstation without
doing an appl_init(). And, in my experience so far at least, you can
do an appl_init() from a TOS or TPP program without any problem. The
TOS or TTP filetype only tells the shell (or desktop) how to set up the
screen and mouse visually, it says nothing about whether the program
actually uses AES or VDI services. If Atari has changed *that* too,
well, again, ::sigh::./

- Ian

1656. Re: Running a program from TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-26 10:21:28 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <t89hbanc@csv.warwick.ac.uk>
Source record: 44653

In article <1992Apr26.071019.15642@mnemosyne.cs.du.edu> ilepore@isis.cs.du.edu (Ian Lepore) writes:
> Usage of VDI without AES is illegal under MultiTOS??? Sounds to me like
>MultiTOS is broken. But, breaking existing applications, where those
>applications have jumped through hoops already to follow the rules that
>Atari once said were cast in stone, is nothing new for Atari Corp. ::sigh::
>
> But, that sounds to me like you can't open a VDI workstation without
>doing an appl_init(). And, in my experience so far at least, you can
>do an appl_init() from a TOS or TPP program without any problem. The
>TOS or TTP filetype only tells the shell (or desktop) how to set up the
>screen and mouse visually, it says nothing about whether the program
>actually uses AES or VDI services. If Atari has changed *that* too,
>well, again, ::sigh::./

Surely to open a VDI workstation you first need the physical (AES) screen handle which is obtained from graf_handle(...). Since this is an AES call appl_init() should be called first. What is your code for opening a VDI workstation?
Sorry if this has already been discussed, but I missed the beginning of the thread.

- Leo Hendry

1657. Can my SC1224 be used as a CGA/VGA?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-26 11:56:09 UTC
From: r0mill01@ulkyvx.louisville.edu
Message-ID: <1992Apr26.115609.18682@vlsi.louisville.edu>
Source record: 44654

A friend just gave me a working 386sx sans a graphics card and monitor. I can get a card for about $50.00, but don't wish to invest much in the ms-dos machine. Is there a way to wire a connector that will let a PC monitor card drive my sc1224 (made by jvc in 1985-86)? Resolution is not an issue to me. I just want to get the machine up and running then use it to transfer 5 1/4" disks from my office to the 3 1/2" in my st.

Wiring diagrams, descriptions of graphic modes and such would all be helpful. Baring the ability to use the sc1224, what multisync would work on both and how would it be wired.

Respond directly if you're concerened about net traffic.

robert royar r0mill01@ulkyvx.bitnet

1658. GNU C 2.1 and floats

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-26 17:28:42 UTC
From: as327@cleveland.Freenet.Edu
Message-ID: <1992Apr26.172842.11818@usenet.ins.cwru.edu>
Source record: 44655
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know why I would get the following message when trying to link a program compiled with GCC 2.1?

blarf.o: Undefined symbol ___floatsisf referenced from text

As you may have guessed, 'blarf' is the only module in my program which uses float's. I am using the latest version (19) of mintlib and everything compiled just fine under GCC 1.40. Did I make a mistake in assuming that all I had to do was update my compiler binaries (.TTP files)? Or do I need another library?

Regards,
--
Roy Bixler
Internet: as327@cleveland.freenet.edu -or- rcb@netcom.com
"Those who are willing to give up a little liberty for a little security deserve neither liberty nor security" - Ben Franklin

1659. Re: SST on Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-26 18:37:15 UTC
From: valdez_a@kosmos.wcc.govt.nz
Message-ID: <1992Apr26.183715.4707@kosmos.wcc.govt.nz>
Source record: 44656

In article <1992Apr25.055531.21870@watserv1.waterloo.edu>, ec333way@steam.uwaterloo.ca (Winter92 BEACON ec333 account) writes:
> Just a quick question - the SST works on the mega's, I know.. How about the
> mega STe's?? Do the mega STe's also have the internal bus slot for the
> megatalk board?? Does spectre GCR have any problem with STe's?
> I think the answers should be yes,yes,no, BUT I'm just covering all bases..
>
> Thanks,
> --
> Mattias Hembruch
> mghembruch@electrical.watstar.uwaterloo.ca
> or ec333way@sail.uwaterloo.ca

No, No, Not sure (probably another no).

Mega STe's do not have the Mega ST slot - they've got a VME slot instead.
Gadgets by Small say that they will be coming out with an SST for Mega STE's
and 520/1040 type machines but these SST's will be crippled because of space
problems.

1660. Re: Running a program from TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-26 19:12:18 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992Apr26.191218.5097@mnemosyne.cs.du.edu>
Source record: 44657

You know, you're right. All those old programs of mine that open a VDI workstation in a TOS or TTP program are illegal in that they have a hardcoded '1' as a physical handle instead of using graf_handle(). I had forgotten about that. (Hey, this is code from 1987, when I didn't know any better!)

But, I still don't see why a TOS or TTP program can't do an appl_init(), graf_handle(), v_opnvwk() sequence. I have done it in a TOS program, so I know it works now. Someone mentioned that the appl_exit() would send an AC_CLOSE, but I can't see how that would be a problem either. If you were started from the desktop as a TOS/TTP, there's no way the DAs should have any open windows to worry about. If you were started from within another program, that program should have done an appl_exit() before starting you. (If it fails to do that, all sorts of ugly problems happen, because you end up with the same ap_id as the program that started you. I have a writeup on this bu{/issue somewhere, if anyone's interested.)
i
- Ian

1661. Re: What does gdos version number

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-26 22:42:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A39730@MS.maus.de>
Source record: 44658

w>of FSMGDOS and FONTGDOS, but does anyone know the numbers returned when
w>using other gdosses, like NVDI, AMCGDOS, the original Atari GDOS, etc.?

There are no documented numbers. In case of NVDI better look at the cookie.

Regards,
Patrick

1662. Re: CALAMUS SL

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-27 00:44:15 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Apr27.004415.9153@jhunix.hcf.jhu.edu>
Source record: 44659
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1992Apr24.111755.13387@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
>
> While I am currently enjoying Calamus SL, I am having some problems with
>printing on my Deskjet 500. It is REALLY SLOW. I mean it. It is AT LEAST
>10 times as slow as 1.09n. Any ideas?
Well, you could write to ISD to see if a better DJ500 driver is out. Or you could try FPPRNT.PRG (auto program). This program speeds up output from PageStream, so it might work for Calamus SL.
>
>Mark Santora
>
Dom (alvear@cs.jhu.edu)

1663. Re: SST on Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-27 02:18:46 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92117.221846AKH104@psuvm.psu.edu>
Source record: 44660

umm whats it the megatalk board?
Andrew

1664. Re: What does MiNT do to TOS country info?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-27 03:49:28 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Apr26.234928.1254@uwovax.uwo.ca>
Source record: 44661

In article <H.47b75nSEWu2@bara.oche.de>, wr@bara.oche.de (Wolfram Roesler) writes:
> what does MiNT do to the TOS country number in the OS system header?

MiNT *shouldn't* be doing anything to the OS system header at all.
I just double checked the only code in MiNT that even references the system
header (at start-up, to determine the TOS version) and it seems to be
OK -- no '=' instead of '==' mistakes seem to be present :-).

My guess is that perhaps the method you use to find the OS system
header doesn't work under MiNT. What method *are* you using? Older
versions of MiNT (<0.93) didn't correctly return values from
the Supexec call; could this be what's causing your problem?
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1665. Re: msa

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-27 03:51:35 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Apr27.035135.18263@jhunix.hcf.jhu.edu>
Source record: 44662
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <20615@castle.ed.ac.uk> tower@castle.ed.ac.uk (A.T. Ops) writes:
>
>
>Can anyone tell me how i unpack the .msa files on atari.archive?
You'll need either the Magic Shadow Archiver (MSA) or the Chaos Disk
Compactor (CDC). One or both should be up on atari.archive.umich.edu
under the names MSA_xxx or CDC_xxx. (Don't know the version or the
compression types...)
>Thanx in advance..
No problemo.

Dom (alvear@cs.jhu.edu)

1666. Re: GNU C 2.1 and floats

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-27 04:16:47 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.704348207@vega>
Source record: 44663
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

as327@cleveland.Freenet.Edu (Roy Bixler) writes:

>Does anyone know why I would get the following message when trying to link
>a program compiled with GCC 2.1?

>blarf.o: Undefined symbol ___floatsisf referenced from text

gcc 2.1 is using new stuff in libraries. One of reasons is that
is supports new types, like 'long long', which did not exist before.
Therefore one needs libraries patchlevel 79 which were placed on
a.a. It is advisable to get immediately an update20.zoo and
raise patchlevel to 80. This is imperative if you are going to
hack and recompile libraries. If you will not do that expect
surprises.

It is somewhat unfortunate that we have now separate sets of
libraries for MiNT and for TOS. I hope that they will merge in
not so distant future. They are not so different. MiNT librararies
are based on older versions of gnulib which had known bugs.
This does not mean that the current gnulib is bug free, but that the bugs
are less known. :-) I did not trace MiNT libraries carefuly
enough to know the state in which they are right now.

BTW - the symbol in question provides an entry point to
long integer to single float conversion routine. Something
like that should be in MiNT library, I suppose. So with little
creative hacking you should be able to compile your program
even with old libraries.

Michal Jaegermann
ntomczak@vm.ucs.ualberta.ca

1667. Cookie Jar question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-27 07:06:34 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Apr27.070634.5958@u.washington.edu>
Source record: 44664

Would some kind soul please explain this "cookie jar"
I keep hearing about? Many thanks in advance.

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

1668. MGR

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-27 08:24:57 UTC
From: onstott@a.cs.okstate.edu
Message-ID: <1992Apr27.082457.22577@a.cs.okstate.edu>
Source record: 44665

Ok, I spent the last month getting all of the files relevant to the
MGR system. I have an Atari 1040ste, 4 megs ram, etc, etc. I have MiNT,
a bunch of utilities and the atarimgr.zoo and mgr.zoo files. I have
extracted everything, set everything up. Got all the environment variables
in place, a trick in itself, and have mintshel boot mgr automatically.

Result--> mgr loads, lets me open screens(finally no more "can't get pty"
messages), and I can play...for a few minutes. mgr consistantly locks
up. Especially if I am messing around with any of the more graphically
oriented programs from mgrdemos.zoo.

Is this a problem with mgr?(Ie, is MGR THAT unstable)?
Is there something in my configuration that could possibly be wrong?
Is this an indication that there is something wrong with my STe
Can mgr and/or MiNT run properly on an STe?

I have tried deactivating turbost (and all accessories for that matter),
deactivating blitter, bypassing Mintshel and going straight to MGR from
the mint.cnf file. As it stands, blitter is off, no accessories, no autoboots
(except the one that gets the time from my hard drive :-)). MiNT is loaded
from Superboot v.6.0. Using monochrome. Can't think of anything
else terribly relevant.(yeah right, it's ALL relevant buddy) Nothing I
do seems to affect mgr in any way, if it's gonna crash, it will crash.
Ocassionally I get PANIC errors(but they are to fast to see what they say)--
but that is only when mgr is being NICE. The most frequent error I get
when the stuff goes down, if I get a notification at all, is an error
reported by assert usually not being able to pull processes from the queue.

Has anyone had this sort of problem? I hope it is fixable as I really
like what I see of mgr--thought I might write some useful applications
for it.

Any help would be appreciated.

BCNya,
Charles O. Onstott, III
(onstott@a.cs.okstate.edu)

1669. Re: G++ include files and libraries (for 2.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-27 08:56:20 UTC
From: oli@math.rwth-aachen.de
Message-ID: <oli.704364980@ernie>
Source record: 44666

bammi@acae127.cadence.com (Jwahar R. Bammi) writes:

> - Secondly, in gcc-2.X the C++ compiler is called 'gcc-cc1plus.ttp'
> (or gcc-cc1p.ttp is you are UNIXMODE impaired -:) You SHOULD NOT
> have gcc-cc1+.ttp around any longer if you are using
> gcc-2.X. I deliberately renamed this file so that people
> dont mix up versions.

On atari.archive, the file gcc21bin.zoo contains a file gcc-cc1+.ttp. Did
they mix up versions?

Oliver
--
Heute hack ich, morgen crack ich, uebermorgen hol ich mir dem SysOp sein Login.
Ach wie gut dass niemand weiss, dass ich oli@math.rwth-aachen.de heiss.

1670. Re: WANTED: How to dump all variables

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-27 12:26:22 UTC
From: xxbrent@convx1.lerc.nasa.gov
Message-ID: <1992Apr27.122622.3434@eagle.lerc.nasa.gov>
Source record: 44667

I would like to thank the kind people that replied to my article.
I just talked to my father-in-law, who said that, yes, DUMP is listed
in his GFA BASIC 3.0 documentation, and he'll try it out. His
complaint is that the index is only laid out by command, rather than
by subject, so a novice programmer like himself has to read the whole
manual to find a command that performs the function he wants!

--
Brent Anderson
xxbrent@convx1.lerc.nasa.gov

1671. Renumbering floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-27 14:05:53 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Apr27160553@orion.laas.fr>
Source record: 44668

```
>>>>> Regarding Re: Floppy drive pulse on the TT;
>>>>> R_Tim_Coslet@cup.portal.com adds:

Tim> This is why switching IBM formatted floppies and writing can corrupt the
Tim> directory and FAT of the 2nd floppy placed in the drive.

Exactly! They *all* have the same serial no. as seen from the ST side
of things. That's why *you* all should wait for my super disk
renumber program, coming to you *really soon now*, once I've gotten it
a bit more robust.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
================================================================================
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#
```

1672. Re: TOS 2.06 Upgrade in ST, Easy??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-27 15:47:21 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Apr27174721@orion.laas.fr>
Source record: 44669
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>>>>> In article <1992Apr15.064714.588@zellweger.ch>,
>>>>> wagg@zellweger.ch (Georg Wagner) writes:

Georg> Yesterday I installed the TOS Expansion Board from Hard & Soft
Georg> in Germany.

Georg> I' ve seen ads of artifex the german distributor of the TEC.
Georg> They also have new versions of the TEC for soldering on top of
Georg> a CPU or for the mega bus.

Will a French version of these cards ever come out?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
================================================================================
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#
```

1673. TOS 2.06, Desktops, and an old ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-27 15:50:47 UTC
From: mrt7455@evtprp0b.UUCP
Message-ID: <341@evtprp0b.UUCP>
Source record: 44670
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a 520 ST from October '85. One of the first. So early that when I had the memory upgraded to a meg last year, they had to swap the mother board out because it was a "B" and they needed a "C" to do the upgrade. They got it done and it works fine. Now I am interested in a couple of new things. I want to upgrade from TOS1.4 to TOS2.06, to 2 meg of memory and maybe one of the new desktops, like NeoDesk. I have a bunch of questions that I am hoping the net can answer.

1. What does TOS 2.06 get me? What does it do or have that I don't have currently?.

2. What are the recommendations for desktop applications?

All help and replies are appreciated. Thank you in advance.

--

The expressed opinions are mine and are not the Boeing Company's.

Michael Tucker Boeing Computer Services
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...uunet!bcstec!evtprp0b!mrt7455 Seattle, Washington
mrt7455@evtprp0b.boeing.com 98124-0346

1674. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-27 15:55:56 UTC
From: steve@thelake.mn.org
Message-ID: <A1459361947@thelake.mn.org>
Source record: 44671

[In article <RALPH.92Apr23182330@orion.laas.fr>,
ralph@laas.fr (Ralph P. Sobek) writes ...]

>>>>>> Regarding Re: help with sozobon getenv(); steve@thelake.mn.org
>>>>>> (Steve Yelvington) adds:
>
> Steve> [In article <18420017@hpsad.HP.COM>,
> Steve> randyh@hpsad.HP.COM (Randy Hosler) writes ...]
>
> > Why doesn't sozobon put the name of the program in argv[0]? Everytime
> > I try to reference argv[0] all I get is "".
>
> Steve> This is interesting; I hadn't noticed it, and I don't know what Ian
> Steve> has done to the argument-parsing code, since I don't have sources.
>
> Steve> I'll record this as an apparent bug, with reservations (see below).
>
> Concerning Sozobon 2.0 I have noticed the same problem. When
> debugging I noticed that the basepage cmdlin contains the arguments
> but not the program name, so no argv[0]. The startup code explicitly
> sets argv[0] to "".
>
> So I guess some extended argument passing scheme must be used, such as
> ARGV or XARG. Is there a more intelligent startup for Sozobon?

Hmmmm... The startup code is part of the library, and Sozobon 2.0 doesn't
come with a library. It simply directs you to use dLibs. So if you're
using dLibs from the Heat and Serve package, you're going to get Heat and
Serve behavior; if you use the original dLibs 1.2, you're going to get the
argv[0] filled in by resorting to some black magic that has the child
poking around in the parent's memory space.

> So I guess some extended argument passing scheme must be used, such as
> ARGV or XARG. Is there a more intelligent startup for Sozobon?

All versions of dLibs use XARG if the information is available. Keep in
mind that dLibs was primarily written by Dale Schumacher, and XARG was
cooked up by Dale, David Parsons (orc) and some other folks.

As for a more intelligent startup module -- it depends on your point of
view, I guess, but the MiNT library supports ARGV and a Sozobon-compatible
version is available at atari.archive.umich.edu. Also, Ian Lepore has the
ARGV standard and may be able to get it integrated into the Heat and Serve
library by the next release.

Or you can roll your own. It's fairly easy to adapt the example code from Atari's ARGV documentation, but you'll notice right away that there are some fundamental problems scattered inside dLibs that need to be straightened out.

As I recall, the whole environment-handling mechanism needs to be fixed. The dLibs startup code passes an environment pointer as a third argument to main(). But instead of passing a char ** (as under Unix and MiNT), it passes a nonstandard char *. This is the same as a global environment variable that is referenced by getenv, putenv, and all of the process-control functions inside dLibs. If you're going to fix the environment pointer, you'll need to fix the functions that refer to it.

As I mentioned, you can always use the MiNT library instead. But there are some problems there, too. For one thing, its startup code drags in all sorts of library code that may never be needed in the program, making a minimum executable somewhere around 12K -- significantly larger than a similar program linked with dLibs. For another, the MiNT library really is not well suited to a 16-bit compiler. There are no long-allocation functions, so you can't grab > 64K of memory. Similarly, you can't read() or write() huge chunks of data, because size_t is a 16-bit value. (These limitations disappear when you compile the MiNT library with a 32-bit compiler.)

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

The king is a fink.

1675. Help in programming for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-27 16:05:00 UTC
From: MORGADO@VXDESY.DESY.DE
Message-ID: <01GJCL97MKU89OD9WP@vax58b.desy.de>
Source record: 44672

I'm trying to write a couple of utilities for use under MiNT, using Lattice C5. For example I wrote the small prog below compiled and linked it to produce test.ttp. Then using bcgacc.acc I started up TOM_shell (small UNIX like command shell) and ran test.ttp from it. All is fine... However if I go back into the GEM desktop and try to do `anything' I find that test.ttp is taking up so much `CPU time' that to open a folder I have to double click on an icon more than 20 times (on average) before anything happens. Then I get the buzy bee and I have to wait another 10 secs before the window is opened and drawn.

```
#include <stdio.h>
int main(void)
{
int i
for (i=1; i=1000000; i++;)
{ printf("Hello world\n"); }
}
```

I'm aware that I can lower the priority of a process using MiNT and hence (although I haven't tried it) probably solve my problem that way. However the problem puzzles me, and I think it arises due to something I'm doing, or not doing! I have run many other .ttp and .tos programs (not written by me, and not written to run under MiNT either) in the background without this problem. Hence it must be something I am doing wrong!

Can anyone out there help? I must add that I am very new at programming the ST and am in the process of learning C, so please excuse me if this is a really trivial problem. I would nonetheless be very grateful for any help.

Many thanks in advance, Carlos

| Carlos Jose de Sousa e Morgado |
| |
| MORGADO@DESYVAX.BITNET |

1676. Ooops

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-27 18:09:12 UTC
From: ec333way@steam.uwaterloo.ca
Message-ID: <1992Apr27.180912.14379@watserv1.waterloo.edu>
Source record: 44673
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Man, do I feel dumb about this..
Until recently, I was e-mailing with someone regarding the sale of his
mega4 w/ icd host adapter, hd & mono monitor..
Guess what - I've LOST your address - copied over the wrong file on my PC..
Please, mail me again (preferably mghembruch@electrical.watstar.uwaterloo.ca)
It looks like I will be able to take your system (99% sure)

--
Mattias Hembruch
mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.ca

1677. Re: What does gdos version number

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-27 20:59:34 UTC
From: wr@bara.oche.de
Message-ID: <H.XMz7CMz_5cs@bara.oche.de>
Source record: 44674

In <A39730@MS.maus.de>,
Patrick Dubbrow (Patrick_Dubbrow@ms.maus.de) wrote:

> w>of FSMGDOS and FONTGDOS, but does anyone know the numbers returned when
> w>using other gdosses, like NVDI, AMCGDOS, the original Atari GDOS, etc.?
>
> There are no documented numbers. In case of NVDI better look at the cookie.

Too bad... well, I'm not trying to check for the presence of a specific
gdos but want to print the numer (and name, if possible) of the installed
gdos. It's for a shell command that prints all kinds of version numbers,
like TOS, GEMDOS, MiNT, and gdos.
--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
(Usenet) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

1678. Problems with TCSH & MW

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-27 22:01:23 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.qvi2UazD2lc@keep.fantasy.sub.org>
Source record: 44675
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi

If I try to run the tcsh (Mint version) 6.00.03 or like that
within MW (in one window) tcsh just says BUSERROR and exits.
If I start the Shell from the desktop everything works fine :-)
What has to be done to scripts or ?? to make it run nicely beneath
MW. is it a problems with MW's Pseudottys which get created and tcsh don't
likes them ? Could someone tell me more.

Thanks,
Wolfgang
--
Use this signature-checker to find out if your signature is Virusinfected !
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: small32@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
NeXTMAIL: w271zrz.zrz.tu-berlin.de

1679. Re: What does MiNT do to TOS c

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-27 22:36:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A39763@MS.maus.de>
Source record: 44676

Eric Smith (7103_2622@uwovax.uwo.ca) wrote:
>My guess is that perhaps the method you use to find the OS system
>header doesn't work under MiNT. What method *are* you using? Older
>versions of MiNT (<0.93) didn't correctly return values from
>the Supexec call; could this be what's causing your problem?

It's the old problem with accessing os_conf. It was discussed ~ 4 weeks
ago here or in comp.sys.atari.st.

The correct way to get the os_conf value is:

```
UWORD
get_conf (void)
{
LONG savessp = Super (0L);
OSHEADER *O = *((OSHEADER **)(0x4f2L));
Super ((void *) savessp);

O = O->os_beg; /* wegen eines Fehlers in einer alten
AHDI-Version */
return (O->os_conf) >> 1;
}
```

1680. Re: Running a program from TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-27 22:36:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A39762@MS.maus.de>
Source record: 44677

Wolfgang Jung (woju@keep.fantasy.sub.org) wrote:
>But this sounds quite dirty, because there is a way to start a shell
>COMMAND.PRG before GEM/AES & VDI) is not installed (I.e starting a shell
>instead of Gem.prg from mint.cnf !). In this case the Programm will crash,
>due to some unsetted trap's (should at least trap #2) What you might use is
>Linea in Your program (BTW this is dirty too).

Trap #2 is set early enough (by the VDI, not the AES). You can do the
appl_init() call and test the AES version number to see whether the AES is
installed (if the version number in the global array remains zero, there's
no AES). This is perfectly legal and even is used by MACCEL3.PRG.

1681. Re: What does MiNT do to TOS count

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-27 22:52:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A7571@UN.maus.de>
Source record: 44678

In article <H.47b75nSEWu2@bara.oche.de> wr@bara.oche.de (Wolfram Roesler) wrote:

```
>Hi all,
>
>what does MiNT do to the TOS country number in the OS system header?
>I use the following to print the TOS version number and country
>(where syshdr is a pointer to the SYSHDR structure):
>
> int vers,cntry;
> static char *TosCntry[]=
> {
> "USA","FRG","FRA","UK" ,"SPA","ITA","SWE",
> "SWF","SWG","TUR","FIN","NOR","DEN","SAU","HOL"
> };
>
> vers = syshdr->os_version;
> cntry = (syshdr->os_palmode)>>1;
>
> printf("TOS Version %x.%02x (%s)\n",vers>>8,vers&0xff,
> cntry<15 ? TosCntry[cntry] : "???");
>
>
>This prints "TOS Version 1.04 (FRG)" when called without MiNT and
>"TOS Version 1.04 (???)" when MiNT is installed. Trying cntry&0xf
>gave me NOR, so there are not just some extra bits used after the
>country number...
>
>How do I get the correct country number both with and without MiNT?
>
>Thanks for any help
```

This may or may not be connected to your problem - how did you fetch "syshdr"?

The proper way is:

```
SYSHDR *syshdr, **sysbase = (SYSHDR**)0x4f2 ;
syshdr = (*sysbase)->os_base ; /* offset 8 */
```

For some reason unknown to me, TOS versions newer than 1.02 copy part the ROM sysheader into RAM during the autoboot phase.

Depending on your harddisk driver, the RAM sysheader may still be active during execution of the AUTO folder. If MinT is run from the AUTO folder, the sysbase pointer may never be reset to the ROM copy...

If you happen to use

```
syshdr = *sysbase ;
```

to fetch the pointer, you'll get a pointer to the RAM copy.
As far as I know, the "palmode" field is not valid in this copy, which could explain your problem...

The other method ((*sysbase)->os_base) should always work correctly!

Martin
[Martin_Koehling @ un.maus.de]

1682. Getting GCC/G++ 2.1 to work (without pragma warnings)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-28 04:59:39 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Apr28.045939.18069@wam.umd.edu>
Source record: 44679
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've finally gotten hello.c and hello.cc to compile without warnings.
Here are some hints for getting things to work. Many of them have
already been mentioned, but I thought I'd post a summary since some
people are still having trouble.

How to make GCC/G++ 2.1 work:

1. Get more memory. 4 megs may not be mandatory, but I
haven't yet read of anyone successfully compiling anything
with less. The binaries are now up around the 1 meg range,
and it's only going to get worse, so why not upgrade now
while DRAMs are $4 and SIMMs are similarly cheap. G++ seems
to work comfortably with 3,000,000 bytes free, so you
could have MiNT and a nice shell running. (I haven't tried
2.1 under MiNT yet. I assume it works.)

2. Make sure all the pieces are there. Run GCC with the -v
option to see what it's doing. My setup didn't work for
a while because I forgot to copy gcc-as.ttp from my 1.41
directory into my new 2.1 directory. The error messages you
get aren't very informative ("cmd exit code -1" from Gulam)
so you need to check the verbose output of each stage of the
compilation process.

3. Make sure your make.ttp knows how to pass arguments under
the argument passing scheme your shell uses. I'm using
the Sozobon make, which won't work if you have "set
env_style mw" in your startup .g file. If GCC reports
"no input file specified" this is a clue that your
args aren't getting through.

4. Change "once" to "idempotent" in all the files in your
include+ directory to make G++ stop complaining about
obsolete pragmas. I've already done this; if there's
demand I can upload the modified directory to atari.archive.
(If #pragma idempotent is not appropriate here, someone
let me know. I believe it's the "non-obsolete" term.)

Hope this helps. Everything you need for the wonderful GCC/G++ 2.1
combo is on atari.archive; you just have to put all the pieces
together. A thousand thanks to everyone's who's made 2.1 possible on
the ST.

Happy hacking!

Dave Baggett
dmb@wam.umd.edu

1683. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-28 08:49:32 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992Apr28.084932.2102@mnemosyne.cs.du.edu>
Source record: 44680

> sozobon argv[0] is empty ("")

Yep. As far as I know, Atari has never provided a legal documented way to get the actual path/name of the program at runtime, so the sozobon startup just plugs in an empty string.

> is there a more intelligent startup available

Yep. It's called HSC v1.34, coming soon to a PD outlet near you. In the past couple days, I've added full support for ARGV and xArg parm passing, both on received parms and when starting other program via fork()/spawn(). I've been testing it all day, and the new startup seems to be working fine, so now I just have to relink the compiler and tools with the new libraries.

> I don't know what Ian has done to the startup since I don't have
> sources.

Yeah, well, don't feel bad, neither do I. ::grin:: I have something that claims to be the source for dlibs v1.2, but I keep finding subtle differences between the source and the existing object code. As I find them I fix them; someday I'll have complete sources, if I don't just punt dlibs and start distributing mint libs instead.

1684. Re: What does MiNT do to TOS count

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-28 09:10:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A39787@MS.maus.de>
Source record: 44681

Martin_Koehling@UN.maus.de wrote:
>For some reason unknown to me, TOS versions newer than 1.02 copy part
>the ROM sysheader into RAM during the autoboot phase.

That's because of a bug in a very old AHDI version where the TOS creation date was searched in a wrong place. If the BIOS would't do that copy, this AHDI-Version would overwrite some (wrong!) local variables of GEMDOS, that's why Atari did this 'hack' (at least I think so).

This whole thing is documented in the Rainbow TOS Release Notes, in our book 'Atari Profibuch ST-STE-TT' and was discussed here some weeks ago (where Ken Badertscher explained it again).

1685. How to redraw whole desktop?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-28 12:56:29 UTC
From: tony@microware.co.uk
Message-ID: <948@mwuk.UUCP>
Source record: 44682

I wonder if someone can help with a GEM programming question?

I am writing a GEM-based program which uses the default desktop grey/green background, and installs a menu bar.

One of the things the program wants to do is to go into alpha mode to do some terminal emulation or to execute the shell() function from dLibs.

I can do that OK as follows:

```
v_hide_c(vhandle);
v_enter_cur(vhandle);
v_clrwk(vhandle);
v_curhome(vhandle);
```

The problem is, when I exit from this mode, how do I get GEM to restore the original menu and desktop background? If I just use:

```
v_clrwk(vhandle); /* probably not necessary? */
v_exit_cur(vhandle);
v_show_c(vhandle);
```

then the desktop doesn't get redrawn. I have even tried opening an additional virtual workstation, and closing it afterwards, but that made no difference.

I think I have the above code fragments correct - the details are at home.

What should I be doing?

Tony.
--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

1686. SCSI info wanted for TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-28 13:45:30 UTC
From: leo@ahx.hobby.nl
Message-ID: <1302@ahx.hobby.nl>
Source record: 44683

Hello,

I already posted this article to comp.sys.atari.st a week ago but I got nearly no response. Maybe I get more luck here!

I like to play with the SCSI interface present on my atari TT. I have found a Minix driver for SCSI written by Bruce Culberstson that was using the same chip as present on my TT (NCR5380). But when I try for instance to reset the SCSI bus as described in that source code the controller seems to go nuts.

To access the chip, I use the odd addresses starting at FF8780. The code to reset the bus looks like:

```
reset_bus()
{
int i;
unsigned char *chip = (unsigned char*)0xFF8780;

chip[5] = 0;
chip[1] = 0;
chip[3] = 0x80|0x40; /* assert RST?? */
for(i = 0; i < 100; i++);
chip[3] = 0x40;
chip[15] = 0x6|0x80;
chip[15] = ~(0x8|0x4);
for(i = 0; i < 5000000; i++);
}
```

After this code has run, all registers on the chip seem to contain 0xff????

If there is anyone who has any info on the TT SCSI-bus or on the NCR5380 please respond. I am also interested in other one's code to access this bus.

My email address is: leo@ahwau.ahold.nl

Thanks in advance,
Leo Weppelman.

1687. GCC/G++ 2.1 HELP???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-28 14:35:44 UTC
From: malay@sae.com
Message-ID: <1992Apr28.143544.7298@sae.com>
Source record: 44684

I need some help!!! Here are the files that I downloaded and their contents

gcc21bin.zoo
libolb79.zoo
gmlibo22.zoo
pmlolb17.zoo
utlbin25.zoo
includ79.zoo

Is this all that I need to get GCC/G++ 2.1 to work? What environment vars
(if any) that are different from previous versions of gcc/g++ need to be
set?? Also, if you have GCC/G++ 2.1 does :

gcc hello.cc -o hello.ttp -lg++

actually work??? My version of "gcc.ttp" keeps attempting a call to
"cc1plus" (even though GCCEXEC is set to c:\bin\gcc-). It seems to me
it ought to be calling "c:\bin\gcc-cc1+.ttp". If I do :

gcc hello.c -o hello.ttp

everything works fine and dandy. So either my environment is missing
something or "gcc.ttp" has a bug in it????

Here's what I have:

```
Archive gcc21bin.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- --------
845484 38% 520433 1 Apr 92 17:12:02+59 d822 gcc-cc1.ttp
94016 27% 68258 1 Apr 92 17:16:04+59 c447 gcc-cpp.ttp
59411 31% 41450 1 Apr 92 13:49:04+59 6594 gcc.ttp
1147218 38% 708336 5 Apr 92 10:26:48+59 e6a7 gcc-cc1+.ttp
-------- --- -------- --------- --------
2146129 38% 1338477 4 files

Archive libolb79.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- --------
1841 28% 1324 2 Apr 92 13:12:02+59 5699 crt0.o
1972 28% 1411 2 Apr 92 13:12:02+59 1659 gcrt0.o
144484 41% 85099 2 Apr 92 13:11:44+59 110d gnu.olb
144416 41% 85145 2 Apr 92 13:11:44+59 69f2 gnu16.olb
6220 35% 4012 2 Apr 92 13:11:44+59 8be9 iio.olb
6124 36% 3943 2 Apr 92 13:11:46+59 84c8 iio16.olb
-------- --- -------- --------- --------
305057 41% 180934 6 files
```

```
Archive gmlibo22.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- --------
70146 66% 24261 5 Apr 92 05:11:42+59 62cb gem.olb
69886 66% 23807 5 Apr 92 05:11:42+59 16d0 gem16.olb
-------- --- -------- --------- --------
140032 66% 48068 2 files

Archive pmlolb17.zoo:
>> * PatchLevel: 17
Length CF Size Now Date Time
-------- --- -------- --------- --------
33040 56% 14653 2 Apr 92 13:09:00+59 0431 pml.olb
33104 56% 14629 2 Apr 92 13:09:00+59 4be7 pml16.olb
-------- --- -------- --------- --------
66144 56% 29282 2 files

Archive utlbin25.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- --------
3025 40% 1826 2 Apr 92 13:14:20+59 eba9 readme.st
32762 23% 24577 2 Apr 92 09:43:46+59 a6fe cnm.ttp
30698 25% 23160 2 Apr 92 09:43:56+59 5f41 fixstk.ttp
44476 28% 32688 2 Apr 92 09:43:18+59 4d15 gcc-ar.ttp
64917 27% 47473 2 Apr 92 09:42:18+59 56b9 gcc-ld.ttp
46456 27% 34461 2 Apr 92 09:42:40+59 e00d gcc-nm.ttp
33574 25% 24955 2 Apr 92 09:43:30+59 2819 gcc-size.ttp
29615 24% 22398 2 Apr 92 09:44:04+59 7b35 printstk.ttp
25330 22% 19683 2 Apr 92 09:43:36+59 372d size68.ttp
64870 27% 47493 2 Apr 92 09:45:56+59 830c sym-ld.ttp
32143 26% 23966 2 Apr 92 09:44:20+59 2d9d xstrip.ttp
-------- --- -------- --------- --------
407866 26% 302680 11 files

Archive includ79.zoo:
>> define PatchLevel "79"
Length CF Size Now Date Time
-------- --- -------- --------- --------
342 25% 258 28 Mar 92 13:41:54-4 cdd2 ./PatchLev.h
6732 60% 2672 24 Mar 92 17:24:16-4 462f ./aesbind.h
950 43% 538 24 Sep 91 19:08:30-4 ff08 ./alloc.h
950 43% 538 24 Sep 91 19:08:30-4 ff08 ./alloc.h.old
1398 39% 855 24 Mar 92 17:24:46-4 f0dd ./assert.h
1252 38% 781 24 Mar 92 17:23:34-4 6647 ./basepage.h
2535 40% 1514 28 Mar 92 13:41:18-4 768e ./compiler.h
2539 48% 1319 24 Mar 92 17:24:48-4 25b7 ./ctype.h
9095 51% 4424 24 Sep 91 19:08:32-4 1fea ./curses.h
1313 34% 872 24 Sep 91 19:08:32-4 459a ./device.h
1886 42% 1085 24 Sep 91 19:08:32-4 8851 ./dirent.h
2982 49% 1510 24 Sep 91 19:08:32-4 3436 ./errno.h
2987 40% 1778 24 Mar 92 17:24:18-4 1978 ./fcntl.h
389 27% 283 24 Mar 92 17:24:48-4 98ee ./file.h
```

```
3022 48% 1558 24 Mar 92 17:24:20-4 d441 ./float.h
524 25% 393 24 Sep 91 19:08:34-4 82a0 ./ftw.h
2889 38% 1792 24 Mar 92 17:23:00-4 cb72 ./gdbm.h
85 9% 77 24 Sep 91 19:08:34-4 611f ./gemdefs.h
11999 50% 5985 24 Mar 92 17:24:20-4 857e ./gemfast.h
1631 35% 1066 24 Sep 91 19:08:34-4 0290 ./gnu-ar.h
531 24% 405 24 Sep 91 19:08:34-4 5f60 ./grp.h
2616 44% 1465 28 Mar 92 13:41:18-4 63ae ./ioctl.h
1838 49% 933 24 Sep 91 19:08:34-4 c232 ./keycodes.h
3082 46% 1672 24 Sep 91 19:08:34-4 8774 ./limits.h
38785 62% 14800 24 Sep 91 19:08:36-4 7756 ./linea.h
1214 41% 711 24 Sep 91 19:08:36-4 6e94 ./locale.h
1489 39% 915 24 Sep 91 19:08:36-4 259e ./macros.h
8873 59% 3677 24 Mar 92 17:24:22-4 5fa1 ./math-68881.h
4874 54% 2257 28 Mar 92 13:41:20-4 4380 ./math.h
984 42% 568 28 Mar 92 13:41:20-4 09b5 ./memory.h
899 34% 597 28 Mar 92 13:41:20-4 a6eb ./minimal.h
6183 58% 2602 26 Mar 92 14:22:26-4 752e ./mintbind.h
426 26% 316 24 Sep 91 19:08:38-4 3d2b ./mouse.h
82 7% 76 24 Sep 91 19:08:38-4 0c8e ./obdefs.h
15834 55% 7053 24 Sep 91 19:08:38-4 9186 ./obstack.h
40405 64% 14536 28 Mar 92 13:41:22-4 31b0 ./osbind.h
4400 48% 2280 28 Mar 92 13:41:24-4 f860 ./ostruct.h
428 21% 340 24 Sep 91 19:08:40-4 648c ./param.h
670 41% 398 24 Sep 91 19:08:40-4 9a43 ./process.h
748 33% 503 24 Mar 92 17:24:24-4 fbaa ./pwd.h
917 32% 628 24 Sep 91 19:08:40-4 39cc ./regexp.h
1020 34% 671 24 Sep 91 19:08:40-4 cfed ./resource.h
2050 35% 1338 24 Sep 91 19:08:42-4 5741 ./screen.h
537 27% 393 24 Sep 91 19:08:42-4 bc57 ./setjmp.h
59 0% 59 24 Sep 91 19:08:42-4 4224 ./sgtty.h
202 21% 160 24 Sep 91 19:08:42-4 b747 ./siglist.h
2247 42% 1312 24 Sep 91 19:08:42-4 a160 ./signal.h
1968 37% 1243 24 Sep 91 19:08:42-4 52db ./st-out.h
4738 46% 2558 24 Sep 91 19:08:42-4 9867 ./stab.def
296 27% 216 24 Sep 91 19:08:42-4 e4d2 ./stab.h
1047 37% 655 24 Sep 91 19:08:42-4 56a5 ./stat.h
1090 35% 705 24 Sep 91 19:08:44-4 1c8f ./stdarg.h
869 31% 603 24 Sep 91 19:08:44-4 1775 ./stddef.h
5658 51% 2777 24 Sep 91 19:08:44-4 f3a5 ./stdio.h
2598 46% 1401 28 Mar 92 13:41:24-4 184d ./stdlib.h
3921 53% 1852 24 Mar 92 17:24:52-4 f7bb ./string.h
85 12% 75 24 Sep 91 19:08:44-4 8af5 ./strings.h
2402 51% 1180 24 Sep 91 19:08:44-4 4c49 ./support.h
4715 44% 2642 24 Sep 91 19:08:44-4 f45c ./sysvars.h
924 30% 646 24 Sep 91 19:08:46-4 aed7 ./tchars.h
632 36% 407 24 Sep 91 19:08:46-4 13a9 ./termcap.h
2193 40% 1319 24 Mar 92 17:23:38-4 e07d ./time.h
457 30% 318 24 Sep 91 19:08:46-4 f634 ./times.h
841 35% 548 24 Mar 92 17:23:38-4 0986 ./types.h
```

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4143 55% 1880 24 Mar 92 17:24:52-4 5b07 ./unistd.h
82 9% 75 24 Sep 91 19:08:46-4 cf10 ./unixlib.h
1764 37% 1110 24 Sep 91 19:08:46-4 bab8 ./varargs.h
15356 63% 5725 28 Mar 92 13:41:24-4 f89e ./vdibind.h
2880 50% 1430 24 Sep 91 19:08:48-4 9952 ./vt52.h
775 31% 533 24 Sep 91 19:08:48-4 2273 ./wait.h
4966 54% 2281 24 Sep 91 19:08:48-4 01db ./widget.h
998 37% 630 24 Mar 92 17:23:40-4 32c5 ./xbra.h
421 25% 317 24 Sep 91 19:08:24-4 aee1 ./sys/dir.h
43 0% 43 24 Sep 91 19:08:26-4 bb9d ./sys/errno.h
85 11% 76 24 Sep 91 19:08:26-4 d9b1 ./sys/file.h
59 0% 59 24 Sep 91 19:08:26-4 4224 ./sys/ioctl.h
89 11% 79 24 Sep 91 19:08:26-4 7455 ./sys/param.h
49 0% 49 24 Sep 91 19:08:26-4 410f ./sys/resource.h
45 0% 45 24 Sep 91 19:08:26-4 eb33 ./sys/signal.h
85 12% 75 24 Sep 91 19:08:26-4 47fe ./sys/stat.h
124 10% 112 24 Sep 91 19:08:26-4 b651 ./sys/time.h
347 19% 281 24 Mar 92 17:23:14-4 2244 ./sys/timeb.h
89 11% 79 24 Sep 91 19:08:26-4 4f68 ./sys/times.h
89 11% 79 24 Sep 91 19:08:26-4 bd84 ./sys/types.h
41 0% 41 24 Sep 91 19:08:26-4 28a3 ./sys/wait.h
6013 44% 3358 23 Mar 89 22:47:48-4 a284 ./save/curses.h
1983 33% 1335 30 Mar 89 04:53:28-4 ac29 ./save/dir.h
998 53% 472 23 Mar 89 22:47:50-4 4544 ./save/math.h
-------- --- -------- --------- --------
272851 53% 129272 88 files
```

1688. Re: Help in programming for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-28 16:05:37 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.704477137@vega>
Source record: 44685

MORGADO@VXDESY.DESY.DE (Carlos Jose) writes:

```
> #include <stdio.h>
> int main(void)
> {
> int i
> for (i=1; i=1000000; i++;)
> { printf("Hello world\n"); }
> }
```

That is interesting. First this program should not compile (missing ; after 'int i'). Even after this would be fixed it should return immediately since loop condition would not be satisfied (1 != 1000000). And third main() is missing return value, which means that it returns some garbage to its caller. Should make a lot of shells happy :-). You are not telling the whole story.

Michal Jaegermann
ntomczak@vm.ucs.ualberta.ca

1689. Music

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-28 16:34:05 UTC
From: cs331109@umbc5.umbc.edu
Message-ID: <1992Apr28.163405.15789@umbc3.umbc.edu>
Source record: 44686

Hey all... to drop back to the subject of .MOD files for a moment here,
I'm trying to find a way to get a queue of files to play in the background.
I just found a program to play .MODs in the background on a normal ST (and STE
of course), and I thought that was a big step. :) So, if anyone has info on
how I could get a collection of .MODs to play, it would be most helpful.

Thanks..

1690. STalker lockups & Phantom Typist

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-28 18:01:04 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <32161@sdcc12.ucsd.edu>
Source record: 44687

I have two problems to throw against the collective net.wisdom:

1) I have STalker 3.01 installed as a DA. If I invoke it via the "Desk" menu *before* having run a normal PRG/TTP/etc., the system tends to lock up when a new GEM window is opened [it happens when I open other ACC's, or when STalker tries to put up its "file transfer status" window]. If I run any program *before* doing this, the problem goes away. This didn't happen before I installed TOS 2.06. It also doesn't care whether MiNT is loaded or not.

2) The "phantom typist" has suddenly started haunting me with a vengeance -- four times in the last week, and before that, maybe twenty times is the past FIVE YEARS. I haven't added anything to my system lately except MiNT 0.94 vs. 0.93. Any ideas?

Any suggestions?

-- adam

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

1691. Re: Problems with TCSH & MW

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-28 18:32:05 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <6821@lee.SEAS.UCLA.EDU>
Source record: 44688
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.qvi2UazD2lc@keep.fantasy.sub.org>
woju@keep.fantasy.sub.org (Wolfgang Jung) writes:
>If I try to run the tcsh (Mint version) 6.00.03 or like that
>within MW (in one window) tcsh just says BUSERROR and exits.
>If I start the Shell from the desktop everything works fine :-)
>What has to be done to scripts or ?? to make it run nicely beneath
>MW. is it a problems with MW's Pseudottys which get created and tcsh don't
>likes them ? Could someone tell me more.

This sounds like a known problem in Eric's original tcsh port. It would
bomb when run from pseudo-ttys. You should try to get the very latest
version of tcsh from atari.archive.umich.edu. I haven't tested it, but
it is supposed to fix the problem (actually a problem in the MiNT libraries
it was compiled with).

There is a workaround for the old tcsh: add symbolic links to your
mint.cnf script which link MW's pseudo-tty pipes (in u:\pipe) to
entries in the u:\dev directory.

-- Scott Willingham // willing@icsl.ucla.edu

1692. Re: Help in programming for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-28 18:41:06 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <6822@lee.SEAS.UCLA.EDU>
Source record: 44689

```
In article <ntomczak.704477137@vega>
ntomczak@vega.math.ualberta.ca (N Tomczak-Jaegermann) writes:
>MORGADO@VXDESY.DESY.DE (Carlos Jose) writes:
>
>
>> #include <stdio.h>
>> int main(void)
>> {
>> int i
>> for (i=1; i=1000000; i++;)
>> { printf("Hello world\n"); }
>> }
>
>That is interesting. First this program should not compile
>(missing ; after 'int i'). Even after this would be fixed it
>should return immediately since loop condition would not be
>satisfied (1 != 1000000). And third main() is missing return
>value, which means that it returns some garbage to its caller.
>Should make a lot of shells happy :-). You are not telling
>the whole story.

Actually, the expression i=1000000 just sets i equal to 1000000
on each loop. The construct should loop forever as there is no
testing condition. Finally the ; after i++ is probably bogus too.

-- Scott Willingham // willing@icsl.ucla.edu
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1693. Re: Running a program from TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-28 19:10:00 UTC
From: Stefan_Eissing@st.maus.de
Message-ID: <A3161@ST.maus.de>
Source record: 44690

i>you were started from the desktop as a TOS/TTP, there's no way the
i>DAs should have any open windows to worry about. If you were started
i>from within another program, that program should have done an appl_exit()
i>before starting you. (If it fails to do that, all sorts of ugly problems

Not true! At least the old desktop leaves the Windows open when starting a
TOS propgrm. So does for example Gemini, when it starts such a program in
it's console window.

If you do such things under MiNT and existing AES, it's even worse,
because the program may run in the background screwing everything up.

Stefan

1694. Re: Help in programming for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-28 23:01:19 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.92Apr28180119@wookumz.gnu.ai.mit.edu>
Source record: 44591

In article <6822@lee.SEAS.UCLA.EDU> willing@pantheon.icsl.ucla.edu (Scott Willingham) writes:
>In article <ntomczak.704477137@vega>
> ntomczak@vega.math.ualberta.ca (N Tomczak-Jaegermann) writes:
>>MORGADO@VXDESY.DESY.DE (Carlos Jose) writes:
>testing condition. Finally the ; after i++ is probably bogus too.

OK, the person who answered the question posted buggy code, but no one really answered his question. Let's assume what he wanted to say was something like this:

```
#include <stdio.h>

int
main()
{
while (1) {
printf("I'm still here...\n");
}
}
```

One cause for this slowing things down so much is that it's a very tight loop doing lots of I/O. It might help if you changed the loop so that each time through the loop you tell MiNT "OK, you can have some time for other processes now." The way to do this looks like this:

```
#include <stdio.h>
#include <mintbind.h>

int
main()
{
while (1) {
printf("I'm still here...\n");
Syield();
}
}
```

Note that this requires the mintbind.h file, which comes with GCC but not lcc (which the person with the question is using.) I'm not sure if there's a mintbind.h for lattice, but the GCC one should at least give the bios function number used by MiNT for Syield(), so you could do something like "bios(0xNN)" where NN is the number of the routine for Syield(). (Come to think of it, it might even be a Gemdos level function... don't have my docs handy)

Cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

1695. Re: Running from GEM? or msh? Please hurry!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-28 23:50:14 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.704505014@groucho.phil.ruu.nl>
Source record: 44592

andyc@hplsla.hp.com (Andy Cassino) writes:

>CADS_COLE@GALLUA.BITNET (Kevin Cole; Washington DC) wants to know about how
>to get a MWC-compiled program to laucn from the desktop....

>It's been a while since I programmed my ST... but I seem to recall that in
>the MWC Lexicon there's a verbatim example of how to do this... but I don't
>recall where or any of the details!

The solution was simple: he had only to compile the program as TOS or TTP :)

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl
*** If you remember the 60s, then you weren't really there ***

1696. Re: Help in programming for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-29 01:09:37 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.704509777@vega>
Source record: 44593

ntomczak@vega.math.ualberta.ca (N Tomczak-Jaegermann) writes:

>MORGADO@VXDESY.DESY.DE (Carlos Jose) writes:

```
>> #include <stdio.h>
>> int main(void)
>> {
>> int i
>> for (i=1; i=1000000; i++;)
>> { printf("Hello world\n"); }
>> }
```

>That is interesting. First this program should not compile
>(missing ; after 'int i'). Even after this would be fixed it
>should return immediately since loop condition would not be
>satisfied (1 != 1000000). And third main() is missing return
>value, which means that it returns some garbage to its caller.
>Should make a lot of shells happy :-). You are not telling
>the whole story.

> Michal Jaegermann
> ntomczak@vm.ucs.ualberta.ca

Before I get flooded with letters with corrections. Yes, I know
(really, honest, sigh...) that 'i=1000000' is an assignment and
not a test and that the loop - once compiled - executes forever.
Once again this shows that I should not respond on-line and fast.
Sigh again...

--mj

1697. Re: Help in programming for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-29 11:27:04 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <whdjb4kx@csv.warwick.ac.uk>
Source record: 44594

```
In article <ntomczak.704477137@vega> ntomczak@vega.math.ualberta.ca (N Tomczak-Jaegermann)
writes:
>MORGADO@VXDESY.DESY.DE (Carlos Jose) writes:
>
>
>> #include <stdio.h>
>> int main(void)
>> {
>> int i
>> for (i=1; i=1000000; i++;)
>> { printf("Hello world\n"); }
>> }
>
>That is interesting. First this program should not compile
>(missing ; after 'int i'). Even after this would be fixed it
>should return immediately since loop condition would not be
>satisfied (1 != 1000000). And third main() is missing return
>value, which means that it returns some garbage to its caller.
>Should make a lot of shells happy :-). You are not telling
>the whole story.
>
> Michal Jaegermann
> ntomczak@vm.ucs.ualberta.ca

Actually, it will loop for ever because i=1000000 will be non zero (you are
assigning 1000000 to i, and the whole expression evaluates to 1000000). If you
had put i==1000000 it would terminate immediately. What you probably meant to
say was i<=1000000 (typing error possibly?). The usual C convention for
repeating something n times is
for (i=0; i<n; i++)
statements;
A better (faster, shorter) method is this:
for (i=n; i--;)
statements;
This way you are comparing with zero instead of a number each time around.
In addition you have a semicolon after the i++ in the for statement. I don't
know whether this is legal C, but it is certainly not needed.
The curly brackets are also not needed (Although I accept that they may be
left over from when you had something else in the loop.
The "printf" can be replaced with "puts(char *str)" which has exactly the same
effect (except that it automatically puts a newline on the end), but saves
having to include the code for printf the the executable (Several Kb)
Sorry about being a smart-arse, especially as this has nothing whatsoever
to do with the original question, but I couldn't resist it!
```

- Leo Hendry

1698. Re: How to redraw whole desktop?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-29 12:00:02 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <xjdjbyby@csv.warwick.ac.uk>
Source record: 44595

In article <948@mwuk.UUCP> tony@microware.co.uk (Tony Mountifield) writes:
>
>I wonder if someone can help with a GEM programming question?
>
>I am writing a GEM-based program which uses the default desktop
>grey/green background, and installs a menu bar.
>
>One of the things the program wants to do is to go into alpha mode to do
>some terminal emulation or to execute the shell() function from dLibs.
>
>I can do that OK as follows:
>
> v_hide_c(vhandle);
> v_enter_cur(vhandle);
> v_clrwk(vhandle);
> v_curhome(vhandle);
>
>The problem is, when I exit from this mode, how do I get GEM to restore
>the original menu and desktop background? If I just use:
>
> v_clrwk(vhandle); /* probably not necessary? */
> v_exit_cur(vhandle);
> v_show_c(vhandle);
>
>then the desktop doesn't get redrawn. I have even tried opening an
>additional virtual workstation, and closing it afterwards, but that made
>no difference.

What you need to do is:

```
v_exit_c(vhandle);
form_dial(FMD_UPDATE, x, y, w, h);
menu_bar(menu, ON);
v_show_c(vhanle);
```

Also add:

```
menu_bar(menu, OFF);
```

to your "enter alpha mode" code to be on the safe side.

If you are not using the VDI for anything else, I would be tempted to avoid it
by doing:

```
graf_mouse(NULL, M_OFF);
menu_bar(menu, OFF);
```

```
Cconws("\033E");
```

and then

```
form_dial(FMD_UPDATE, x,y,w,h);
menu_bar(menu, ON);
graf_mouse(NULL, M_ON);
```

Where x,y,w,h is the work size of the desktop. I think they are returned
by graf_handle(), but if not use wind_get(WF_WORKSIZE, whand, &x,&y,&w,&h)
where whand is zero (The desktop itself).
There is a 100% chance that some of these arguments are in the wrong order, or
what the constants are spelt differently - Look the functions up to check.

If you have a desk accessory that wants to do this you have a problem because
you don't know the address of the menu tree to restore the menu bar
afterwards. The only solution is to blit the menubar part of the screen (I'm
not sure where you would get the height of the menubar from) to somewhere
safe, and then back again afterwards (or intercept menu_bar calls to get
the address).

I any case, the alternative is to blit the whole screen somewhere safe and
then blit it back again. However this is not a good idea because you might
have insufficent memory (especially on large screen monitors etc.)

- Leo Hendry.

1699. Re: How to redraw whole desktop?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-29 13:39:35 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <704554774.28577@minster.york.ac.uk>
Source record: 44596

In article <948@mwuk.UUCP> tony@microware.co.uk (Tony Mountifield) writes:
>I am writing a GEM-based program which uses the default desktop
>grey/green background, and installs a menu bar.
>
>One of the things the program wants to do is to go into alpha mode to do
>some terminal emulation or to execute the shell() function from dLibs.
>
>The problem is, when I exit from this mode, how do I get GEM to restore
>the original menu and desktop background?

You force GEM to redraw the desktop by "pretending" you've had a dialogue box that was the size of the desktop. Use a form_dial(FMD_FINISH,...) call with the coordinates, width and height of the desktop -- this sends a redraw message to all applications, including the AES screen manager, and AES will re-draw the desktop.

You can get the coordinates etc of the desktop by asking for the coordinates etc. of the workspace of window zero. Note that only the desktop will be restored -- you'll have to either save the menu bar image somewhere, or re-install your menu bar.

>Tony.
>--
>Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
>Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
>(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

Mat

Mathew Lodge	"You twist and turn like a ... twisty turny
mjl-b@minster.york.ac.uk	thing. You're a weedy pigeon, Blackadder, and
Summer: lodge%alsys@uknet	you can call me Susan if it isn't so"

1700. TT's ST-ram

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-29 16:32:19 UTC
From: alien@clinet.fi
Message-ID: <1992Apr29.163219.28563@clinet.fi>
Source record: 44597

I'm plannig to get some new memory to my TT. It has now only 4 megs ST-ram, there's not any of TT-ram, not even this TTramcard, wich I would need if I wanted to get some TTram. However, I'm runnig out of memory and I found one cheap and fast way to get some more.

Because I'm using graphical applications, which uses ram for storing animation and pictures, I've no need for expensive TTram, ST-ram can do things enough fast. More important to me is the size of memory, speed will come after that.

So, I opened TT to find out, is there any way to get more ST-ram. Fist, under the hardisk was one ST-ram-card, and under that 8on motherboard) were more ST-ram- I removed this st-ram-card to find out how much memory it was holding, and after boot tehre was only 2 megs ram instead of 4. So, after fast count, I noticed, that on TT's motherboard were 2 megs of ST-ram in 16 chips. So, replacing these 16 4C4256-10 chips with 512 or 1024 chips would increace ST-ram up to 6 or 8 megs depending what odel of chips I would use. But before I do anything, I want to find out, is this kind of memory upgrading possible? Has TT any ST-ram limit and if does, how much is the max. size of St-ram? 8 or 16 megs? Less? More? (usefull utilities)... What's the point of having extra ram-card if there's enough room (on motherboard) for more ram?

So, if you know anything of upgrading TT's ST-ram, please mail me and tell what you know.

--

ALIEN by Planned Parenthood
Internet alien@clinet.fi
Fidonet Risto Juvonen @SMACK! (2:220/110.0)

1701. Using a Sony MultiScan monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-29 18:02:38 UTC
From: coutu@decvax.dec.com
Message-ID: <1992Apr29.180238.12481@decvax.dec.com>
Source record: 44598

By now I can clearly see that NEC MultiSync monitors are well supported by various vendors who provide the necessary adapter hardware to make them work correctly.

I have the opportunity to obtain a Sony MultiScan monitor and want to know if the hardware necessary to use it exists someplace. I've verified that the specs of the monitor will satisfy the ST's requirements but really don't want to have to play with making my own cable and speaker assembly.

Does anyone know if I can use this thing?

--
Dan Coutu coutu@decvax.dec.com
Open Systems Group (ULTRIX) "'...he who will not risk, cannot win.'
This is, of course, my own opinion. - John Paul Jones"

1702. Re: Problems with TCSH & MW

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-29 19:08:42 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Apr29.150842.1266@uwovax.uwo.ca>
Source record: 44599
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.qvi2UazD2lc@keep.fantasy.sub.org>, woju@keep.fantasy.sub.org (Wolfgang Jung) writes:
> If I try to run the tcsh (Mint version) 6.00.03 or like that
> within MW (in one window) tcsh just says BUSERROR and exits.

This is a bug in the version of tcsh you have (it doesn't understand pseudo-terminals. Get the newest version of tcsh from atari.archive.umich.edu; this bug is fixed (as are some other bugs).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1703. Re: What does MiNT do to TOS count

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-29 22:58:12 UTC
From: wr@bara.oche.de
Message-ID: <H.3YYiMNI9gwc@bara.oche.de>
Source record: 44600

Hi,
in <A7571@UN.maus.de>, Martin Koehling (Martin_Koehling@un.maus.de) wrote:

> >How do I get the correct country number both with and without MiNT?
> The proper way is:
>
> SYSHDR *syshdr, **sysbase = (SYSHDR**)0x4f2 ;
> syshdr = (*sysbase)->os_base ; /* offset 8 */
>
> If you happen to use
>
> syshdr = *sysbase ;
>
> to fetch the pointer, you'll get a pointer to the RAM copy.
>
> The other method ((*sysbase)->os_base) should always work correctly!

Yes, right that was my mistake. I used the sysbase* directly from
0x4f2. Using sysbase->os_base instead works perfectly, I've already
fixed my program. Thanks to all who answered... and regrets to Eric,
it really was my fault, not his :)
--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
(Usenet) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

1704. Re: Using a Sony MultiScan monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 02:16:10 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr30.021610.10852@usenet.ins.cwru.edu>
Source record: 44601

Call up I.B. Computers and order their multisync switchbox. I don't know exactly how much it costs, though. Probably around $50.

Someone had one for sale used not too long ago. Maybe he still has it and can Email you. Ed?

Rob
--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

1705. Re: Getting GCC/G++ 2.1 to work (without pragma warnings)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 02:59:18 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92Apr29215918@leidecker.gsfc.nasa.gov>
Source record: 44602
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr28.045939.18069@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:

> How to make GCC/G++ 2.1 work:
>
> 1. Get more memory. 4 megs may not be mandatory, but I
> haven't yet read of anyone successfully compiling anything
> with less. The binaries are now up around the 1 meg range,
> and it's only going to get worse, so why not upgrade now
> while DRAMs are $4 and SIMMs are similarly cheap. G++ seems
> to work comfortably with 3,000,000 bytes free, so you
> could have MiNT and a nice shell running. (I haven't tried
> 2.1 under MiNT yet. I assume it works.)

Is this true for the C as well as the C++ option? If so, I'll have to
pass. No matter how cheap RAM gets, I'm saving for my 486. I won't be
getting rid of my ST, but I won't be sinking any more $$$ into it, either.

===
Doug

1706. Re: Music

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 04:08:01 UTC
From: bart@bluemoon.rn.com
Message-ID: <3ZZ1JB1w164w@bluemoon.rn.com>
Source record: 44603

cs331109@umbc5.umbc.edu (cs331109) writes:

> Hey all... to drop back to the subject of .MOD files for a moment here,
> I'm trying to find a way to get a queue of files to play in the background.
> I just found a program to play .MODs in the background on a normal ST (and ST
> of course), and I thought that was a big step. :) So, if anyone has info on
> how I could get a collection of .MODs to play, it would be most helpful.
>
> Thanks..

I don't know how to solve your problem, but could you possible tell us
where you got a background .MOD player for a regular ST? (not STe)
?
(or ST and STe...)

This is from
bart@bluemoon.rn.com
who doesn't have their own obnoxious signature yet

1707. FTP HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 05:03:01 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr30.050301.7583@actrix.gen.nz>
Source record: 44604

How can you read a Text file on a FTP site with out dnloading it,
I have tried all the things that I have seen here like
get filename "| less" and get filename "| more" and get filename -
but none work on A.A. what am I doing wrong..

I have asked a few Uni (comp.sci) chaps, but all I got from the was
you have to dnload the text file, you just can't read it at the site,
is this true...????

Please as of next week will be at sheppard_r@kosmos.wcc.govt.nz
so any E-Mails to there Please..
--

$ Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz $
$ 85 Donovan Rd * * or sheppard_r@kosmos.wcc.govt.nz $
$ Paraparaumu Bch GEnie. R.SHEPPARD5 $

1708. Re: Atari <-> NeXT cross compiler?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 06:13:02 UTC
From: steve@thelake.mn.org
Message-ID: <A161552542@thelake.mn.org>
Source record: 44605
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[In article <1992Apr29.161805.2278@debug.cuc.ab.ca>,
Conan.Ford@debug.cuc.ab.ca (Conan Ford) writes ...]

> I have heard various rumors about an Atari ST -> NeXT computer cross
> compiler. Has anyone heard anything major about this, or is it just
> Vapourware?

Do you mean compiling ST binaries on a NeXT? Sure, Sozobon C 2.0
has #ifdef's for various Unix environments in the source code. Quite
a few people have used Sozobon C on Suns and NeXT computers to compile
ST programs, including a version of the Citadel BBS system (Adrian or
Royce, are you reading this?)

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

The king is a fink.

1709. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 07:06:02 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Apr30.030603.1268@uwovax.uwo.ca>
Source record: 44606

In article <A1459361947@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
> [In article <RALPH.92Apr23182330@orion.laas.fr>,
> ralph@laas.fr (Ralph P. Sobek) writes ...]
> > Concerning Sozobon 2.0 I have noticed the same problem. When
> > debugging I noticed that the basepage cmdlin contains the arguments
> > but not the program name, so no argv[0]. The startup code explicitly
> > sets argv[0] to "".

Setting argv[0] to "" is the correct (or at least, ANSI mandated) thing
to do if the program's name cannot be determined. This will be the
case if either (1) the library doesn't support some extended argument
passing scheme, or (2) the shell calling the program doesn't support the
same scheme as the library.

[About the MiNT library]
> For another, the MiNT library really is
> not well suited to a 16-bit compiler. There are no long-allocation
> functions, so you can't grab > 64K of memory. Similarly, you can't read()
> or write() huge chunks of data, because size_t is a 16-bit value. (These
> limitations disappear when you compile the MiNT library with a 32-bit
> compiler.)

size_t should always be 32 bits on the ST, unless your compiler doesn't
support objects >64K in length (in which case there's not much point in
malloc'ing such objects). Sozobon is broken in this regard. gcc can use
16 bit integers, and mntlib works fine with them.

As for read() and write(), mntlib provides functions _read() and _write()
that take long parameters. If you like, you can #define lread _read
and #define lwrite _write; this isn't the default, because the identifiers
"lread" and "lwrite" are in the user's space, not the library's (and
I have in fact seen programs that use these identifiers: Larn is one).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1710. Re: Using a Sony MultiScan monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 08:32:23 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992Apr30.083223.28114@mnemosyne.cs.du.edu>
Source record: 44607

Connecting a MultiSync monitor to the Atari ST...

We have a text file in listings here on Bix, MULTISY.TXT, that describes hooking up an older NEC Multisync 2D type monitor to an ST. The newer multisync monitors (NEC 3D/4D/5D and equivelents) are becoming more popular, and they have a different type of connector than the older 2D models, so this is an updated description of how to build a cable for these newer monitors. This description will also be posted in listings as MULTISY3.TXT.

This document describes my experiences with a 1040STFM. If there's a difference for a MegaST, I'm not aware of it (someone please let me know).

THINGS YOU WILL NEED:

- A cable with an ST-type 13-pin DIN connector at one end, and a bunch of bare wires at the other. Practical Solutions makes just such a cable, it retails for about $20 hereabouts.

- A 'High Density 15-pin Female D-Sub' connector. Also known as a High Density DB15. Radio Shack 276-1419 or equiv. $5 or less.

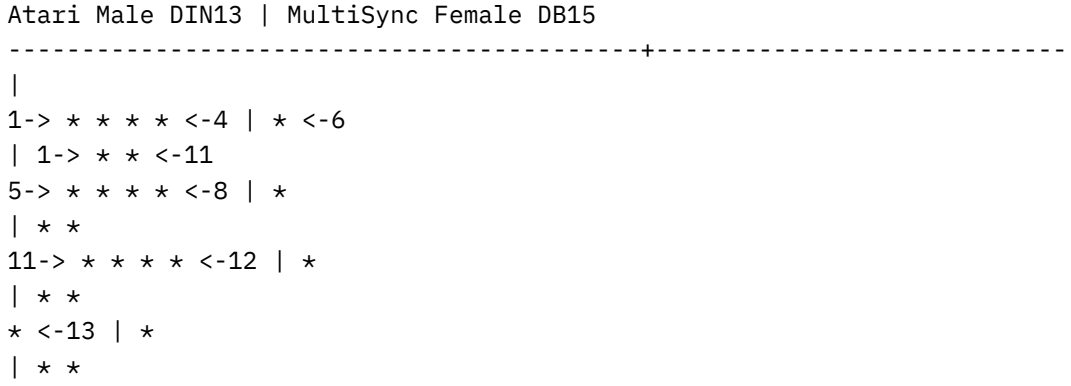
- A metal hood for the DB15, unless you're going to make a switchbox and mount the connector in it. Radio Shack 276-1508 or equiv. $2.

- A pair of needlenose pliers and a little screwdriver.

- A big cup of coffee. (The jitters will add an exciting element of challenge when you try to work with them little crimp connectors on the DB15).

THE CONNECTORS

Now, some pictures of what the connectors look like. Both of these are pictured from the front, that is, you're looking at them from the side opposite of where the wires go in:



```
| * <-10
| 5-> * * <-15
|
-----------------------------------------+---------------------------
|
1 - Audio out YLW/WHT | 1 - Red in
2 - Composite video CLEAR | 2 - Green in
3 - General Purpose Output | 3 - Blue in
4 - Monochrome monitor detect YELLOW | 4 - N/A
5 - Audio in | 5 - N/A
6 - Green output GREEN | 6 - Red ground/return
7 - Red output RED | 7 - Green ground/return
8 - 12 volt pullup BLACK | 8 - Blue ground/return
9 - Horizontal Sync BROWN | 9 - N/A
10 - Blue output BLUE | 10 - Ground
11 - Monochrome output ORANGE | 11 - N/A
12 - Vertical Sync WHITE | 12 - N/A
13 - Ground COPPER | 13 - Horizontal sync
| 14 - Vertical sync
| 15 - N/A
|
RGB signals 1v pp 75 ohm impedance | Pins marked N/A should not
Audio is 1v pp 1k ohm impedance | be attached to anything when
H/Vsync are TTL, neg, 3.3k ohm | building the cable.
The colors are for my Practical Solutions |
cable, yours may differ! |
-------------------------------------------------------------------------
```

THE CONNECTIONS

Okay, now for the connections. At this point you have to make a decision: are you building a cable for a monochrome monitor, one for a color monitor, or a switch box that handles both? Building a switchbox is a more complex project (I haven't tried it); I'll expound on that later. Otherwise a cable is going to work for color or monochrome, but not both.

To make the cables, connect the pins as follows:

```
COLOR MONOCHROME
DB15 ST DB15 ST
---- -- ---- --
1 7 1 11
2 6 2 11
3 10 3 11
6 13 6 13
7 13 7 13
8 13 8 13
10 13 10 13
13 9 13 9
14 12 14 12
4->13
```

You'll notice that some wires from the ST aren't used. Just trim them neatly so that no wires stick out past the insulation to cause shorts. Also note that in the monochrome configuration, ST pin 4 is tied to ST pin 13 (ground). This is what informs the ST that a monochrome monitor is attached. The other difference in the monochrome cable is that the single monochrome output line attaches to all 3 RGB input lines on the monitor.

You may also have noticed that MultiSync monitors don't have builtin speakers. You can handle this (if you care) by attaching a standard RCA audio plug to ST pin 1, and having it come out the side of the cable near the DB15 plug. Then you can plug your ST sound into any audio amplifier. (I recommend that you ransack your little brother's or sister's room or dig around in your closet, and look for one of those old $89 stereos that everyone had as a kid. You know, the one that has an 8-track player and a turntable that eats records. You can generally strip one of those down to a nice compact audio amp that mounts in a little (say 8x6") box. Connect up an old half-dead car speaker, and you have an outboard sound system that performs at least as well as the builtin speaker on an ST monitor).

CONSTRUCTION TIPS

Okay, so you've read through the instructions a couple times, you've finished that big cup of coffee, and the caffeine buzz is in full swing. It's time to assemble the DB15 connector. If you've gotten the (overpriced) Radio Shack part, or a similar crimp-style connector, you're going to find the assembly to be tedious. Take your time, because you have to get it right the first time on each pin.

Strip the wire very carefully to expose exactly the right amount to fit in the crimp slot. If you stripped too much, trim it; you don't want bare wire extending past the end of the crimp connector when it's inserted into the plug housing. Conversely, you don't want any of the insulation to get caught in the crimp, because then the connector will be too fat to insert into the plug housing all the way. After you have the bare wire trimmed to the right length, twist it a little bit to keep it from fraying, lay it in the crimp trough, and with a needlenose, carefully crimp down first one side, then the other, on the little crimp flaps. After getting the crimp into a basically rounded shape, go back over the flaps and crimp them down a bit more. But be carefull, you don't want to mush them flat or they won't fit into the plug housing. When you think you have it right, and the crimp is nice and round, but snug, tug on the wires a bit. If they come lose, or even wiggle a bit, fix it now. Once you have the connector inserted in the plug housing, it will never come out again. If you get it inserted, and then a wire pulls out leaving the connector behind, you lose. Go back to Radio Shack, slap down another $5, and you're ready to try again. (Given my famous lack of manual dexterity, I'm proud to say that I only ruined one connector before I got it right.)

If you are good with a soldering iron, it can be helpful to put a VERY SMALL amount of solder on the crimp connector after the wire is crimped in. Use a small cool iron, and very fine solder (eg, .035 diameter). If you put too much solder on the connector, it won't fit into the plug. If you try to force it in, it'll bend. If you use too much heat, the

insulation will retreat up the wire, and after you get all the connectors inserted, they'll make a neat little spark show. (They don't call them high density connectors for nothing!)

On the DB15 connector, four of the wires attach to the ground wires on the ST cable. Since the ground connections are all in a row on the DB15, you can avoid a rat's nest of ground wires by making a set of pin-to-pin loops on the DB15. In the middle row (pins 6-11) of the DB15, make connections as follows:

```
6-> ** ** ** ** ** ** <-11
| || || ||
| || || ||
\---/\---/\--------/|
| <- to pin 13 of ST cable.
```

Be sure to use fairly fine wire to make these loops, you won't have room to lay two fat wires next to each other in the crimp trough of the connector. (Bell wire is too heavy, for example). If you're making a monochrome cable, you can use this same technique for the RGB connections (DB15 pins 1-2-3). When making these loops, assemble all the connections first, then insert all four connectors at once.

If you're paranoid, like I am, you can strengthen the wires after you've got the DB15 all assembled. Mix up a little batch of 5-minute epoxy (don't use the 24-hour kind), and let it set for about 90-120 seconds after you've mixed it, so it's begining to get stiff. Using a toothpick, goop the epoxy all around the wires where they go into the back of the DB15, but don't let the epoxy get down into the holes. After you've got the epoxy smeared all around the bases of the wires where they enter the plug housing, suspend the plug upside down (so the glue can't run into the holes) for 10 minutes or so until it hardens. This step can be especially handy if, despite your best efforts, some bare wire (other than the ground wire, which is always bare) ends up showing after all the connectors are inserted. Epoxy makes a fine insulator, and this will ensure that wiggling the cable in the future won't cause shorts.

Once all the connections are made, use a metal connector hood, and ensure that the ground (ST pin 13) is connected to it, for shielding.

HOW ABOUT THAT SWITCHBOX?

All of the above I have tested and I know it works. The following is untested, and I'm not even sure the appropriate parts are available. The idea here is that you have a little switchbox with a cable going to your ST, a cable going to your monitor, and a switch that lets you choose color or monochrome operation. The switch is the only tricky part, you need a four-pole double-throw switch. I'm thinking a rotary 'ganged' switch would do the trick, if such are still available. The connections would be as follows:

DB15 SWITCH ST

```
o--------- 7
1 ---------o---
o--------- 11

o--------- 6
2 ---------o---
o--------- 11

o--------- 10
3 ---------o---
o--------- 11

+---------------- 4
|
| o--------- N/A
+-o---
o--------- 13

6,7,8,10 ---------------------- 13 (These are straight-thru, not
13 ---------------------- 9 thru the switch).
14 ---------------------- 12
```

With this setup, use a small *metal* hobbyist box (available at Radio Shack), and mount the DB15 and the ST cable thru the back of the box, and the switch in front. Connect the ground (ST pin 13) to the box for shielding purposes. Also, remember that when you switch monitor types, your ST will reboot itself!

WRAPUP and DISCLAIMER

Well, that's it. It took about 2 hours to make a cable (counting the first failed attempt with the nasty crimp connectors). Someone with more manual dexterity than I have should be able to do it in half that. While I have successfully followed these procedures myself, I cannot, of course, take any responsibility for problems that may occur with your system, or damages that may result from your using these procedures, including problems caused by inaccuracies that may be found in this document. I always hate saying things like that, but gotta CYA, you know? I can't afford to buy the world new monitors because of typo.

Ian Lepore, 04/14/91

****
* O K A Y T O P O R T *
* *
* This information originated on BIX, the BYTE Information Exchange. *
* It may be copied to other systems as long as the entire document, *
* including this notice, remains intact. *
****

1711. GDOS and loading up external fonts . PLEASE HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 08:51:16 UTC
From: jmb8302@csseq.cs.tamu.edu
Message-ID: <13230@tamsun.tamu.edu>
Source record: 44608

I'm having some problems loading my own external fonts. I have created numerous fonts from the FED utility,a font editor from Degas Elite, and some other pd font editors. The problem is that when I try to install them using pre-defined functions in Laser C, my program always bombs.

My question is this: Is there a way to just incorporate the font code into my program and poke the system font vector to point to my font? If so what are the vectors for low and medium resolution fonts? I have the sys vector for the hi res font.

Also where can I get a font editor/converter to convert hi rez fonts to low and med res fonts?

Jeff Bilger TEXAS A&M UNIVERSITY
Computer Engineering Major '93

1712. Re: MGR

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 10:25:42 UTC
From: ABADDON@LIVERPOOL.AC.UK
Message-ID: <92121.112542ABADDON@LIVERPOOL.AC.UK>
Source record: 44609

On the subject of mgr, can someone post the fix to get mgr and tcsh to coexist happily. I seem to remember its simply a case of making a link, but I can't remember the details.

Note, I'm not talking about the 'can't get ptty' error, I'm talking about the bus error I get when tcsh tries to run in a window under mgr.

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
abaddon@uk.ac.liv.ibm | when I learned to see...
~~~~~~
~~~~~~

1713. Re: FTP HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 10:40:00 UTC
From: ivan@erich.triumf.ca
Message-ID: <30APR199203400714@erich.triumf.ca>
Source record: 44610

In article <1992Apr30.050301.7583@actrix.gen.nz>,
Roger.Sheppard@bbs.actrix.gen.nz writes...
>How can you read a Text file on a FTP site with out dnloading it,
>I have tried all the things that I have seen here like
> get filename "| less" and get filename "| more" and get filename -
>but none work on A.A. what am I doing wrong..
>
>I have asked a few Uni (comp.sci) chaps, but all I got from the was
>you have to dnload the text file, you just can't read it at the site,
>is this true...????
>
My PC at work has a "show" command in its ftp programme, but that
doesn't seem to be a standard feature. On a VAX you can just say
"get file TT:" -- I guess on a PC you should be able to do "get file con:".
(Why on Earth did you expect Kiwi comp.sci geeks to know *anything*?? :-)

Ivan Reid, Paul Scherrer Institute, CH. ivan@cvax.psi.ch

1714. Re: Music

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 12:35:18 UTC
From: cs331109@sylvester.acslab.umbc.edu
Message-ID: <1992Apr30.123518.14840@umbc3.umbc.edu>
Source record: 44611

I got the player off of GEnie... but I can put it up to Atari.archive
if someone tells me (sigh...) how to upload there.. I have never
tried to upload. I'm just a leech at heart.. :)

Its from someone in germany.. but they didn't list a net address so I guess
they just have GEnie access..

1715. Re: Getting GCC/G++ 2.1 to work (without pragma warnings)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 13:43:17 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Apr30.134317.23029@wam.umd.edu>
Source record: 44612
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <DSTAILEY.92Apr29215918@leidecker.gsfc.nasa.gov>
dstailey@leidecker.gsfc.nasa.gov (Douglas Stailey) writes:
>In article <1992Apr28.045939.18069@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett)
writes:
>
>
>> How to make GCC/G++ 2.1 work:
>>
>> 1. Get more memory. 4 megs may not be mandatory, but I
>> haven't yet read of anyone successfully compiling anything
>> with less.
>
>Is this true for the C as well as the C++ option? If so, I'll have to
>pass. No matter how cheap RAM gets, I'm saving for my 486. I won't be
>getting rid of my ST, but I won't be sinking any more $$$ into it, either.

It's certainly true (at least in my experience) that you can't compile
large files without 4 megs. I had trouble getting GCC 1.41 to compile
many of the Nethack files (which are up to 85K) on a *bare* ST; i.e.,
no AUTO's, no ACC's, using 20K Sozobon make.ttp instead of the
gnu_make.

Since the 2.1 binaries are even bigger than their 1.x counterparts, I'd
suspect that potential problems are even worse.

However, I ran some informal tests and it seems that RAM use is heavily
dependent on the compliexity of what you're compiling. GCC 2.1 will
compile hello.c without optimization with only 1,000,864 bytes free
but fails when you get down below 1M. I don't know how optimization
affects memory usage, but if you're strapped for memory keep your
files very small and perhaps compile without -O.

Dave Baggett
dmb@wam.umd.edu

1716. Memory upgrade for 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 13:52:34 UTC
From: automan@milton.u.washington.edu
Message-ID: <1992Apr30.135234.11306@u.washington.edu>
Source record: 44613
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Dear Netters,

I hope this isn't to much of a FAQ, but I am preparing to do a memory upgrade on my stock 1040STe. So I had a few questions:

#1. What is the maximum amount of ram I can expand to?

#2. Why do the simms I have in my STe have a (diode?) soldered across pins 1-16?

#3. Do I need to but special simms, or can II run down to Costco and buy 70ns 1 meg "generic" simms?

Any help would be greatly appreciated. Please reply via E-mail.

Thanks in advance,

1717. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 13:54:34 UTC
From: steve@thelake.mn.org
Message-ID: <A1188108446@thelake.mn.org>
Source record: 44614

[In article <1992Apr30.030603.1268@uwovax.uwo.ca>,
7103_2622@uwovax.uwo.ca (Eric Smith) writes ...]

> size_t should always be 32 bits on the ST, unless your compiler doesn't
> support objects >64K in length (in which case there's not much point in
> malloc'ing such objects). Sozobon is broken in this regard. gcc can use
> 16 bit integers, and mntlib works fine with them.

I've seen this statement applied to the Sozobon compiler a couple of times. Yet I regularly allocate more than 64K of memory using dLibs, read entire files into RAM, and process the data using pointers. It works. There may be a problem with statically allocated storage > 64K (not something I've ever done; I figure anything in that range is malloc territory ... you certainly can't declare an auto variable of that size). Anyway, the point is that it is useful to allocate >64K with Sozobon C, and that's why you see weird stuff like lalloc in dLibs.

I think the fundamental problem with size_t and Sozobon C is that there are library functions that traditionally have been documented as taking an unsigned and/or int argument, but under ANSI are documented as taking size_t. Consider fread:

```
int fread(ptr, element_size, count, stream)
char *ptr; /* void * under ANSI */
unsigned element_size; /* size_t under ANSI */
int count; /* size_t under ANSI */
FILE *stream;
```

If you typedef size_t as unsigned long, then feed fread(buf, 1, 32, fp) to a compiler with 16-bit ints, how is the compiler supposed to know that the arguments have to be promoted to 32-bit values? The answer with GCC is prototypes. But a Classic C compiler like Sozobon (and its offspring Heat and Serve C) doesn't do prototypes. This kind of a bug is a real booger to track down.

> As for read() and write(), mntlib provides functions _read() and _write()
> that take long parameters. If you like, you can #define lread _read
> and #define lwrite _write; this isn't the default, because the identifiers
> "lread" and "lwrite" are in the user's space, not the library's (and
> I have in fact seen programs that use these identifiers: Larn is one).

That's a useful bit of information to know. Thanks. It's good to remember that pre-ANSI libraries such as dLibs use identifiers that may clash with user programs. Some of them are attached to some very useful functions, such as wildcard(), but if somebody writes a card game program and uses a variable called wildcard there's liable to be trouble.

I guess the real solution to all of this is for Ian Lepore to quit working, eating, sleeping, and having any sort of a real life and get down to rewriting Heat and Serve C from top to bottom as an ANSI-conformant compiler with switchable support for both 16- and 32-bit ints. :-)

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

The king is a fink.

1718. Re: Memory upgrade for 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 14:45:12 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr30.144512.23896@usenet.ins.cwru.edu>
Source record: 44615

EVERYONE: PLEASE stop posting the same messages in both the ST.tech areas AND the regular ST area. It's a waste of space, and a waste of time wading through them. This message obviously belongs here, since it's technical in content, but I see lots of For Sale messages, and lots of others duplicated on the two newsgroups.

And now, back to your regularly scheduled message:

Your 1040STE can go to 4 meg max. You can use any 1 meg SIMM you can find, be they 1x8 or 1x9. It doesn't matter. You don't need to spend the money on 70 ns versions, as 120 ns will work just as well. The ST's MMU is designed to run at 150 ns, so faster SIMMs are pretty pointless.

The reason for the capacitor on some SIMMs are as filters. Not all SIMMs have them. For example, the ones in my Mega STE are completely surface-mount, and don't have those caps on the back. My old 256K SIMMs do have them.

If you're only installing two meg at a time, then they 1 meg SIMMs go in the second and fourth slots, looking at the machine from the front.

Rob
--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

1719. Re: GCC/G++ 2.1 Finally!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 15:52:53 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92May12233653@acae127.cadence.com>
Source record: 44450

In article <92133.080200IFF327@DJUKFA11.BITNET> IFF327@DJUKFA11.BITNET (Mueller-Pfeiffer, Stefan) writes:

> Did *you* get the files mentioned in your posting and try them out ?
> I 've got the following impression:
>
> (1) In libolb80 there are lacking crt0.o and gcrt0.o whithout which you
> will be unable to link your programs ... The old (i.e. PL 79) might
> do the job.

yes, this appears to be so. crt0.o and gcrt0.o from PL79 will
do just fine, or you can easily compile crt0.c as per the Makefile
(both 16 and 32 bit int use the same crt0.o)

> (2) On my machine (TT 030/8) I made J Bammis test suite (file test03s.zoo
> in /atari/gnustuff/tos/gnulib) with gcc 2.1 PL 2 and libs PL80.
> Approximatly 1/3 of them did _not_ work correctly. i.e. gave wrong
> output or bombed (one of them).

the one that bombed needs a large stack. fixstk -1 tbcopy.ttp
should do it. 1/3 of them should NOT have failed. please let me know
your exact diffs of failures. Note that on tstdio explainable errors
occurs (what is happening is that the test is doing input after output
without and intervening seek on a stream open for read and write. this
behavior is undefined).

> (3) In C++ mode :
> The compiler driver does _not_ atutomatically link the g++.olb
> object library (bug or feature ??).

this is correct: the correct way is to add -lg++.
gcc -o hello.ttp hello.cc -lg++
you can easily clone the g++ shell script in the gnu
distribution in your favorite shell script language. (note g++.ttp
does not exist any more)

> compiles, but the linker complaines about lacking symbols like
> ___main (!!) and _cout, although the g++ library was linked explicitely

huh? please try gcc .... -lg++ -v, to see whats going on. (note the -v)

--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

1720. Re: Using a Sony MultiScan monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 16:44:48 UTC
From: ekrimen@wet.UUCP
Message-ID: <3871@wet.UUCP>
Source record: 44616

In article <1992Apr29.180238.12481@decvax.dec.com> coutu@decvax.dec.com writes:
>
>I have the opportunity to obtain a Sony MultiScan monitor and want to know if
>the hardware necessary to use it exists someplace. I've verified that the
>specs of the monitor will satisfy the ST's requirements but really don't
>want to have to play with making my own cable and speaker assembly.
>
>Does anyone know if I can use this thing?

What's the model number of the Sony?

The type and amount :^) of hardware you need is contingent upon what the
pin-out is of the monitor's cable. The IB Computer's MultiSwitch has a
9-pin male (!!) plug at the end of a long cable. The Omnimon Peripherals
Omnix3 has a 15-pin female jack, although a 9-pin version is available.
Also available are adapters for the MultiSwitch if you need it. I used
an adapter with the MultiSwitch since there is a 15-pin male plug on
my NEC 3D's cable.

My recommendation is to go with the Omnix3 if you care to spend the money.
I think it's $79.95 direct from Omnimon Peripherals. The IB Computers
MultiSwitch is $50 or $60. Omnimon Peripherals: 714-753-9253. Tell them
I sent you. :^) And tell them what monitor you have. They'll be able to
help you.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

1721. Re: Using a Sony MultiScan monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 16:46:45 UTC
From: ekrimen@wet.UUCP
Message-ID: <3872@wet.UUCP>
Source record: 44617

In article <1992Apr30.021610.10852@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert C Glover) writes:

>
>Call up I.B. Computers and order their multisync switchbox. I don't
>know exactly how much it costs, though. Probably around $50.
>
>Someone had one for sale used not too long ago. Maybe he still has
>it and can Email you. Ed?

It's been sold.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

1722. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 17:03:34 UTC
From: rosenkra@convex.com
Message-ID: <1992Apr30.170334.29240@convex.com>
Source record: 44618

In article <A1188108446@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>int fread(ptr, element_size, count, stream)
> char *ptr; /* void * under ANSI */
> unsigned element_size; /* size_t under ANSI */
> int count; /* size_t under ANSI */
> FILE *stream;
>
>If you typedef size_t as unsigned long, then feed fread(buf, 1, 32, fp) to
^^^^^^^^^^^^^^^^^^^^

personally, i consider this rather poor programming practice. i think it is always better to at least try and cast constants to something "prototypical". before ANSI C, this was not always a good thing. however, what with POSIX.1 and ANSI, it would be better to get in the habit of doing:

```
fread(buf, (unsigned) 1, (int) 32, fp)
or (ANSI):
fread(buf, (size_t) 1, (size_t) 32, fp)
```

the latter is totally unambiguous in the ANSI domain, no matter what size_t turns out to be. at least the code compiles and (probably) runs. i am not sure what happens to things like (size_t)100000 when size_t is only 16 bits, however. today, it is necessary for size_t to be long. tomorrow, with >2GB file systems, long long may be needed.

ideally, even if sozobon is not ANSI, its libraries (and headers) should be. at least we should get in the habit of using standards since they exist for some very good reasons (other than generating lots of compiler warning/error messages). at least you know the interfaces are correct. at this point, i'd call a non-ANSI compiler and non-POSIX libraries "broken", especially if code is to be reused on other (non-ST) platforms. this is just one of the reasons GCC is such a good "investment" (it linting capability).

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1723. MiNT question: Pgetpid buggy?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 18:14:34 UTC
From: wr@bara.oche.de
Message-ID: <H.y7T15sR1XFQ@bara.oche.de>
Source record: 44619

Hi all,

it seems that the MiNT system calls Pgetpid and Pgetppid don't work the
way they ought to... the following program:

```
#include <stdio.h>
#include <mintbind.h>
main()
{
printf("pid = %d\nppid = %d\npgrp = %d\n",
Pgetpid(),Pgetppid(),Pgetpgrp());
return 0;
}
```

produces the output:

```
pid = 0
ppid = 28
pgrp = 0
```

28 seems to be the correct pid (calling ps.ttp after running this prg
gave pid 29 for ps.ttp) but is returned by Pgetppid. Pgetpid seems to
return 0 all the time. The pgrp value seems to be ok but I haven't
done much to verify that.

I checked my mintbind.h, the function codes for Pgetpid, Pgetppid and
Pgetpgrp are 0x10b, 0x10c and 0x10e respectively, just as stated in
mint.doc. This happens with MiNT 0.94, I remember having seen it with
0.92 too.

I am using PureC where %d expects a 16-bit int, so it's not a parameter
type problem.

Has anyone encountered that before? Is it a bug in MiNT or in mint.doc
and mintbind.h, or am I just making a stupid mistake?

Thanks for any help...
Wolfram
--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
(Usenet) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

1724. Mplay1_2.lzh

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 18:24:53 UTC
From: cs331109@yogi.acslab.umbc.edu
Message-ID: <1992Apr30.182453.127@umbc3.umbc.edu>
Source record: 44622

Ok, if all went well.. I uploaded the background player to Atari.archive into the new directory.

The file is called mplay1_2.lzh and will play .MOD files in the background on an STE with no real slowdown, or on an >>ST<< with some system slowdown. Its not bad, actually.. doesn't even mess up whihile loading a file. It doesn't play with the best quality in the world in the background, but thats the way it goes... :)

Paul - cs331109@umbc5.umbc.edu

1725. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 18:28:10 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992Apr30.182810.11791@mnemosyne.cs.du.edu>
Source record: 44623

> I guess the real solution to all of this is for Ian Lepore to quit
> working, eating, sleeping, and having any sort of a real life and get down
> to rewriting Heat and Serve C from top to bottom as an ANSI-conformant
> compiler with switchable support for both 16- and 32-bit ints. :-)

LOL! Let's see...I'm out of work, on a diet, and haven't had a life
since I bought this ST in early 1986. I do still sleep a bit. ::grin::

I could change size_t to 32 bits in HCC pretty easily, but most

existing code will break if I do that without also adding full prototype
support. I could just make sizeof(int) 32 bits, but that would sure
make for a lot of ineffecient code, and also would break GemFast totally.

I've been looking around for an ANSI prototype preprocessor/precompiler
that I could add to HSC. I keep finding tools that will convert
prototype/C++ style function declarations and definitions to K&R style,
but I've yet to find a tool that will also insert the crucial recasts
in the parameters of function calls. Without the recasting, converting
prototyped code to K&R style will just break the application.

I'm constantly torn between whether I should try to hack and patch HCC
to grok prototypes or whether I should take Steve's advice and just
throw it all away and start over with an ANSI grammar description and
a yacc-alike tool. Somehow I have a feeling that neither will happen
too soon. ::sigh::

- Ian

1726. MiNT question: how to get name of terminal?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 18:49:26 UTC
From: wr@bara.oche.de
Message-ID: <H.8_bq9NPymRQ@bara.oche.de>
Source record: 44620

Hi Minters,

how can a program determine what device in u:/dev its stdin and stdout are
connected to? I want to write something like the Unix "tty" command to allow
programs to find out if they run on the console (i.e. they can use GEM calls),
in a mw or bgacc window or on a terminal.
Any ideas how to do that?
--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
(Usenet) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

1727. MiNT question: sending commands to bgacc.acc?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 18:52:30 UTC
From: wr@bara.oche.de
Message-ID: <H.nlRx10hxxyg@bara.oche.de>
Source record: 44621

Hi,

is it possible to send a command to bgacc, to tell it to start a given
command with a given command line? Maybe bgacc should listen to some
file in u:/pipe for commands.

And, it would be nice if I could enter command lines for programs
that I start with bgacc.

Is the source of bgacc available?

So long,
Wolfram
--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
(Usenet) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

1728. TOS 2/6-chip set conversion?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 20:23:31 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr30.202331.13312@usenet.ins.cwru.edu>
Source record: 44624

Can someone tell me how I can modify ST's that use six-chip sets of TOS to work on a two-chip set, and vice versa?

I have an Original 520ST with a six-chip set of TOS 1.0, and I have a two-chip set of TOS 1.4 I'd like to put in it. Meanwhile, I friend overseas has a machine with a two-chip set of TOS 1.2 and he has a six-chip set of TOS 1.4 (on loan), and he wants to put them in his machine.

ANy help is appreciated.

Rob
--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

1729. NEC Multisync; Mega STE RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-04-30 22:39:12 UTC
From: bbs.ruscal@tsoft.sf-bay.org
Message-ID: <2FF3JB1w165w@tsoft.sf-bay.org>
Source record: 44625

Just a couple of quick questions:
<< REF: Post: 3855 of 3857 >>
Newsgroups: comp.sys.atari.st.tech
From: ilepore@isis.cs.du.edu (Ian Lepore)
Subject: Re: Using a Sony MultiScan monitor
Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
Date: Thu, 30 Apr 92 08:32:23 GMT

Question: Does this apply (both monochrome and color) to the original
NEC Multisync ?

2nd question:
I have a Mega STE with 4Mb that I use with a Hybrid Arts ADAP 1
sound editor/sampler. It sure would be handy to expand the RAM beyond
4Mb to hold longer samples. Does the VME slot allow use of additional
RAM ? (And if so, does the Mega STE know how to see it). Of course, if
the the answer is yes, where can I buy one...

Thanks.

--
Russel Mar (bbs.ruscal@tsoft.sf-bay.org)

1730. Re: Using a Sony MultiScan monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-01 01:48:00 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992May1.014800.22761@actrix.gen.nz>
Source record: 44626

NOTE::: The Atari puts out some 1 volt RGB signals, this can over drive some monitors, this is easly fixed by fitting some small 22ohm 1/8 or 1/4 watt resistors at the monitors end plug..

These resistors are in series at the monitor end..

Normal specs are 0.75 Volts for RGB signals...

--
* Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz *
* 85 Donovan Rd * * or sheppard_r@kosmos.wcc.govt.nz *
* Paraparaumu Bch GEnie. R.SHEPPARD5 *
* New Zealand * Voice *64-4298-7249 *

1731. Re: TOS 2/6-chip set conversion?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-01 01:55:05 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992May1.015505.22967@actrix.gen.nz>
Source record: 44627

In article <1992Apr30.202331.13312@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert C Glover) writes:

>
> Can someone tell me how I can modify ST's that use six-chip sets of
> TOS to work on a two-chip set, and vice versa?
>
> I have an Original 520ST with a six-chip set of TOS 1.0, and I have
> a two-chip set of TOS 1.4 I'd like to put in it. Meanwhile, I friend
> overseas has a machine with a two-chip set of TOS 1.2 and he has a
> six-chip set of TOS 1.4 (on loan), and he wants to put them in his
> machine.
> Robert Glover GEnie: R.GLOVER3
> ~~~~~~
> Internet: aq115@cleveland.freenet.edu
> ~~~~~~

I don't think you can with some of the older machines, so the old
ST 520 will have to have the 6 chip set, but the newer machines
have jumpers to let you do this, my STFM 1040 with TOS 1.2 had the jumpers
marked 256/1meg or some thing like that, the 2 chip set is a better option
if you can use it..

Note: not all 2 chip machines have 6 sockets fitted...
--
* Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz *
* 85 Donovan Rd * * or sheppard_r@kosmos.wcc.govt.nz *
* Paraparaumu Bch GEnie. R.SHEPPARD5 *
* New Zealand * Voice *64-4298-7249 *

1732. Help with sozobon133, make does not work..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-01 10:40:06 UTC
From: bert@cs.vu.nl
Message-ID: <14244@star.cs.vu.nl>
Source record: 44629

Hello,

I have the following problem: I did installed sozo133i (with install.prg)
Spreaded over 2 floppies I have one directory with bin/ include/ ..
and the other with doc+examples. Seemed as it has to be. But when I
try to make the example hello.c (copied to bin directory) the makefile says:
cc.ttp .. hello.c ..
cc can't find compiler
Ok, I try cc myself but that returns without doing something,
unfortunately it does not have a HOLDSCREEN so the error message
disappears. Then I tried hcc.ttp. That produced a hello.s so that
seems OK. But I do not know how to proceed? In fact I want to use
make. So it comes down to the following:

> Why can't make find cc when I see it is in the same directory?
> Why does cc seem to have a problem with finding himself??
> Must I set path-variables (but I'm using it with GEM)?
> Can make use hcc instead of cc, but how?
> How can I continue with hello.s, using ld?

OK, I thing that when I read the docs maybe I get the problem
solved, but when one of you know an answer to one of the
questions, please email:

bert@cs.vu.nl
Thanks, Bert.

1733. How to emulate color on mono monitor?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-01 10:44:32 UTC
From: bert@cs.vu.nl
Message-ID: <14245@star.cs.vu.nl>
Source record: 44630

Hello,

Is anyone experienced with emulating a color screen on a mono monitor.
I tried 2 programs:

emumontr.arc But that made a mess of my screen..
coloremu.arc Caused a reboot, but did not come up with color screen..

Must I use other programs or is it impossible??
Please email: bert@cs.vu.nl

Thanks, Bert.

1734. Help with OMNITECH 5100SCSI<=>MFM reqd.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-01 11:01:39 UTC
From: ZZDLG@LIVERPOOL.AC.UK
Message-ID: <92122.120139ZZDLG@LIVERPOOL.AC.UK>
Source record: 44631

I have been given a OMBITECH 5100 SCSI<>MFM adaptor + DISK. Does any one have information on this card. I think it may have been used in an old CPM system and still have the sector size set to 256 bytes, but I can't see any obvious links. The disk work fine because I can format it with a ZYBEC adaptor. Also what software would you recommend I use with it. At the moment I am using the stuff I got with my BBDP host adaptor.

1735. Re: Atari <-> NeXT cross compiler?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-01 11:01:40 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.4LAVUvlR8Mw@keep.fantasy.sub.org>
Source record: 44628
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Apr29.161805.2278@debug.cuc.ab.ca>, Conan Ford writes:
!I have heard various rumors about an Atari ST -> NeXT computer cross
!compiler. Has anyone heard anything major about this, or is it just
!Vapourware?

You might try using gcc with the -m68020 -m68030 -m68881 -m68851
switch. Of course using the NeXT includes for this try !

Wolfgang Jung

--
Use this signature-checker to find out if your signature is Virusinfected !
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: small32@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
NeXTMAIL: w271zrz.zrz.tu-berlin.de

1736. Re: FTP HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-01 12:54:33 UTC
From: csw93@seq1.keele.ac.uk
Message-ID: <2622@keele.keele.ac.uk>
Source record: 44632

From article <30APR199203400714@erich.triumf.ca>, by ivan@erich.triumf.ca (Ivan D. Reid):
> In article <1992Apr30.050301.7583@actrix.gen.nz>,
> Roger.Sheppard@bbs.actrix.gen.nz writes...
>>How can you read a Text file on a FTP site with out dnloading it,
>>I have tried all the things that I have seen here like
>> get filename "| less" and get filename "| more" and get filename -
>>but none work on A.A. what am I doing wrong..
>>

How about trying this:
get (filename) /dev/tty

Works for me, anyway...
--
vvvvvvvvvvvvvvvvvvvvvvvvvvv @ @ vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv
> Adam Turnbull oo Democracy : It's your vote that counts <
> csw93@uk.ac.kl.seq1 ='= Feudalism : It's your count that votes <
^^^

1737. MiNT problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-01 13:24:54 UTC
From: hrs@aber.ac.uk
Message-ID: <1992May1.132454.13290@aber.ac.uk>
Source record: 44633

I finally decided to down-load MiNT and have a go at this new extension. Unfortunately I have run into two problems. At the moment I'm only messing about with mint.prg in the auto folder, I am not using any other MiNT related programs. When I boot up two things happen. First my Neodesk fails to start and I end up back at the Atari desk. The most strange thing however, is that the contents of an entire directory called D:\TEX vanish! I have a lot of stuff on a 96 MB drive system and as far as I can make out it's the only one that goes. When I reboot without MiNT everything is OK again. I can repeat this as many times as I like. The other thing to mention is that the Neodesk problem and D:\TEX vanishing are unrelated because I can remove the auto load feature so that I boot to the Atari desktop only and D:\TEX still vanishes.

Other points: I have renamed mint.cnf to mint.cfx so that this is not read by MiNT. The machine I'm using is an STE with TOS 1.6. I get the MiNT message OK at boot up (I'm using 0.94 - the same thing happens to 0.92) and all the new drives are accessible so it appears that MiNT is functioning. Since I use TEX a lot, the fact that D:\TEX goes means that I cannot use MiNT. I have deleted the D:\TEX directory and recopied everything back in without any effect. I'm using an ICD adapter on my HD.

At the moment I have not tried removing all my accessories and TSRs to see if there is a conflict, I shall try again this weekend.

Anybody got any ideas?

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1738. Gemfast 1.8 wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-01 14:04:40 UTC
From: rlw@ukc.ac.uk
Message-ID: <803@eagle.ukc.ac.uk>
Source record: 44634
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Having just read the lastest STreport, I have read about Gemfast v1.8
with quite a few advantages over the old Gemfasts.

The question is, can I get hold of it over the Internet yet? I have just
tried a.a.umich.edu and I could not find it there.

I would really like to get hold of it before the weekend starts if possible,
so come on, someone out there must know.

Cheers - Dick
--
Well my baby, she don't want me around ! DoD #246, Squid Rating 1.5
She said she's tired of watching me fall down ! Current Steed --- CBX550FII
She wants the good life, with all the best !--------------------------------
But I like that bottle better than the rest ! <- Van Halen wi. David Lee Roth

1739. Re: CALAMUS SL

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-01 14:17:52 UTC
From: jesa@gun.do.open.de
Message-ID: <H.2EbOWEdyPro@gun.do.open.de>
Source record: 44635
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <1992Apr27.004415.9153@jhunix.hcf.jhu.edu>, Dom Alvear writes:
>In article <1992Apr24.111755.13387@umiami.ir.miami.edu>
dlk0ms9s@umiami.ir.miami.edu writes:
>>
>> While I am currently enjoying Calamus SL, I am having some problems with
>>printing on my Deskjet 500. It is REALLY SLOW. I mean it. It is AT LEAST
>>10 times as slow as 1.09n. Any ideas?
>Well, you could write to ISD to see if a better DJ500 driver is out. Or you
>could try FPPRNT.PRG (auto program). This program speeds up output from
>PageStream, so it might work for Calamus SL.

Being a confimed CALAMUS user, I have used CALAMUS 1.09n for years and
recently SL, my only - and from the light of experience - advice is, unless
you want colour output, stick to V1.09n as I have found it to be 99.9999999%
reliable!

Bye for now

John
--
==========
From: John Budden Email: jesa@gun.do.open.de

"If you can't take a joke you shouldn't have joined!"

1740. Re: FTP HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-01 14:45:51 UTC
From: piet@cs.ruu.nl
Message-ID: <1992May1.144551.17611@cs.ruu.nl>
Source record: 44636

```
>>>>> Roger.Sheppard@bbs.actrix.gen.nz (RS) writes:

RS> How can you read a Text file on a FTP site with out dnloading it,
RS> I have tried all the things that I have seen here like
RS> get filename "| less" and get filename "| more" and get filename -
^ ^
These spaces shouldn't be there. The get filename - should work.
Works for me at least. Of course this depends on the ftp program on YOUR
machine, not on the archive machine.

By the way, congratulations that you have reverted to reasonable and
informative postings.
--
Piet van Oostrum <piet@cs.ruu.nl>
```

1741. Re: How to redraw whole deskto

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-01 16:42:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A39948@MS.maus.de>
Source record: 44637

```
c>v_show_c(vhanle);

It's illegal to use these vdi functions when the aes is active. Call
graf_mouse() instead.

Regards,
Patrick

--------------------------
Abolish the death penalty!
```

1742. Re: Using a Sony MultiScan monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-01 16:55:18 UTC
From: tony@microware.co.uk
Message-ID: <949@mwuk.UUCP>
Source record: 44638

In article <1992Apr30.083223.28114@mnemosyne.cs.du.edu> ilepore@isis.cs.du.edu (Ian Lepore) writes:
>
> Connecting a MultiSync monitor to the Atari ST...
>
> [.....] description deleted

One trick that I have found useful when planning to solder to multi-way plugs such as the 13-pin DIN and the 15-pid High-Density, is to buy the mating plug or socket at the same time. Then put the two together before soldering the wires on. The mating part will hold the pins in place and avoid that terrible problem of the pins moving when the heat makes the plastic soft!

> HOW ABOUT THAT SWITCHBOX?
>
>
> All of the above I have tested and I know it works. The following is
> untested, and I'm not even sure the appropriate parts are available. The
> idea here is that you have a little switchbox with a cable going to your
> ST, a cable going to your monitor, and a switch that lets you choose color
> or monochrome operation. The switch is the only tricky part, you need a
> four-pole double-throw switch. I'm thinking a rotary 'ganged' switch
> would do the trick, if such are still available. The connections would be
> as follows:
>
>
> DB15 SWITCH ST
>
> o--------- 7
> 1 ---------o---
> o--------- 11
>
>
> o--------- 6
> 2 ---------o---
> o--------- 11
>
>
> o--------- 10
> 3 ---------o---
> o--------- 11
>
>
> +---------------- 4

> |
> | o--------- N/A
> +-o---
> o--------- 13
>
>
> 6,7,8,10 ---------------------- 13 (These are straight-thru, not
> 13 ---------------------- 9 thru the switch).
> 14 ---------------------- 12
>
> With this setup, use a small *metal* hobbyist box (available at Radio
> Shack), and mount the DB15 and the ST cable thru the back of the box, and
> the switch in front. Connect the ground (ST pin 13) to the box for
> shielding purposes. Also, remember that when you switch monitor types,
> your ST will reboot itself!

I have made up a switch box exactly as described above, and it works very well. I did indeed use a rotary ganged switch, and put a RCA phono socket on the switch box too. I use it with an NEC Multisync 3D.

The main problen I had was finding a model 3D monitor. They have been discontinued here in the UK, and replaced by the 3FG series. These will not Sync down to a 15kHz line rate. I wish manufacturers wouldn't be so blinkered in thinking all the world's a VGA/SVGA PC! :-(

Tony.

--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

1743. Re: Help with sozobon133, make does not work..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-01 17:21:32 UTC
From: steve@thelake.mn.org
Message-ID: <A1655707809@thelake.mn.org>
Source record: 44639

[In article <14244@star.cs.vu.nl>,
bert@cs.vu.nl (Menting BL) writes ...]

> I have the following problem: I did installed sozo133i (with install.prg)
> Spreaded over 2 floppies I have one directory with bin/ include/ ..
> and the other with doc+examples. Seemed as it has to be. But when I
> try to make the example hello.c (copied to bin directory) the makefile says:
> cc.ttp .. hello.c ..
> cc can't find compiler

...

>> Why can't make find cc when I see it is in the same directory?
>> Why does cc seem to have a problem with finding himself??
>> Must I set path-variables (but I'm using it with GEM)?
^^^^^^^^^^^^^^^^^^^^^^^^
Yes. The package includes an auto-folder program that sets environment
variables. If you used the INSTALL.PRG, everything should be configured
properly. Be sure that the environment-setting utility is in the auto
folder of your boot disk, and be sure that its data file is in the root
directory of that disk, along with the copy of the DESKTOP.INF file that
was modified by INSTALL.PRG. Reboot. Now you should be able to run MAKE
by clicking on a *.mak file, and all the compiler components will be able
to find themselves.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

The king is a fink.

1744. How to read 4 joysticks ! .. in GFA Basic *8)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-01 18:21:39 UTC
From: K.W.Chan@cm.cf.ac.uk
Message-ID: <9205011821.AA05902@vassal.cm.cf.ac.uk>
Source record: 44640
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
This is a procedure I knocked up recently for a four player game...

It uses the Parallel port as in Gauntlet and Kick off 2 etc..

Treat it with caution as it's not totally bug free... *8(
(Sometimes the drive dies - so backup a lot !)

(player = 0,1,2,3)

Procedure Joy_read(P%)
If P%<2
J%=Dpeek(&HE4E)
If P%=0
J%=J% Div 256
Endif
Joy_up!=J% And 1
Joy_down!=J% And 2
Joy_left!=J% And 4
Joy_right!=J% And 8
Joy_fire!=J% And 128
Else
Void Xbios(28,64,W:7+128)
J%=Not (Xbios(28,0,W:15))
If P%=2
Joy_up!=J% And 1
Joy_down!=J% And 2
Joy_left!=J% And 4
Joy_right!=J% And 8
Else
Joy_up!=J% And 16
Joy_down!=J% And 32
Joy_left!=J% And 64
Joy_right!=J% And 128
Endif
If P%=2
Void Xbios(28,128,W:7+128)
Joy_fire!=32 And Not (Xbios(28,0,W:14))
Else
Joy_fire!=1 And Not (Peek(&HFFFA01))
Endif
Endif
Return

By the way, I'm not gonna take any responsibility if your computer starts
smoking or anything !! I've used it for hours on my 520ST with no problems,
```

so I'm happy with it. I just thought I would save some other people a few hours of fiddling around with the sound chip ports !!!

Have fun !

Mr X.

1745. Re: .Z compression for the ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-01 20:10:48 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.92May1211048@ghiggins.hpl.hp.com>
Source record: 44541
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992May01.090037.21505@DIALix.oz.au> steveq@DIALix.oz.au (Steve Quartly) writes:

> I am after a program to extract .Z compressed files for the Atari ST.

Compress is available by anaonymous ftp from atari.archive.umich.edu in ~ftp/atari/gnustuff/tos/compress/compress.zoo

--
Graham Higgins
<< gjh@hplb.hpl.hp.com || gjh@hplb.hp.co.uk || gjh@hplb.uucp >>
<< My opinions above are exactly that: my own, and opinions. >>

1746. Vanishing D: \TEX dir

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-01 21:24:08 UTC
From: hrs@aber.ac.uk
Message-ID: <1992May1.212408.9536@aber.ac.uk>
Source record: 44542

Got back tonight and started looking into my missing D:\TEX directory
when I boot up MiNT (0.94) from the auto folder. Took out all ACCs and
autos (except superboot - I know it could be superboot but...) and the
TEX directory still would not respond. So I decided to rename it (had to
rename with MiNT out coz' while MiNT is loaded 'show info' doesn't work)
to something like D:\TEXX. Once I renamed it all my TEX stuff came
back to life. The really funny thing though is when I now rename
TEXX back to TEX (with MiNT loaded) as soon as the new name is
registered (i.e. pressing OK in 'show info') the whole directory
vanishes again! Of course at this point I can't rename it back to TEXX unless
I reboot without MiNT. Strange eh? This effect does not occur on any of
my other drives. I wonder if anybody else would like to try and set up
a D:\TEX directory and see of it vanishes when MiNT is loaded?

Still can't get Neodesk to run when MiNT is on.

--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1747. How do you...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-01 23:55:51 UTC
From: jared@midiline.la.ca.us
Message-ID: <sND5JB3w165w@midiline.la.ca.us>
Source record: 44543

modify an Atari MegaFile 30 to work with a SCSI drive? Do you need to replace all interals with new, or...? If case modification is required, will it mean cutting (aka defacing) the case at all (around the ports) or leave any "open" ports (i.e. no connectors present)?

Jared

Reply... as always, in Email...

jared@midiline.la.ca.us

---
jared@midiline.la.ca.us ('286 Highlander)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

1748. 'C & R' address needed...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-02 00:59:26 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <R6L5JB1w164w@sys6626.bison.mb.ca>
Source record: 44544

Can anyone please e-mail me the address for C & R, the makers of BBS Express for the ST? I mainly would be interested in a VOICE phone number. Thanks.

```
+-----------------------------------------------------------------------+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+-----------------------------------------------------------------------+
```

1749. Re: Argv[0] (was Re: help with sozobon getenv())

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-02 01:26:10 UTC
From: orc@vpnet.chi.il.us
Message-ID: <1992May02.012610.8711@vpnet.chi.il.us>
Source record: 44545

In article <RALPH.92Apr23183731@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
|>>>>> Regarding Re: help with sozobon getenv(); orc@vpnet.chi.il.us
|>>>>> (david parsons) adds:
|
|david> Find a shell that uses the (official?) Atari extended
|david> argument scheme and you may see argv[0] filled in.
|
|Is there a version of gulam which supports this?

Not a clue. If any shell does, I'd imagine that gulam would. There's
a version of teeny-shell that does, but it's rather less than reliable
(I discovered that xArgs and Mint don't get along too well when I stuffed
0.8 onto pell 1, and did a quick conversion to ARGC for all of my code,
which left some parts (tsh, libc) in a less than normally unstable form:
And then I bought pell 2 and haven't touched the ST, except to read mail,
since.)

--
david parsons \/ orc@pell.chi.il.us

1750. Re: MiNT problems. vanishing parts of filesystem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-02 08:37:31 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.92May2103730@fysap.fys.ruu.nl>
Source record: 44546

I am haveing a problem with vanishing parts of the filesystem too (but only when I run gem): Both on tos and on minix filesystem all top directories are displayed as lowercase since the last versin (0.94). However, subdirectories are in upper case, and their contents seem to be empty (although they are not). When running a shell I can access everything.
--

Peter Mutsaers. |==========
muts@fysap.fys.ruu.nl | Memento Mori

1751. Re: Getting GCC/G++ 2.1 to wor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-02 14:59:00 UTC
From: Nils-Henner_Krueger@ki.maus.de
Message-ID: <A1038@KI.maus.de>
Source record: 44547

In article <1992Apr30.134317.23029@wam.umd.edu>
dmb@wam.umd.edu (David M. Baggett) writes:

>... I don't know how optimization
>affects memory usage, but if you're strapped for memory keep your
>files very small and perhaps compile without -O.

In "Using and Porting GNU CC" by Richard M. Stallman, 15 Feb. 1992, for
version 2.0, you can read on page 29:

" -O Optimize. Optimizing compilation takes somewhat more time, and a lot
more memory for a large function."

So the first thing to do if you're running out of memory during compilation
should be to disable optimization.

nils-henner

Nils-Henner Krueger, Waitzstr. 98, 2300 Kiel, Germany, Phone: xx49/431/86267
- -
email: nk@ki.maus.de (short text-messages < 16kB, _NO_ binaries) <-- FASTER!
nhk@informatik.uni-kiel.dbp.de (long messages, uuencoded files)

1752. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-02 16:36:33 UTC
From: bigham@acpub.duke.edu
Message-ID: <2723@news.duke.edu>
Source record: 44548

From the Holy Book of <BAMMI.92Apr28232410@acae127.cadence.com>
as spake by bammi@acae127.cadence.com (Jwahar R. Bammi) :
>In article <A1459361947@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
> .....
>> some problems there, too. For one thing, its startup code drags in all
>> sorts of library code that may never be needed in the program, making a
>> minimum executable somewhere around 12K -- significantly larger than a
>> similar program linked with dLibs.

Yeah, that's on my "to-do" list, and now that I've got slightly more free time
(last homework assignment done! YES!), I may actually get some stuff
accomplished toward it.

>> For another, the MiNT library really is
>> not well suited to a 16-bit compiler. There are no long-allocation
>> functions, so you can't grab > 64K of memory. Similarly, you can't read()
>> or write() huge chunks of data, because size_t is a 16-bit value. (These
>> limitations disappear when you compile the MiNT library with a 32-bit
>> compiler.)

> quite the contrary. mntlib and gcc-libs have been *VERY*
>carefully designed in this respect. whenever sizes of data structures
>are involved, the type is size_t. the type of "sizeof(FOO)" is size_t.
>size_t is always "unsigned long" regardless of 16/32 bit integers
>(controlled by the -mshort option to gcc) (see <compiler.h> and <stddef.h>)

Remember, we were originally (weren't we?) discussing the use of the MiNT libs
with _Sozobon_ C (or Heat-n-Serve, as it's now called), in which size_t is
unsigned int, 16 bits. I'm already working on the long-allocation routines; I
hadn't thought of read()/write() limitations, though. [Hmm, this could get
messy real quick, adding a long-function for everything that uses size_t's.
There's gotta be an easier way.]

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | fictitious. Any similarity to actual
| persons or opinions, living or dead, is
| coincidental.

1753. Re: Running a program from TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-02 19:28:31 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May2.192831.21532@mnemosyne.cs.du.edu>
Source record: 44549

>Since I opened the subject, what about a library
>that gives the possibility to open a window with only parameter widht an

>height in characters. A function for putting text in a window without wo
ry
>ing where to break the line because the edge of the window is reached.
>putting a boxed message on the screen that allows a variable number of
>buttons (more than 3) and the possibilty of entering text in that box.
>In other words a highlevel cursus-like AES-interface (sounds nice :-)

I've been kicking arond the idea of writing an 'intercept library'
that would take your printf(), fprintf(), getc(), etc, stream functions
and reroute the results to a window. In general, you'd be able to take
any generic text-mode program and link it with this library and it'd
become a GEM program automatically. I have the text output to a window
pretty much coded, but I haven't done anything for the input side.
There are some problems I've yet to deal with; you may end up having to
scatter some Yield()-type calls through the code I think, to get it
to cooperatively multitask with DAs properly.

As to things like putting a boxed message with more than 3 buttons on
the screen, GemFast v1.8 will have functions for that.

- Ian
<Biased toward Bullwinkle cartoons>

1754. Re: Running a program from TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-02 22:31:50 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <32384@sdcc12.ucsd.edu>
Source record: 44550

In article <1992May2.192831.21532@mnemosyne.cs.du.edu> ilepore@isis.cs.du.edu (Ian Lepore) writes:
> As to things like putting a boxed message with more than 3 buttons on
>the screen, GemFast v1.8 will have functions for that.

Are there any provisions for modeless dialogs in the GemFast library? Unless GEM has been hacked severely, modal dialogs will go out of style very quickly once MultiTOS hits the street (so to speak).

-- adam

>- Ian
><Biased toward Bullwinkle cartoons>

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

1755. Re: MiNT question: Pgetpid buggy?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-02 22:52:27 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <0ckjb0ag@csv.warwick.ac.uk>
Source record: 44551

In article <1992May1.130243.1273@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>In article <H.y7T15sR1XFQ@bara.oche.de>, wr@bara.oche.de (Wolfram Roesler) writes:
>> Hi all,
>>
>> it seems that the MiNT system calls Pgetpid and Pgetppid don't work the
>> way they ought to... the following program:
>
>... stuff deleted ...
>
>> printf("pid = %d\nppid = %d\npgrp = %d\n",
>> Pgetpid(),Pgetppid(),Pgetpgrp());
>
>> produces the output:
>>
>> pid = 0
>> ppid = 28
>> pgrp = 0
>
>The problem is that the GEMDOS functions are returning 32 bit values,
>but Pure C uses 16 bit integers. Try using explicit casts:
>
>(int)Pgetpid(), (int)Pgetppid(), (int)Pgetpgrp()

This type of problem is very common with printf, especially when you forget what types you are passing. I'm surprised that GFA BASIC supporters haven't yet swamped the news group saying how it could never happen in their favourite language, and rightly so - There is no reason why C compilers shoudn't have a switch to check printf(const char *str, ...) parameters when str is a literal. Purists may complain about consistantcy, but this would only be an option and is nothing compared to the implementation of Pascal's writeln.
For those fairly new to programming in C, here is a list of common mistakes (ones I have made more than 20 times :-)) that are difficult to find (Unless you carry this list in your head):

1) printf types - See example above.
This often causes zeros to be printed when you didn't expect them and other values in the wrong place.
2) a=b when you meant so say a==b
Often causes the condition to be always true (good example here recently)
3) misplaced semi-colon eg.
```
for (i=0; i<100; i++);
printf("Hi there");
```
In this case the printf is only done once.
4) Macros with side effects eg.

```
chr=toupper(getch()); may expand to
chr=(((getch())>='a' && (getch())<='z'):getch()+32:getch);
In this case (which I once wasted hours on, although fortunately I was
being paid for them) you have to hit letters several times for a response
(and the number of times varies on the case of the character).

- Leo Hendry.
```

1756. Re: TOS 2/6-chip set conversion?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-03 16:57:19 UTC
From: kjackson@cix.compulink.co.uk
Message-ID: <1992May03.165719.2912@demon.co.uk>
Source record: 44552

In article <1992May1.015505.22967@actrix.gen.nz>,
Roger.Sheppard@bbs.actrix.gen.nz writes:
>In article <1992Apr30.202331.13312@usenet.ins.cwru.edu> aq115@cleveland.
>Freenet.Edu (Robert C Glover) writes:
>>
>> Can someone tell me how I can modify ST's that use six-chip sets of
>> TOS to work on a two-chip set, and vice versa?
>>
>I don't think you can with some of the older machines, so the old
>ST 520 will have to have the 6 chip set, but the newer machines
>have jumpers to let you do this, my STFM 1040 with TOS 1.2 had the jumpers
>marked 256/1meg or some thing like that, the 2 chip set is a better option
>if you can use it..
>
>Note: not all 2 chip machines have 6 sockets fitted...

That's right. When my STfm was upgraded it had two sockets but there were
only six-chip sets available. The extra sockets were installed and the
jumpers changed as you describe. It works fine!

Keith

1757. MiNT question: How to find controlling terminal?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-03 18:31:42 UTC
From: wr@bara.oche.de
Message-ID: <H.O5&x9VzcV32@bara.oche.de>
Source record: 44553

Hi MiNTers,

How can a process determine the name of its controlling terminal, i.e. of the file its standard input and output are connected to? What I want is something like Unix's tty command. I want my shell profile to be able to determine if it's running on the console (i.e. can use GEM calls), in a bgacc window (i.e. can rely on Cconin returning correct scan codes for function keys) or on a serial terminal (i.e. must use VT52 key codes).

Is this possible at all? If it is, how can it be done?

Thanks for your help
Wolfram
--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
(E-Mail) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

1758. Sending commands to bgacc.acc?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-03 18:41:34 UTC
From: wr@bara.oche.de
Message-ID: <H.TsKSMm3QWbI@bara.oche.de>
Source record: 44554

Hi,

That new bgacc is really a great thing, makes mw obsolete imho...
But is it possible to send it commands, e.g. to tell it to run
a specific command with specific options? I'd like my newsreader
to call the editor that way so the editor could run in a window
along with the other news windows.
bgacc might listen to some pipe file for incoming commands (like
that lpq program does). That would really make it a very useful
thing... especially if it did env var expansion and PATH search
itself...

Is that already possible? If not, it should be implemented in one
of the future versions... shouldn't be too hard to do, I guess...
--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
(E-Mail) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

1759. Re: Using PATH style lists to find files.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-03 19:06:26 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92May16025026@acae127.cadence.com>
Source record: 44396

In article <7942@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>
> Surely this is in a library somewhere, but I've written it anyway, so
> how does this look...
>
yes it is :-) look at findfile() in findfile.c
/* findfile: given a base filename, a list of directories, and a list
of possible extensions to the filename, attempts to find a file.
Useful for doing, e.g. spawnvp. Note that the current directory
is always searched first! If the filename already contains a
path specification (or extension) then the given path list
(or extension list) is ignored.
Returns the name by which the file was found, or NULL.

Written by Eric R. Smith and placed in the public domain.
*/
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

1760. Re: Running a program from TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-03 19:44:00 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May3.194400.7887@mnemosyne.cs.du.edu>
Source record: 44555

> are there any provisions for modeless dialogs in gemfast?

It depends on what you mean by "provisions for". I've been thinking heavily in those directions for the past 6 months, and I've striven to do nothing to prevent them, but I don't directly support them yet either.

The problem with modeless dialogs is GEM itself -- it is very difficult to write 'blackbox' library routines for GEM, because events are handled on a per-application basis, not a per-window basis. This requires the host application to be intimately aware of what the library functions are doing with windows, and "intimately aware of" is the exact opposite of the concept of blackbox objects that you can pull from a library.

I recently did a big writeup on the problems of event handling and object-oriented libraries. I should dig them out and post them here on the net (it's a series of 3 messages). In the messages, I describe what I see as the problems, and propose a couple of potential solutions. I could implement any one of the solutions, but I really would rather have feedback from the whole GEM programming community before I move on it. In short, solving the problem of event handling in library routines is going to require everyone to adopt a new programming style; I don't want to lay a new style on the world single-handedly.

- Ian
<Biased toward Bullwinkle cartoons>

1761. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-03 19:50:09 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May3.195009.8002@mnemosyne.cs.du.edu>
Source record: 44556

```
> read()/write()...adding a long version of everything that uses size_t

One potential solution is to cover the functions with macros that
contain recasts. Ideally, you s/b able to do:

#define malloc(size) malloc((long)size)

Unfortunately, HSC doesn't -- right now -- implement that ANSI rule that
lets that sort of macro work. But, if you think this could be a viable
solution to the problem, I'll set about implementing that rule in the
preprocessor asap.
```

1762. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-03 20:00:35 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992May3.160035.1279@uwovax.uwo.ca>
Source record: 44557

In article <A1188108446@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
> [In article <1992Apr30.030603.1268@uwovax.uwo.ca>,
> 7103_2622@uwovax.uwo.ca (Eric Smith) writes ...]
> > size_t should always be 32 bits on the ST, unless your compiler doesn't
> > support objects >64K in length (in which case there's not much point in
> > malloc'ing such objects). Sozobon is broken in this regard. gcc can use
> > 16 bit integers, and mntlib works fine with them.
>
> I've seen this statement applied to the Sozobon compiler a couple of
> times. Yet I regularly allocate more than 64K of memory using dLibs, read
> entire files into RAM, and process the data using pointers. It works.
> There may be a problem with statically allocated storage > 64K (not
> something I've ever done; I figure anything in that range is malloc
> territory ... you certainly can't declare an auto variable of that size).

OK, what happens if you do:

```
int bigarray[100000];
...
save = (int *)malloc(sizeof(bigarray));
```

It's conceivable that Sozobon will barf on the declaration of "bigarray".
If not, the malloc will fail anyway. My point is that the malloc
certainly should succeed if the declaration of bigarray does, i.e. if it's
possible to have >64K arrays, sizeof() should be 32 bits.

Does

```
int *foo = (int *)lmalloc(100000L*sizeof(int));
...
foo[99999] = some_value;
```

work under Sozobon? Again, if it does, then sizeof() should be 32 bits
(IMHO; this one isn't quite as clear cut as above). And if it doesn't,
then obviously "lmalloc" is rather dangerous.

Of course, as you point out, this raises all sorts of nasty compatibility
problems with old code that assumes that "size_t" is "unsigned int".
But note that carefully written code that uses sizeof() everywhere and
never assumes anything about sizes of integers should work anyway.
Alas, all too much code is not carefully written :-(.

I guess the easiest way to "fix" Sozobon would be to make integers 32
bits. This would probably be non-trivial to do :-(.

Then, of course, there's the solution of simply admitting "the compiler
doesn't support large data types". Then you get users screaming at you
because they want large arrays; but there's always the GEMDOS Malloc

and Mfree functions...
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1763. Vanishing D: \TEX (solved)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-03 20:02:48 UTC
From: hrs@aber.ac.uk
Message-ID: <1992May3.200248.21633@aber.ac.uk>
Source record: 44558

Thanks to Eric Smith, my D:\TEX now no longer vanishes under MiNT.
The solution (as Eric mentioned in his mail) is simple. The volume
name for drive D: was TeX, evidently this conflics with the directory
called TEX. The solution, rename volume name to something else. Thanks
once again.

Unfortunately I'm still having problems getting Neodesk3 to run under MiNT.
Surely someone must have tried this and solved(?) it?

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1764. GEM Programming -- what's next? (1 of 3)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-03 20:10:25 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May3.201025.8249@mnemosyne.cs.du.edu>
Source record: 44559

Well, GemFast v1.8 is about done, and I'm starting to think ahead. I know what v1.9 is going to be like: A lot of work to make GemFast portable to compilers other than HSC, and a few new object types for dialogs. (I keep wanting scrolling listboxes that popdown like the ones in CUA/Windows3.) This is mostly tedium work, but nothing hard or innovative. The main limiting factor is how fast I can write the docs for things I add to the library. Actually, I may have to write a complete replacement form_do handler to implement scrolling list objects, that'll be a little harder than "tedium work".

What's mostly on my mind now is GemFast v2.0. I know, in a vague way, what I want v2.0 to be all about, but I'm not sure how to go about it. As I've mentioned a few times lately, it's hard to write blackbox library routines that use windows, because of the way GEM handles event processing. I want v2.0 to fix that problem.

So what's this blackbox stuff I'm always on about? Let's look at a couple examples... Suppose your application wants to allow users to view a file. There should be a single, simple library routine you can call that will load the text into a window with scroll bars and all. Once your program has called the library routine, it should be able to forget all about it; the library routines transparently handle all window events. Or, suppose you want the user to be able to do a little bit of simple text editing. You should be able to open an edit window with a single call, and the library routines manage all interaction between the window and the user.

GEM manages events on a per-application basis, and we need them to be handled on a per-window basis. Any time the main application does an event wait, a message or event could come in that needs to be handled by a library routine with an open window. The application may not be aware of what the library routines are doing, or even how many windows are open. Does that sound a little odd? Well, the application may know that it created a browser object at some point, but it may not know whether that window is still open or not. And, for that matter, it doesn't even need to know. Since a browser is a read-only item, there's no reason for the browser library routines to involve the main application in the closing of the window. I can go on at great length about the hows and why of object-oriented blackbox routines, but I think I'll skip it for now, and respond to questions anybody has about it instead of babbling gratuitously.

There are two main issues to deal with when you want write event-driven library routines that are blind to the application they're embedded in:

- Dispatching events to the library routines that are responsible for window the event pertains to.
- Managing the list of events to be waited on, depending on the needs

of all currently-open windows.

I have a feeling the second issue is the harder of the two. The next two messages will address these two issues; taking the easier one first.

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or 617-354-4137.

- Ian

1765. GEM programming -- what's next? (2 of 3)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-03 20:15:17 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May3.201517.8366@mnemosyne.cs.du.edu>
Source record: 44560

I have several ideas on how to solve this problem of dispatching events to all open windows even when the applicaton isn't responsible for (or even aware of) all the open windows...

Idea # 1:

The main application can do an event wait as usual, and if the event doesn't pertain to it, there can be a way to hand off the event to the library routines. To implement this, I picture a pair of new functions, apl_register() and apl_dispatch(). When a library routine opens a window, it calls apl_register() and passes a pointer to a routine that handles events. The apl_register() function maintains a list of all currently-registered event handlers. When the application receives an event, it passes the XMULTI structure containing the event to apl_dispatch(), and apl_dispatch() passes it to all registered event handlers. Each event handler examines the event data and acts on it if appropriate. If a handler completely handles an event, it clears that event bit in the events-which-occured mask, so that other handlers don't waste time checking to see if they need to handle the event. When apl_dispatch() returns control to the main application, it handles any events that are still pending in the events mask.

This idea has one big factor in its favor: it requires almost no change to existing code. You'll already have an evnx_multi(&xm) call followed by your event-handling code. You just insert apl_dispatch(&xm) following the evnx_multi() and everything works just like it always did. In fact, since evnx_multi() is a GemFast-defined function, not a direct GEM binding, I can even make it happen transparently behind the scenes, by putting the apl_dispatch() call in the evnx_multi() implementation.

But there is also a drawback: what if a library routine needs to do an evnx_multi() call of its own? It might get a message that pertains to a window that the main application opened directly. In the idea #1 scheme of things, there's no way for the library routine to pass that event to the main application. That brings us to...

Idea #2

This is nearly identical to idea #1, except that the main application also uses apl_register() to register its own event handler. Now, the main event loop in the application is reduced to two calls:

```
for (;;) {
evnx_multi(&xm);
apl_dispatch(&xm);
}
```

Everything that used to be in your main event loop is moved to a separate event handling function, and you register that function with apl_register() before going into your event loop. Then, events which aren't fielded by a library routine are automatically passed to your registered event handler. The main advantage here is that library routines can now do an event wait, and if the event is for a main-application window, the apl_dispatch() call will get that event routed back to the main application.

I think this idea has a lot going for it, but it does have one major drawback: your event handler routine has to be reentrant, and that imposes some restrictions on your coding style. (Consider that you could be processing a menu event which opens a dialog box. The dialog handler (which you know little or nothing about) could do an event call and call apl_dispatch(), which could result in re-entering your event handler while it's still handling the original menu event.) Personally, I consider this to be No Problem, because I tend to write routines that are reentrant out of habit, but I'm not sure how it might affect the coding style of others. Especially, if you aren't used to working with reentrancy issues, you can fall into subtle traps.

Idea #3

My third idea is by far the most ambitious, it comes down to basically redefining the standard GEM programming idiom from scratch. In fact, this is probably a GemFast v3.0 kind of thing, but I want to get folks thinking about it. Here, we tie events and windows very closely together. When you open a window, you do it via a call to a library routine, not a direct wind_create() call. You provide a library of callback functions which is attached to the window object the library creates. A central dispatcher function in the library invokes the callback functions as needed. The library also provides a set of default functions that handle the routine window events such as sizing and moving, so a lot of applications will have only a drawfunction actually coded, and the library supplies the rest of the standard window functionality. It should be possible to build up classes of window objects for text-in-windows, dialog-in-windows, pictures-in-windows, and so on, by having libraries of routines that implement standard drawing functions and scrolling functions. When you call PictureWindowCreate(picbuffer, NEO_FORMAT), that routine will call the basic WindowCreate(), and then will supply the proper callback functions for drawing and scrolling a NEO type picture. If your application is a paint program (and not just a picture viewer), then after calling the PictureWindowCreate() function (which returns you a pointer to a Window object structure), you can just plug in a pointer to a callback function to handle button events, and that's your hook to provide the drawing functionality, but the library routines still handle all the other mundane window tasks. In this scheme of things, menu and timer events would be tied to a special "window handle" of 0, so that your main program can handle events which aren't specific to a single window.

I think my immediate goal is to implement a generic event dispatching system that is compatible with idea #3. That is, I want to provide a foundation which #3 can be built on, without forcing the world to relearn

everything they know about GEM programming right away.

I do know that if the state of available software in the ST world is to improve, then building GEM applications has to become much easier than it currently is. The two best ways I know of to make it easier are to move towards object-oriented programming (not C++ mind you, just OO design), and then to begin coding libraries of pre-built objects which you incorporate into your applications with just a simple function call or two.

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- Ian

1766. GEM programming -- what's next (3 of 3)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-03 20:23:16 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May3.202316.8459@mnemosyne.cs.du.edu>
Source record: 44561

Now we come to the difficult issue...how to manage which events to wait for when blackbox library routines have windows open.

Let's suppose you have an ideal application. It has a menu bar, and an event handler to process menu selections. It conducts a few custom dialogs. And, it relies heavily on libraries of prewritten windowed functions so that it doesn't have to do any window management itself. From the main application's point of view, it needs to worry only about message events so that it can process menu selections. But, when windows get opened by the library routines it calls, those windows may need to respond to mouse events, keyboard events, and so on.

In the prior message, I posted 3 ideas for handling the dispatching of events to all registered event handlers. Two of those ideas have the main application doing the event wait, and thus only the main application can set the mask of events to wait for in the evnx_multi() call. The third idea has windows and events tied closely together, and managing the events to wait for actually becomes pretty simple: each window object has an event set associated with it. The event set for the top window is used as input for the evnx_multi() calls. (It's a bit more complicated than that, but not much.)

In the other two scenarios, we have a bit of a problem: how can a library routine which opens a window communicate its events-oriented needs to the main application? That is, if the application doesn't care about keyboard events, but it opens an editor window, how is it to know that it then must begin waiting for keyboard events too? Another problem is how to (or even whether to) multiplex conflicting events. For example, what do you do when the main application and a library window routine both want to use MU_M2 events?

As usual, I have ideas, but no firm answers. The first idea I have is to make a few rules that prevent conflicting events. Looking at each type of event, I propose this:

MU_BUTTON - A wait for a single or double click, with an mbstate of
button-down, can be used by main and library routines. A
wait for button-up can only be done modally, by the
owner of the current top window.
MU_MESAG - Can be used by main and library routines. In addition,
this is a required event at all times except when
running modally.
MU_KEYBD - Can be used by main and library routines.
MU_TIMER - Reserved for main routines when non-modal.
MU_M1 - Reserved for main routines when non-modal.
MU_M2 - Reserved for library routines; owner of top window only.

I've made a couple references to "running modally". By that, I mean that the library routine or main application has done a wind_update() call to lock out window changes or system mouse handling. When an event handler detects its window is on top, it can "go modal" and then safely do most anything it wants, event-wise, because another window can't be topped while it's modal.

So, any number of routines can wait for button-down concurrently, because the event will only pertain to one window. When a button-down event occurs, every event handler can check to see if its window is on top, and ignore it if not. Also, any windows that don't care about button events can just flat-out ignore the event even when their window is topped. But, nobody can wait for button-up unless they go modal, because it would impossible to have one window waiting for button-down and another waiting for button-up. The same sort of logic applies to keyboard events.

Timer events and mouse rectangle events are problematic, primarily because they are independant of the current top window. Logic to multiplex conflicting timer events is beyond the scope of the rather simplistic dispatchers I'm proposing. So, it seems easier (for now at least), to just say: library routines have to live without timer events, except when running modally. Since two rectangle events are available, it makes sense to reserve one to be totally under the main application's control, and the other to be shared among the library routines. When sharing the M2 event, some sort of logic is needed so that the owner of the current top window can dictate the rectangle to watch. This smacks of dispatching idea #3, so for now I just want to reserve the event for future implementation.

Message events are the simple one: the main application alway includes messages in the set of events it waits for. This shouldn't be any problem, since all useful applications pretty much need message events anyway.

Okay, now we have some (perhaps flawed?) rules, but if the main application is going to wait for events on behalf of library routines it knows little about, then there has to be a way for library routines to tell the main application what they need. I can think of several schemes to do this, and some pros and cons for each scheme. But, what is done to solve this problem is going to depend heavily on which of the 3 dispatching solutions is in use.

It is at this point in my thinking that I usually begin to think that dispatching idea #3 really has a lot going for it, and I think that idea #1 can be trivially rejected as being too inflexible for growth. Since #3 has been locked out as too complex to do right now, that leaves #2. Actually, a varient of #2 is probably what we need.

First, let's modify the main loop concept in dispatching idea #2 a bit: instead of the main application calling evnx_multi() then passing the XMULTI along to apl_dispatch(), let's eliminate the evnx_multi() altogether. The main application registers its event handler using apl_register(), and it passes a pointer to its XMULTI at that time. The main application can change the contents of its XMULTI structure any time it wants to, subject to the rules above (ie, don't touch MU_M2-related

data, and so on.) It also passes a flag to apl_register() that says "I am the main application." Then it calls apl_run() just once, and that function never returns.

When a library routine registers an event handler, it also passes an XMULTI that says what events it wants, and a flag that says it is NOT the main application. The apl_run() routine merges the events from all the library routines that are registered into the main application's XMULTI, then it calls evnx_multi(), and uses apl_dispatch() to send the events out to the main application and other registered handlers.

Well, I think that's enough babbling for now. It should be clear to all and sundry that I have given this matter some thought, but probably not enough thought. But, my poor little brain becomes overheated when it works on these problems for too long, and I'm to the point where I really need more input. I need to know whether other folks have considered these issues. Have any solutions, partial or complete, been cooked up? What problems do you foresee that I haven't event touched on here? What do we do next?

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- Ian

(PS: PLEASE DO **NOT** RESPOND TO THESE VIA MAIL!!!
For two reasons: first, I have a mail disk usage limit on this system, and second, we need (IMAO) PUBLIC discussion of these issues.)

1767. Sozobon/HSC and large arrays/objects

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-03 20:45:25 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May3.204525.8980@mnemosyne.cs.du.edu>
Source record: 44562

Summary:
Expires:
References: <1992Apr30.030603.1268@uwovax.uwo.ca> <A1188108446@thelake.mn
org> <1992May3.160035.1279@uwovax.uwo.ca>
Sender:
Followup-To:
Distribution:
Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.
Keywords:

> Does
> int *foo = (int *)lmalloc(100000L*sizeof(int));
> ...
> foo[99999] = some_value;

> work under Sozobon? Again, if it does, then sizeof() should be 32 bits
> (IMHO; this one isn't quite as clear cut as above). And if it doesn't,
> then obviously "lmalloc" is rather dangerous.

The answer to "does it work" is "yes and no". If 'foo' is a char
type, this will always work. If 'foo' is any type where sizeof(foo[0])
is greater than 1, it will work if you use the optimizer, or break if
you don't.

The reason is that the code generator, in processing the array subscript,
generates a bogus sequence of:

```
move.l #sizeof_on_array_item,d0
muls your_index_value,d0
ext.l d0
```

Naturally, when the result of the multiply is > 64k, the ext.l wipes
out the high-order bits of the result, and you get bogus indexing into
the array. The optimizer is aware that EXT is never needed following
a MULx instruction, so it removes the ext; then everything works fine.

The internals of HCC are so ugly, that in two years of looking, I
still can't find the place in the code generator where I need to tweak
it to eliminate the EXT instruction. Until I find it, the rule is:
if you have arrays bigger than 64k (that is, sizeof(array) is > 64k,
not 64k elements in the array), then ALWAYS use the optimizer.

> make HSC sizeof(int) 32 bits

Actually, it might be trivial, I think there's a constant in a heder
(er, header) file I could change that would fix everything at once.
(I've never tried). But, a complete library rewrite would be needed.
Code would be a lot less efficient. All existing GEM code would break.
I do remember looking once to see if it could be made command-line
switchable (sizeof(int) that is), and that is NOT trivial.

1768. Re: Using a Sony MultiScan monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-03 21:38:12 UTC
From: jonc@status.gen.nz
Message-ID: <D7q9JB2w164w@status.gen.nz>
Source record: 44563

Roger.Sheppard@bbs.actrix.gen.nz writes:

>
> Normal specs are 0.75 Volts for RGB signals...
> --

Roger I thought it was 1VPP not .75VPP!

_
Jon Clarke o( ) The Z*NET International Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz 3/772:105 GEnie: J.CLARKE6
::Z*NET a free ascii based magazine for all computers, distributed globaly::
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1769. Re: MiNT question: Pgetpid buggy?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-03 21:43:58 UTC
From: wr@bara.oche.de
Message-ID: <H.r3t6R2u2SCI@bara.oche.de>
Source record: 44564

In <1992May1.130243.1273@uwovax.uwo.ca>,
Eric Smith (7103_2622@uwovax.uwo.ca) wrote:

> In article <H.y7T15sR1XFQ@bara.oche.de>, wr@bara.oche.de (Wolfram Roesler) writes:
> > it seems that the MiNT system calls Pgetpid and Pgetppid don't work the
> > way they ought to...
>
> The problem is that the GEMDOS functions are returning 32 bit values,
> but Pure C uses 16 bit integers. Try using explicit casts:
>
> (int)Pgetpid(), (int)Pgetppid(), (int)Pgetpgrp()
>
> etc.; or change mintbind.h to have these casts put in (this probably
> would be a good idea in any case -- I may fix mintbind.h for the
> next release of MiNT).

Yes, I already found that out myself |-) ... thanks very much,
everything works fine now. I have already mailed Eric a fixed
mintbind.h so he (or anyone else) doesn't have to bother... :)

--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
(E-Mail) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

1770. Spectre 128 on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-03 22:05:51 UTC
From: sander@krazykat.engin.umich.edu
Message-ID: <#px+7J#@engin.umich.edu>
Source record: 44565
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just bought one, runs great on my TT. The problem I am having, however, is porting Mac applications to the darned thing.
I have AccessPC, which works fine for documents, but the applications and their resource forks seem to mess it up. This would not be a problem if I had BinHex on the spectre partition, but alas, it is not so. I attempted to port a Stuffed file over, to see if archives would survive the port, but this did not work either, even after I reset the archives creator resource to 'SIT!'. Unstuffit still won't recognize it as a stuffit archive.

Any suggestions? Am I correct in assuming that attempts to modem files from a mac will run into the same binary vs. hex problems? How do I get the durned BinHex appl. over?

thanks in advance...

--
CHOOSE CHEAP Scott Anderson
TWO: / \ sander@engin.umich.edu
/ \ Entropy at its finest:
FAST---------EASY "Spam, spam, spam! Wonderful SPAM!"

1771. Re: Running a program from TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-04 01:14:34 UTC
From: carter@cae.wisc.edu
Message-ID: <1992May3.201434.26310@doug.cae.wisc.edu>
Source record: 44566

In article <1992May3.194400.7887@mnemosyne.cs.du.edu> ilepore@isis.cs.du.edu (Ian Lepore) writes:
>
> > are there any provisions for modeless dialogs in gemfast?
>
> It depends on what you mean by "provisions for". I've been thinking
>heavily in those directions for the past 6 months, and I've striven to
>do nothing to prevent them, but I don't directly support them yet either.
>
> The problem with modeless dialogs is GEM itself -- it is very difficult
>to write 'blackbox' library routines for GEM, because events are handled
>on a per-application basis, not a per-window basis. This requires the
>host application to be intimately aware of what the library functions
>are doing with windows, and "intimately aware of" is the exact opposite
>of the concept of blackbox objects that you can pull from a library.
>
> I recently did a big writeup on the problems of event handling and
>object-oriented libraries. I should dig them out and post them here

In my ACICS libaries, although not OOP'ed, I designed several source
links that people can include into thier source app when compiling
with event_multi().

Its a way for people to provide thier own event background functions by
providing a simple source level solution.

The problems, you might have experienced too, in sharing data, or transmitting
information between events with such a event based library I solved by
including two event calls for filling and emptying a common app communication
buffer of unsiged bytes 1K in length. Certain sections of the buffer are
write protected during any calls to the included standard routines I have
provided like, VT52, ANSI emulation cursor position resgisters, window
bounds etc.

Disadvantages I have found:

The problem I have been trying to figure out with such pre packaged routines
is the fact that when the apps programmer decided to write out his own event
routines, he in fact can over write certain areas of the communications
buffer without knowing it. In effect, trying to provide the greatest amount
of freedom without compromising the communications control registers
reserved in the ACICS 'systab' structure is a major problem I haven't
been able to ovecome.

The only solution would be to provide only one set of routines for a limited
set of functions I can think of myself for a person to use and hope it covers

the arena of applications he or she has in mind...even a worse solution
in my opinion.

Since I am actually a liberal programmer, I also provide behavior controls
for certain functions for example: my login function:

```
int vt_login(void)
{
unsigned char d_c_b[5];

d_c_b[0]=systab[17];
d_c_b[1]=systab[18];
d_c_b[2]=systab[19];
d_c_b[3]=systab[20];
d_c_b[4]=systab[22];

wind_set(0,0,0,24,0);

vtmoutf("%C");
vtmout_xyf(0,0,"%s","ACICS - New User Application");

switch(systab[100])
{

case VT_52: vtmout_xyf(73,0,"%PVT_52%Q");
break;
case ANSI: vtmout_xyf(74,0,"%PANSI%Q");
break;
}

/* Well we have a formatted display here so we are going to have kill the
system window....a rather laborious task but easy enough....*/

vtmout_xyf(0,3,"%PName:%Q");
vtmout_xyf(49,3,"%PAddress:%Q");
vtmout_xyf(0,4,"%PCity:%Q");
vtmout_xyf(49,4,"%PState:%Q");
vtmout_xyf(0,5,"%PZip:%Q");
vtmout_xyf(49,5,"%PPhone:%Q");
vtmout_xyf(0,6,"%PPassword:%Q");
vtmout_xyf(49,6,"%PScreen width:%Q");
vtmout_xyf(0,7,"%P--------------------------------------------------------------------------
-------%Q");
vtmout_xyf(0,8,"%PLot:%Q");
vtmout_xyf(49,8,"%PLod:%Q");
sys_date(s_date);
sys_time(s_time);
vtmout_xyf(5,8,s_time);
vtmout_xyf(54,8,s_date);
vtmout_xyf(0,9,"%P--------------------------------------------------------------------------
-------%Q");
vtmout_xyf(0,17,"%P-UI
Window-----------------------------------------------------------------------%Q");
```

```
pos_cursor(6,3);
systab[10]=7;
do
{
p_str(user.name,24,FALSE);
if (srch_em(user.name))
{
vtmout_xyf(0,19,"The name %s is already in use, pick another.", user.name);
user.name[0]=0;
vtmout_xyf(6,3," ");
pos_cursor(6,3);
}
}
while ((strlen(user.name)==0)&&(strcmp(user.name,"NEW")==0)&&(c_detect()));

pos_cursor(58,3);
systab[10]=7;
do
p_str(user.address,23,FALSE);
while ((strlen(user.address)==0)&&(c_detect()));

pos_cursor(6,4);
systab[10]=7;
do
p_str(user.city,13,FALSE);
while ((strlen(user.city)==0)&&(c_detect()));

pos_cursor(56,4);
systab[10]=7;
do
p_str(user.state,2,FALSE);
while ((strlen(user.state)==0)&&(c_detect()));

systab[10]=2;
pos_cursor(5,5);
do
p_str(user.zip,5,FALSE);
while ((strlen(user.zip)==0)&&(c_detect()));

user.phone[0]=0;
vtmout_xyf(56,5,"(XXX) - XXX - XXXX");
pos_cursor(57,5);
systab[10]=2;
pnocr_str(area_code,3, FALSE, 13);
pos_cursor(64,5);
pnocr_str(prefix,3,FALSE, 13);
pos_cursor(70,5);
pnocr_str(suffix,4,FALSE, 13);
strcat(user.phone,area_code);
strcat(user.phone,prefix);
strcat(user.phone,suffix);
```

```
pos_cursor(10,6);
systab[10]=7;
do
p_str(user.password,12,FALSE);
while ((strlen(user.password)==0)&&(c_detect()));

pos_cursor(63,6);
systab[10]=2;
p_str(user.columns,2,FALSE);

init_user();

wind_set(d_c_b[0],d_c_b[1],d_c_b[2],d_c_b[3],d_c_b[4]);
set_up();
upd_sysw();
vtmoutf("%C");
return(TRUE);
}
```

If you will notice, systab is the externalized communciations buffer
that has particular fixed locations that perform certain functions
vtmout(), wind_set(), p_str().

Setting systab[10] to a io control code, like 10, will tell all io
operations to accept all characters, likewise setting systab[10] to
1 will restrict input to numeric only. This eliminates excess control
code that isn't nessacary...ie, don't have to check if input is not a number.

Also, not shown, is the control locks for all these routines which
have dual output streams, to screen or selected RS232C ports.

So whats the deal? The deal is, trying to figure out the ease of use
and flexibility of simple location switches which can do quite powerful
and desirable things, like setting input control above, and HOW to do it.

All of these functions and thier behavior have one common function.
Even_multi() since most of the time in communication situations involve
a lot of waiting. While the system is waiting it can be doing other things,
preferably what you have in mind. This gives the applications programmer
the ability not only what to determine WHAT to do with his time but HOW to
spend his time the way he sees fit.

>on the net (it's a series of 3 messages). In the messages, I describe
>what I see as the problems, and propose a couple of potential solutions.
>I could implement any one of the solutions, but I really would rather
>have feedback from the whole GEM programming community before I move
>on it. In short, solving the problem of event handling in library
>routines is going to require everyone to adopt a new programming style;
>I don't want to lay a new style on the world single-handedly.
>
>- Ian
><Biased toward Bullwinkle cartoons>

Event based programming systems is what I am doing as my senior thesis.

And my MEGA STE is my guinea pig.

If anyone else has had any problems with data sharing, or have introduced different priotrities in their designs I would love to discuss it!

--Greg

1772. Re: GEM programming -- what's next? (2 of 3)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-04 01:42:53 UTC
From: carter@cae.wisc.edu
Message-ID: <1992May3.204253.26639@doug.cae.wisc.edu>
Source record: 44567

In article <1992May3.201517.8366@mnemosyne.cs.du.edu> ilepore@isis.cs.du.edu (Ian Lepore) writes:
>
>
>
> I have several ideas on how to solve this problem of dispatching events to
>all open windows even when the applicaton isn't responsible for (or even
>aware of) all the open windows...
>
> Idea # 1:
>
> The main application can do an event wait as usual, and if the event
>doesn't pertain to it, there can be a way to hand off the event to the
>library routines. To implement this, I picture a pair of new functions,
>apl_register() and apl_dispatch(). When a library routine opens a window,
>it calls apl_register() and passes a pointer to a routine that handles
>events. The apl_register() function maintains a list of all currently-
>registered event handlers. When the application receives an event, it
>passes the XMULTI structure containing the event to apl_dispatch(), and
>apl_dispatch() passes it to all registered event handlers. Each event
>handler examines the event data and acts on it if appropriate. If a
>handler completely handles an event, it clears that event bit in the
>events-which-occured mask, so that other handlers don't waste time checking
>to see if they need to handle the event. When apl_dispatch() returns
>control to the main application, it handles any events that are still
>pending in the events mask.
>
> This idea has one big factor in its favor: it requires almost no change
>to existing code. You'll already have an evnx_multi(&xm) call followed by
>your event-handling code. You just insert apl_dispatch(&xm) following the
>evnx_multi() and everything works just like it always did. In fact, since
>evnx_multi() is a GemFast-defined function, not a direct GEM binding, I can
>even make it happen transparently behind the scenes, by putting the
>apl_dispatch() call in the evnx_multi() implementation.
>
> But there is also a drawback: what if a library routine needs to do an
>evnx_multi() call of its own? It might get a message that pertains to a
>window that the main application opened directly. In the idea #1 scheme of
>things, there's no way for the library routine to pass that event to the
>main application. That brings us to...
>
> Idea #2
>
> This is nearly identical to idea #1, except that the main application also

>uses apl_register() to register its own event handler. Now, the main
>event loop in the application is reduced to two calls:
>
> for (;;) {
> evnx_multi(&xm);
> apl_dispatch(&xm);
> }
>
> Everything that used to be in your main event loop is moved to a separate
>event handling function, and you register that function with apl_register()
>before going into your event loop. Then, events which aren't fielded by a
>library routine are automatically passed to your registered event handler.
>The main advantage here is that library routines can now do an event wait,
>and if the event is for a main-application window, the apl_dispatch() call
>will get that event routed back to the main application.
>
> I think this idea has a lot going for it, but it does have one major
>drawback: your event handler routine has to be reentrant, and that imposes
>some restrictions on your coding style. (Consider that you could be
>processing a menu event which opens a dialog box. The dialog handler
>(which you know little or nothing about) could do an event call and call
>apl_dispatch(), which could result in re-entering your event handler while
>it's still handling the original menu event.) Personally, I consider this
>to be No Problem, because I tend to write routines that are reentrant out
>of habit, but I'm not sure how it might affect the coding style of others.
>Especially, if you aren't used to working with reentrancy issues, you can
>fall into subtle traps.
>
> Idea #3
>
> My third idea is by far the most ambitious, it comes down to basically
>redefining the standard GEM programming idiom from scratch. In fact, this
>is probably a GemFast v3.0 kind of thing, but I want to get folks thinking
>about it. Here, we tie events and windows very closely together. When you
>open a window, you do it via a call to a library routine, not a direct
>wind_create() call. You provide a library of callback functions which is
>attached to the window object the library creates. A central dispatcher
>function in the library invokes the callback functions as needed. The
>library also provides a set of default functions that handle the routine
>window events such as sizing and moving, so a lot of applications will have
>only a drawfunction actually coded, and the library supplies the rest of
>the standard window functionality. It should be possible to build up
>classes of window objects for text-in-windows, dialog-in-windows,
>pictures-in-windows, and so on, by having libraries of routines that
>implement standard drawing functions and scrolling functions. When you
>call PictureWindowCreate(picbuffer, NEO_FORMAT), that routine will call the
>basic WindowCreate(), and then will supply the proper callback functions
>for drawing and scrolling a NEO type picture. If your application is a
>paint program (and not just a picture viewer), then after calling the
>PictureWindowCreate() function (which returns you a pointer to a Window

>object structure), you can just plug in a pointer to a callback function to
>handle button events, and that's your hook to provide the drawing
>functionality, but the library routines still handle all the other mundane
>window tasks. In this scheme of things, menu and timer events would be
>tied to a special "window handle" of 0, so that your main program can
>handle events which aren't specific to a single window.
>
> I think my immediate goal is to implement a generic event dispatching
>system that is compatible with idea #3. That is, I want to provide a
>foundation which #3 can be built on, without forcing the world to relearn
>everything they know about GEM programming right away.
>
> I do know that if the state of available software in the ST world is to
>improve, then building GEM applications has to become much easier than it
>currently is. The two best ways I know of to make it easier are to move
>towards object-oriented programming (not C++ mind you, just OO design), and
>then to begin coding libraries of pre-built objects which you incorporate
>into your applications with just a simple function call or two.
>
>---
> < OK TO PORT >
>This information comes from the atari.st conference on
>BIX (r), the BYTE Information Exchange.
>
>For additional information about BIX, call 800-695-4775
>or 617-354-4137.
>---
>- Ian

All of these are excellent options.

Problem is here, is we are talking about GEM. Most of the changes you propose
are available in other GUI's.

Another fact I would like to point out is the debugging procedures for
event based systems.

Event based systems are complex because so many things are happening, typically
on one level, or multiple levels.

Some of the concerns I pointed out about accessability of certain internal
information and the ability to modify this behavior would be something
that would be useful in:

1) Upgrading GEM's GUI libraries to be more flexible, with the ability
to be more modern...(X designing custom widgets...) better font handling,
postscript support.

2) Some sort of event_multi switch for providing debugging information.

Nice suggestions though.

1773. Re: Using a Sony MultiScan monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-04 05:13:41 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992May4.051341.6743@actrix.gen.nz>
Source record: 44568

In article <D7q9JB2w164w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
> Roger.Sheppard@bbs.actrix.gen.nz writes:
>
> >
> > Normal specs are 0.75 Volts for RGB signals...
> > --
>
> Roger I thought it was 1VPP not .75VPP!

The Standard is 0.75 volts into 75 ohms...

The Atari ST/STE puts out 1.0 volt, I have seen this overload
some monitors...

Check your monitor specs...

> Jon Clarke o( ) The Z*NET International Gateway in New Zealand
> Voice:(+64)25-962638 / /\ jonc@status.gen.nz 3/772:105 GEnie: J.CLARKE6
> ::Z*NET a free ascii based magazine for all computers, distributed globaly::
--
* Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz *
* 85 Donovan Rd * * or sheppard_r@kosmos.wcc.govt.nz *
* Paraparaumu Bch GEnie. R.SHEPPARD5 *
* New Zealand * Voice *64-4298-7249 *

1774. Atari Explorer ON-LINE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-04 07:27:38 UTC
From: jonc@status.gen.nz
Message-ID: <Rgi0JB3w164w@status.gen.nz>
Source record: 44569

This is the official Press Release regarding the merger of Z*Net and
Atari Explorer forming Atari Explorer Online Magazine. The first issue
will debut May 1, 1992.

FOR IMMEDIATE RELEASE-

Contact:

John Jainschigg 718-545-2900 GEnie: EXPLORER CIS:76704,1616
Ron Kovacs 908-968-2024 GEnie: Z-NET CIS:75300,1642
Bob Brodie 408-745-2052 GEnie: BOB-BRODIE CIS:70007,3240

April 24, 1992 - Atari Explorer Announces New Online Magazine!

Sunnyvale, CA.- Atari Corporation and Rovac Industries are proud to
announce a brand new online magazine for the Atari Community: Atari
Explorer Online. Atari Explorer Magazine, the Official Atari Journal,
is now extending its coverage of all things Atari to the online scene,
as well. The first issue of the Explorer Online is set for May 1, 1992,
and the magazine will appear biweekly, thereafter.

"Explorer Online will team up some of the finest journalists in
the Atari Community!" said John Jainschigg, Publisher. "We're excited
to be able to offer such a quality product to our many customers. The
goal of Explorer Online will be to serve the needs of all Atari
users: Portfolio, Lynx, ST/TT, and 8 bit. All of Explorer's regular
contributors will be represented in Explorer Online: from music experts
like Craig Anderton, to Portfolio Wizards like BJ Gleason. And we are
actively soliciting contributions, both to the online magazine, and to
our regular, bimonthly print edition. We want to make Explorer Online
a solid resource for the whole Atari community."

Atari has teamed up with Ron Kovacs, publisher of the Z*Net Newswire
and Z*Net Online Magazines, to produce Atari Explorer Online. "When
we decided that we wanted to do an online magazine, it just didn'er is one of
the finest magazines on the market, and it's very flattering to our
efforts that Atari has chosen us to help them with their online
magazine."

"When Explorer Publisher John Jainschigg came to me with an idea for
a new online magazine, there was no question that we were going to
need some outside help. And it was an easy choice to decide where
that help should come from. Week in, week out, Z*Net has provided
the latest news to the Atari Community for years. Indeed, Z*Net has
experienced growth over the years. They have the experience in
launching new online publications, like the original ST-Report,
ST*ZMagazine, and Z*Net PC. Additionally Z*Net's Atari News Service

has appeared in print publications world-wide including: STart
Magazine, ST-World Magazine, ST-Informer, ST-Journal, ST-Express,
AtariUser, Current Notes, and Germany's PD Journal now Atari Journal.
It really just made sense from every side that we considered to ask
them to be involved," stated Brodie."

AEO will be distributed worldwide on major information services and
networks. Atari Explorer Online will carry up-to-the-minute reports on
hot topics in the Atari market: from trade shows to new product
announcements. Explorer Online will give you the facts you need to make
the most of your Atari investment. Utilities and Atari PD releases, new
product demos, product and dealer databases, and other interactive
offerings will round out the publication, making Atari Explorer Online
the best in online journalism today!!

_
Jon Clarke o( ) The Z*NET International Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz 3/772:105 GEnie: J.CLARKE6
::Z*NET a free ascii based magazine for all computers, distributed globaly::
========--

t
make sense to completely re-invent the wheel," stated Bob Brodie, Atari's
Director of Communications. "In the online Atari community, Z*Net has
set the standard for quality and accurate reporting, and it only made
sense to invite them to participate in this new venture. Ron Kovacs and
John Nagy are among the finest, most dedicated journalists on the Atari
scene today. The entire Z*Net staff will be part of the new team at
Atari Explorer Online. We're very excited that they have chosen to join
us in making Explorer Online the best it can be."

The start of Atari Explorer Online also signals the end of the Z*Net
Online magazine for the Atari ST Community. Current plans call for
Kovacs' firm, Rovac Industries, to continue to publish their popular
Z*Net PC, and Z*Magazine publications. "While there is a certain
sense of loss with Z*Net discontinuing, we're very excited that Atari
has invited us to be a part of this exciting new venture" said Ron Kovacs,
Editor-in-Chief of Atari Explorer Online. "Atari Explor

1775. Re: GEM programming -- what's next (3 of 3)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-04 08:04:16 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.704966656@mi.el.utwente.nl->
Source record: 44570

Since Ian requested to do this in public instead of by private mail,
here i go:

In <1992May3.202316.8459@mnemosyne.cs.du.edu-> ilepore@isis.cs.du.edu (Ian Lepore) writes:

First of all, let i tell that i already wrote some idea #3 type code.
This should be a general usage type library, not too heavy copyright
protected (GNU-like). I have it running in prototype (i.e. alpha) phase.
Scrollbar handling is the major part which is planned in, but not yet
implemented (let alone tested... ;-)

-> In the prior message, I posted 3 ideas for handling the dispatching of
->events to all registered event handlers. Two of those ideas have the main
->application doing the event wait, and thus only the main application can
->set the mask of events to wait for in the evnx_multi() call. The third
->idea has windows and events tied closely together, and managing the events
->to wait for actually becomes pretty simple: each window object has an
->event set associated with it. The event set for the top window is used as
->input for the evnx_multi() calls. (It's a bit more complicated than that,
->but not much.)

Hmmm. I missed the rest of the complexity. I didn't miss some of the bugs
in the original evnt_multi() call, though. (Does anyone have these listed?)
The bugs came in on mixed events (from memory: waiting for all kinds of
mouse button events and messages says there is a mouse button event on each
message -- too bad!)

-> In the other two scenarios, we have a bit of a problem: how can a library
->routine which opens a window communicate its events-oriented needs to the
->main application? That is, if the application doesn't care about keyboard
->events, but it opens an editor window, how is it to know that it then must
->begin waiting for keyboard events too? Another problem is how to (or even

The solution is to kick this request to the library dispatcher, which will
do another kind of evnt_multi() then.

->whether to) multiplex conflicting events. For example, what do you do when
->the main application and a library window routine both want to use MU_M2
->events?

Easy one -- multiplex them. I now can have as many MU_M? request as i want.
(And i need them for my button handler in dialog windows!)

My approach here is basically different -- i make everything needed
available to each window needing it. Yes, this does mean a lot of re-writing
of AES internal class code!
An exception to the general scheme must be there for programs who want to

have the complete desktop for their own (like a program which makes a
screen dump of a user-selectable part of the screen -- at that moment
it should be possible to let only this program have the mouse events!)

-> Timer events and mouse rectangle events are problematic, primarily because
->they are independant of the current top window. Logic to multiplex
->conflicting timer events is beyond the scope of the rather simplistic
->dispatchers I'm proposing. So, it seems easier (for now at least), to just
->say: library routines have to live without timer events, except when
->running modally. Since two rectangle events are available, it makes sense
->to reserve one to be totally under the main application's control, and the
->other to be shared among the library routines. When sharing the M2 event,
->some sort of logic is needed so that the owner of the current top window
->can dictate the rectangle to watch. This smacks of dispatching idea #3, so
->for now I just want to reserve the event for future implementation.

I have this already running -- with idea #3.

-> Well, I think that's enough babbling for now. It should be clear to all
->and sundry that I have given this matter some thought, but probably not
->enough thought. But, my poor little brain becomes overheated when it works
->on these problems for too long, and I'm to the point where I really need
->more input. I need to know whether other folks have considered these
->issues. Have any solutions, partial or complete, been cooked up? What
->problems do you foresee that I haven't event touched on here? What do we
->do next?

->--
-> < OK TO PORT >
->This information comes from the atari.st conference on
->BIX (r), the BYTE Information Exchange.

->For additional information about BIX, call 800-695-4775
->or 617-354-4137.
->--

->- Ian

-> (PS: PLEASE DO **NOT** RESPOND TO THESE VIA MAIL!!!
-> For two reasons: first, I have a mail disk usage limit on
-> this system, and second, we need (IMAO) PUBLIC discussion
-> of these issues.)
->

Now my position: I do not have much time left for ST software development.
If anyone waits for me to finish it, he probably will have a perfect
library on an antique machine (by that time ;-).

However, if people are really interested, i might considering releasing
my current code. Or better, share it with some others who are also willing
to produce a public available (note: not PD) source level window library
for the ST.

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

1776. Re: What does gdos version number

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-04 08:53:15 UTC
From: wagg@zellweger.ch
Message-ID: <1992May4.085315.583@zellweger.ch>
Source record: 44571

```
In article <H.XMz7CMz_5cs@bara.oche.de> wr@bara.oche.de (Wolfram Roesler) writes:
>In <A39730@MS.maus.de>,
>Patrick Dubbrow (Patrick_Dubbrow@ms.maus.de) wrote:
>
>> w>of FSMGDOS and FONTGDOS, but does anyone know the numbers returned when
>> w>using other gdosses, like NVDI, AMCGDOS, the original Atari GDOS, etc.?
>>
>> There are no documented numbers. In case of NVDI better look at the cookie.
>
>Too bad... well, I'm not trying to check for the presence of a specific
>gdos but want to print the numer (and name, if possible) of the installed
>gdos. It's for a shell command that prints all kinds of version numbers,
>like TOS, GEMDOS, MiNT, and gdos.
>--
NVDI returns the number 0, AMCGDOS has different numbers depending from
the Version and the Atari-Gdos I do not remember.

Hope that helps

Georg

_____________ _____________
/ __________() ()__________ \
/ /\________ Georg Wagner ________/\ \
/ /_/_______() Zellweger Uster ()_______\_\ \
/____________ wagg@zellweger.ch _____________\
|___________() ()____________|
```

1777. Re: Spectre 128 on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-04 09:30:41 UTC
From: ttinfo@rusmv1.rus.uni-stuttgart.de
Message-ID: <1992May4.093041.28854@news.uni-stuttgart.de>
Source record: 44572
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <#px+7J#@engin.umich.edu> sander@krazykat.engin.umich.edu (Scott D Anderson) writes:
>
>I just bought one, runs great on my TT. The problem I am having,
>however, is porting Mac applications to the darned thing.
>I have AccessPC, which works fine for documents, but the applications
>and their resource forks seem to mess it up. This would not be a
>problem if I had BinHex on the spectre partition, but alas, it is not
>so. I attempted to port a Stuffed file over, to see if archives would
>survive the port, but this did not work either, even after I reset
>the archives creator resource to 'SIT!'. Unstuffit still won't
>recognize it as a stuffit archive.
>

You also have to set the TYPE resource string matching the StuffIt archive identifier. So enter your control panel, AccessPC, make an entry ".sit" and click into the MacApp... button. Then choose StuffIt and select the apropriate icon for StuffIt archives, I think it was SIT! for TYPE and CREATOR as well. I can ensure you that it just works fine.
For .hqx encoded files, I set up TEXT/SIT!, and StuffIt will be launched if I double-click any imported .hqx file.

Regards,
Markus.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* /etc/motd >> Luck is believing you're lucky! << *

1778. /bin/sh compatible shell available for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-04 10:24:36 UTC
From: neuhaus@vier.informatik.uni-kl.de
Message-ID: <neuhaus.704975076@vier>
Source record: 44573

Hi all.

I have retrieved the /bin/sh compatible shell from the 4.4BSD distribution, and ported it to the ST under MiNT 0.93. (This shell is also referred to as ash, because the its author is Kenneth Almquist.)

The port was rather trivial, since MiNT is so like BSD. All I had to do was to change the code in exec.c to look for the executable suffixes, and do some CR elimination. I have since written a dump script to dump my hard disk, which uses gawk, sed, tar, compress, backquotes, pipes, traps, user-defined functions and so on, and it works just fine. The shell was compiled with gcc 1.4 and GNU make. The executable, when stripped, is about 90K. However, the shell port should be considered beta for the following reasons:

* Somehow, when using absolute path names like /bin/ls, the suffix search isn't performed, although typing plain ls works just fine.

* When using backquote substitution, CRs don't get stripped as yet.

Also, MiNT does not support the #! feature, so if you have a shell script or a makefile that uses one, you'll have to prepend `sh'. In other words, where unix says `script', you say, `sh script'. The shell can emulate #!, so scripts called from sh *could* work, were it not for the fact that they don't have executable permission :-(.

Otherwise, the port works fine. I will make available a source distribution in comp.sources.atari.st, if

a) many people send email with the words `get /bin/sh' in the subject line; message body will be ignored. If you want to send mail, please read the message just before my .sig.

b) somebody tells me how to post to a moderated group like comp.sources.atari.st.

If there aren't enough people for a source distribution in comp.sources, I can still mail them to those of you who are interested, or can upload them onto our local ftp server.

Included in the distribution is a version of /bin/test, a.k.a /bin/[, that I hacked together within half a day or so. It should behave according to the specs.

Thank you, JRB and ERS for the gcc ports and the excellent libraries, and to ATARI for releasing such a bad OS that it inspired ERS to give us MiNT.

Have fun, and please read the following:

If you reply, please send mail to neuhaus@informatik.uni-kl.de, not
neuhaus@vier.informatik.uni-kl.de. This is a bug in our news software,
and I'm not sure when we'll get it fixed. Thank you.

--
+------- No .sig? OH, COME ON! --------+-"The derivative snuggles close to-+
email: neuhaus@informatik.uni-kl.de	the function---whatever to snuggle
snail mail: Stephan Neuhaus/Hilgard-	means; I'm too old for that"
ring 32/6750 Kaiserslautern/Germany	-- Math Prof

1779. Mplay

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-04 16:47:28 UTC
From: cs331109@zippy.acslab.umbc.edu
Message-ID: <1992May4.164728.16547@umbc3.umbc.edu>
Source record: 44574

As people asked me to, I put up Mplay 2.1 at Atari.Archive. Look for..

/atari/sounds/players/mplay2_1.lzh

(or something similar.. :)

Its not my program, but if you have an older ST (no E, sigh..), than it will play .MOD music in the background. Its not the best quality in the world, but it gets the job done...

1780. Re: GEM programming -- what's next (3 of 3)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-04 18:58:41 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May4.185841.28066@mnemosyne.cs.du.edu>
Source record: 44576

> copyright protected (GNU-like)
> However, if people are really interested, i might considering releasing
> my current code. Or better, share it with some others who are also willin
> to produce a public available (note: not PD) source level window library
> for the ST.

Thanks anyway, but my current plans for GemFast and everything related to it are to keep it as a 100% public domain package with absolutely no strings attached. I absolutely abhor the GNU copyleft BS. In my mind, you should either copyright your product and sell it commercially, or place in the public domain with no strings attached. (There are strings attached to HSC only in that it's based on a work that originally had some strings attached, and I follow their recommendations.)

My goal is to improve the state of GEM programming on the ST machines, not to get rich doing it, or even to prevent others from getting rich using my work. If someone does get rich, I don't want a slice of the pie, I just want to see it cause higher sales of ST machines because of great new software available for them. That benefits me, and all the rest of the ST community.

(I've kicked around the idea of asking for a few dollars contribution for GemFast. Even if I do that, it'll be purely voluntary, and the sources and binaries will remain fully PD.)
-
- Ian

1781. DIP-Switches MEGA STE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-04 19:31:00 UTC
From: Frank_Luthe@rd.maus.de
Message-ID: <A37963@RD.maus.de>
Source record: 44577

Hi outthere,

could anybody tell me the meanings of the DIP switches on the lower right
corner on the MEGA STE board ?
The only one I know is no.7: high density drive installed on/off.

Frank
--

Frank Luthe / Flensburger Str. 38 / 2370 Rendsburg / Germany
email: frank_luthe@rd.maus.de (short mail,_NO_ binaries) DAILY
frl@informatik.uni-kiel.dbp.de (long mail, uuencoded files) WEEKLY

1782. Cameau C++ for Atari ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-04 19:37:30 UTC
From: lohse@rhrk.uni-kl.de
Message-ID: <1992May4.193730.24449@rhrk.uni-kl.de>
Source record: 44578
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm interested in getting some further information about Cameau C++ for
the Atari ST/TT Computers. Please can anybody e-mail me the adress
from Cameau?

Thanks in advance

Gruss Frank

--
Frank Lohse
Universitaet Kaiserslautern
lohse@rhrk.uni-kl.de

1783. Re: Argv[0] (was Re: help with sozobon getenv())

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-04 19:51:38 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.KHy99wMR_AA@keep.fantasy.sub.org>
Source record: 44575

```
In <1992May02.012610.8711@vpnet.chi.il.us>, david parsons writes:
!In article <RALPH.92Apr23183731@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
!|>>>>> Regarding Re: help with sozobon getenv(); orc@vpnet.chi.il.us
!|>>>>> (david parsons) adds:
!|
!|david> Find a shell that uses the (official?) Atari extended
!|david> argument scheme and you may see argv[0] filled in.
!|
!|Is there a version of gulam which supports this?
!
! Not a clue. If any shell does, I'd imagine that gulam would.

And there ae several shells which support ARGV (passing arguments via
environment) There is Mupfel/KSH/Bash I think all shells compiled with
the MINT LIB...

Bye
Wolfgang

--
Use this signature-checker to find out if your signature is Virusinfected !
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: small32@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
NeXTMAIL: w271zrz.zrz.tu-berlin.de
```

1784. Re: GEM programming

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-04 23:13:26 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992May4.191326.1283@uwovax.uwo.ca>
Source record: 44579

I think that Ian's idea #3 (basically, object oriented programming) is definitely the way to go. The main application doesn't do an evnt_multi at all, or it does so only "modally". Instead, there should be a library "evnt_loop" call that fields events and dispatches them to the appropriate windows. To create a window, the application would do:

```
#include "windowlib.h"
WINDOW *newwindow;
newwindow = CreateWindow(some parameters)
```

The "window" structure would have pointers to functions that would be called for each kind of window message possible, an perhaps also a single rectangle and a function to be called if the mouse enters/exits that rectangle and the window is on top. Default functions would be provided, of course, but the programmer can always override them to create special-behaviour windows.

The benefits (in terms of ease of use) are immense. This is the style of programming that I use now (well, whenever I use GEM :-)) and it's *really* nice to be able to open a window and just forget about it!
Of course, building the library requires some considerable investment.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1785. Re: GEM programming

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-05 00:01:33 UTC
From: erlingh@idt.unit.no
Message-ID: <1992May5.000133.23741@ugle.unit.no>
Source record: 44580

I also am interested in this, and I am currently trying to make a library
for g++. I think this is the most obvious way to go, for it really is
obect oriented techniqus one should use to program windows (IMHO).

I currently have implemented pices of code for windows containg a dialog,
and windows that are used only for text.
eks.
```
Window *aWindow, *anotherWindow;
aWindow = new TextWindow(parameters... );
anotherWindow = new DialogWindow(parameters ...);
```

and some central loop to handle redraws and events...
It's in a very early stage right now, but it's evolving...
(We really WILL need some kind of DialogWindow routines anyhow
as soon as MTos is here for everyone...)

I'll post as soon as I get some real things going.

Erling.

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

1786. Atari PTC1426 color VGA monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-05 01:34:57 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <ys80JB2w164w@sys6626.bison.mb.ca>
Source record: 44581

Does anyone know the specs on the PTC1426? I have one, but the manual says diddly squat in terms of specs. Does anyone know the max rez & max colors? Would it be possible to buy a video card for my TT (crazy dots perhaps?) and use my PTC1426 for 640x480x256? Can the PTC do 800x600x256? Any help is appreciated, Thanks.

;--- (Trevor Cordes) a user of sys6626, running waffle 1.64
;E-mail: genius@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

1787. JPEG files

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-05 01:39:40 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <T180JB3w164w@sys6626.bison.mb.ca>
Source record: 44582

Does anyone know if a JPEG (the .GIF compressor/decompresser program for MS-DOS) program exists for the ST/TT? I've seen the source code released, so has anyone seen the compiled (and working) version?

;--- (Trevor Cordes) a user of sys6626, running waffle 1.64
;E-mail: genius@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

1788. Re: GEM programming

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-05 02:21:20 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7756@uqcspe.cs.uq.oz.au>
Source record: 44583

erlingh@idt.unit.no (Erling Henanger) writes:

>I am currently trying to make a library
>for g++. I think this is the most obvious way to go, for it really is
>obect oriented techniqus one should use to program windows (IMHO).

Agreed - C++ makes life MUCH easier!

>It's in a very early stage right now, but it's evolving...

>I'll post as soon as I get some real things going.

I too have made experimental GEM classes. (I'm posting to encourage other C++
programmers to loom into GEM classes).

Warwick.
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /

1789. Re: Vanishing D: \TEX (solved)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-05 05:10:47 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92May5001047@leidecker.gsfc.nasa.gov>
Source record: 44584

In article <1992May3.200248.21633@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:

> Unfortunately I'm still having problems getting Neodesk3 to run under MiNT.
> Surely someone must have tried this and solved(?) it?

> Herb

The Neodesk Loader (neoload.prg) must be started before neodesk can run.
This program must be run from the /auto folder, before MiNT starts.
I have heard that you can run it from mint.cfg, but I have not tried this.
The easiest method to accomplish this is the Neodesk "reorder" function.
This is one of my favorite features in Neodesk 3. Use it to make sure that
neoload is run before MiNT.

If you are fortunate enough to have TOS 1.4 or higher, set up Neodesk to
auto-execute. This way, when you issue the "gem" command, Neodesk will
start automatically. Neodesk 3 has been compatible with MiNT since
MiNT release .7 or .8. I have my skull icon for "kill.ttp" and a door icon
for "bg.ttp" After all, if a desktop has windows, it should also
have a door. ;-)

If you have any other problems with this, just send me email.

--
Doug
dstailey@leidecker.gsfc.nasa.gov

Namo Tassa Bhagavato Arhato Sammasambuddhasa

1790. Re: Music

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-05 06:17:52 UTC
From: gertjan@kompas.prl.philips.nl
Message-ID: <5495@prles2.prl.philips.nl>
Source record: 44585

A ACSI - SCSI problem:

I have built a SCSI host adapter for my atari ST and it doesn't work well.
The schematics I used were the ones suggested by the Atari Corp. and I checked
everything with a logic analizer. The harddisk I use is a Quantum LPS52S.

What goes wrong is: the harddisk becomes selected and reads the six command
bytes. But he never gets into the data phase, and goes directly into the status
and message phase. So as far as I can see is the ACSI and SCSI protocol handled
in a good way, but my harddisk doesnt understand the commands. I used the
commands: test drive ready, request sense and read block.
The harddisk works on other computers very well.

What am I doing wrong?? I think I overlook something very obvious.
Please answer me by email: gertjan@prl.philips.nl

Thank in advance!

1791. Re: Running a program from TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-05 08:02:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A40090@MS.maus.de>
Source record: 44586

Harold van Aalderen wrote:
>Not always, I wrote a TTP program that does an appl_init and even a
>v_opnvwk just to get some info about the system. For output in only uses
>the standard C function printf and it works perfect under Gemini. All
>output is printed in the console window and the program even knows about
>the number of lines and columns available because it extracts these values
>from the VDI information it gets when opening a workstation.

It shouldn't. These values can (and will) be different from the window
size. There are a lot of alternatives:

- Use the environment variables that Gemini sets up.
- Use termcap.
- Under MiNT: use the appropriate file control function on the tty handle.

>Beside how are you supposed to name a program that allows parameters to be
>passed, needs VDI to inquire about some basic screen parameters (size ,
>colors etc) and has no intention of opening a GEM window or even an event
>loop or any otherstuff that any GEM program should do.

Good point. But that means that there *should* be such a way, not that
there actually is one.

1792. Re: Argv[0] (was Re: help with

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-05 08:02:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A40089@MS.maus.de>
Source record: 44587

David Parsons wrote:
> Not a clue. If any shell does, I'd imagine that gulam would. There's
>a version of teeny-shell that does, but it's rather less than reliable (I
>discovered that xArgs and Mint don't get along too well when I stuffed 0.8
>onto pell 1, and did a quick conversion to ARGC for all of my code, which
>left some parts (tsh, libc) in a less than normally unstable form: And then
>I bought pell 2 and haven't touched the ST, except to read mail, since.)

If the question is (was): "which shells do use ARGV?" then try
Gemini/Mupfel or any Unix shell that was compiled with the MiNT libraries.

1793. GEMFAST plunge

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-05 08:45:02 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92126.044502JJL101@psuvm.psu.edu>
Source record: 44589

I am about to take the gemfast plunge, and have what may be a obvious question, the docs (for 1.7) say there is no need to code in ptsin, etc arrays for certain vdi calls, my question then is how should the call be made? a v_opnvwk() call then gets what arguments? Am I missing some thought here?

Also, I have the entire library (or at least the important ones :) of Abacus books, the Professional Gem 'book', and old Atari Developer docs, and am just beginning to work with GEM. I am fairly proficient in C, and want to add gem programming to my programs. I have went over numerous prog sources (CLED, mandlbox, and the sozo133 examples) and have so far been able to open a window, draw in it, create menu bars, dialouges etc.. I think I am moving right along, but I am concerned that perhaps a lot of the coding I am doing is not necessary due to the improvements gemfast makes, and simply want to gather as much of this info up before I start on a 'project'. Can anyone point me to a good source listing for a program that uses the calls associated with gemfast? (Best learning is by perusing code!) I am also interested in seeing code that handles windows that contain vdi drawn graphics, as this is the point that I am now at in my learning. My eventual goal is a gem application that will investigate some of the mathematical graphics in many of Clifford Pickovers books. (I know , slow in C, but at first I plan to concentrate on areas that are not THAT numerically intensive.)

Thanks for any info!

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
- j.lehett2 Genie address

1794. Need help:Getting files from atari.archive to disk

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-05 10:15:00 UTC
From: v125rcyx@ubvmsb.cc.buffalo.edu
Message-ID: <1992May5.091540.28222@acsu.buffalo.edu>
Source record: 44491

I need some help on how to get files from the atari.archive
to my ST.I could use VAX or UNIX depending on which one you know best.
I've managed to ftp the files to my account,and download them using
Xmodem,but they won't run.I am using a 1040 ST running FLASH 1.6.
Any help would be appreciated.

-Dave

1795. Icons and Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-05 11:40:42 UTC
From: mallarin@loria.fr
Message-ID: <265@muller.loria.fr>
Source record: 44492
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Please, Do you know a good editor in PD of .rsc files for adding icons to my deskicon.rsc file ? Or an other program which permit this action ? In fact, mkrcs don't work correctly on my mega STE and I don't know the exact organisation of the deskicon.rsc. Could you help me ??

Thanks in advance

Didier

1796. UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-05 12:31:45 UTC
From: odonnj@rs6209.ecs.rpi.edu
Message-ID: <1gqvfzd@rpi.edu>
Source record: 44493

Is there a later version of UniTerm available than v2.0e 011? Also, if anyone has any good UniTerm macros for automatically calling up and logging on to a mainframe, I would appreciate if perhaps they could e-mail them to me; all of my attempts to do something like that have failed.

--- Jim O'Donnell, odonnj@rpi.edu

1797. Re: DIP-Switches MEGA STE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-05 14:30:18 UTC
From: J.D.Coleman@newcastle.ac.uk
Message-ID: <1992May5.143018.18516@newcastle.ac.uk>
Source record: 44494

In article <A37963@RD.maus.de>, Frank_Luthe@rd.maus.de (Frank Luthe) writes:
|> could anybody tell me the meanings of the DIP switches on the lower right
|> corner on the MEGA STE board ?
|> The only one I know is no.7: high density drive installed on/off.

My (non-Mega) STe has 2 rows of 8 solder pads near the ROM chips. Are these the equivalent of the Mega DIP switches? Could I put in the Atari HD disk upgrade if I jumpered no. 7, or is there extra circuitry involved?

Julian

--
-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Phone +44-91-222-8068 Fax +44-91-222-8232 | #include <std_disclaimer.h>

1798. Re: Icons and Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-05 15:13:32 UTC
From: micro@imada.ou.dk
Message-ID: <1992May5.151332.13011@imada.ou.dk>
Source record: 44495

mallarin@loria.fr (Mallarino Didier) writes:

>Please, Do you know a good editor in PD of .rsc files for adding icons to my
>deskicon.rsc file ? Or an other program which permit this action ? In fact,
>mkrcs don't work correctly on my mega STE and I don't know the exact
>organisation of the deskicon.rsc. Could you help me ??

There is a very nice Icon editor at 'athena...de' (something like that),
it is called iconedi.tos (or something similar).

-Klaus

1799. Re: Atari PTC1426 color VGA monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-05 15:15:47 UTC
From: hrs@aber.ac.uk
Message-ID: <1992May5.151547.21597@aber.ac.uk>
Source record: 44496

In article <ys80JB2w164w@sys6626.bison.mb.ca> genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
>Does anyone know the specs on the PTC1426? I have one, but the manual
>says diddly squat in terms of specs. Does anyone know the max rez & max
>colors? Would it be possible to buy a video card for my TT (crazy dots
>perhaps?) and use my PTC1426 for 640x480x256? Can the PTC do
>800x600x256? Any help is appreciated, Thanks.
>
>;--- (Trevor Cordes) a user of sys6626, running waffle 1.64
>;E-mail: genius@sys6626.bison.mb.ca
>;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8
If you get any info on this I'd like to know aswell, perhaps you could mail
to the news group?

I've a question about the 1426. Am I right in believing that the stand
now fits properly on top of the TT?

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1800. Re: UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-05 16:02:39 UTC
From: smee@bristol.ac.uk
Message-ID: <1992May5.160239.15862@bristol.ac.uk>
Source record: 44497

In article <1gqvfzd@rpi.edu> odonnj@rpi.edu writes:
>Is there a later version of UniTerm available than v2.0e 011?

Simon Poole advertised an update recently, and his message follows. I haven't picked it up myself, so I don't know what the differences are. I also don't know whether it is still there. Nor do I have any other information about it. Still...

Simon's article:

|> From: poole@chsun.chuug.ch (Simon Poole)
|> Newsgroups: comp.sys.atari.st
|> Subject: Slightly updated version of UniTerm available
|> Message-ID: <1992Feb27.170237.19730@chsun.chuug.ch>
|> Date: 27 Feb 92 17:02:37 GMT
|> Organization: CHUUG Swiss Unix Systems Users Group
|>
|> A slightly updated version of UniTerm is available from
|>
|> chsun.chuug.ch
|>
|> Directory
|>
|> /archive/software/atari/UniTerm
|>
|> there's a tar'ed and compressed version of the distribution and a
|> unpacked version. (Please read the README in the directory -first-.)
|>
|> --
|> CHUUG/EUnet Switzerland Simon Poole
|> Zweierstrasse 35 Tel: +41 1 291 45 80
|> CH-8004 Zuerich Fax: +41 1 291 46 42 poole@chuug.ch

--
Paul Smee, Computing Service, University of Bristol, Bristol BS8 1UD, UK
P.Smee@bristol.ac.uk - ..!uunet!uknet!bsmail!p.smee - Tel +44 272 303132

1801. Re: DIP-Switches MEGA STE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-05 16:26:16 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992May5.162616.29074@usenet.ins.cwru.edu>
Source record: 44498

Frank:

I asked the same question on GEnie, and John Townsend of Atari
said that the only one with any function is number 7, the others
are 'reserved for future use.'

ROb
--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

1802. CD-ROM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-05 19:49:32 UTC
From: carl@syscon.rn.com
Message-ID: <1992May5.194932.1735@syscon.rn.com>
Source record: 44499

I've seen it said (perhaps here but I no longer remember where) that it is trivial to write a file manager for level 1 ISO 9660 (numbers from memory - forgive me if they are wrong). Can anyone steer me in the direction of information on this or provide any insight?

--

Carl Kreider Usenet ....!nstar!syscon!carl
CIS 71076,76 Internet carl@syscon.rn.com

1803. BBS SOFTWARE NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-05 23:20:16 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <H9VBkB1w164w@sys6626.bison.mb.ca>
Source record: 44500

Our local ST User's Group is looking for some replacement software for
our BBS. Does anyone happen to know of a good program for the ST? Also,
does anyone have any information on something called "Q-MODEM" or
something like that?
Thanks.

```
+-------------------------------------------------------------------+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+-------------------------------------------------------------------+
```

1804. Re: GEM programming

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-06 01:38:16 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92May5203816@leidecker.gsfc.nasa.gov>
Source record: 44501

> I think that Ian's idea #3 (basically, object oriented programming) is
> definitely the way to go. The main application doesn't do an evnt_multi
> at all, or it does so only "modally". Instead, there should be a library
> "evnt_loop" call that fields events and dispatches them to the appropriate
> windows. To create a window, the application would do:

> #include "windowlib.h"
> WINDOW *newwindow;
> newwindow = CreateWindow(some parameters)

> The "window" structure would have pointers to functions that would be
> called for each kind of window message possible, an perhaps also a
> single rectangle and a function to be called if the mouse enters/exits
> that rectangle and the window is on top. Default functions would be
> provided, of course, but the programmer can always override them to
> create special-behaviour windows.

My brother Ken owns one of the original 3B1 AT&T Unix PCs, which came
with a window manager, implemented as a file system. Recently, I took
a look at WINDOW(7) in the manual, which described windows being opened
via a call like:

window_handle = open(wfd, ATTRIBUTE_BITS);

Object-oriented programming may be the way to go, but not everyone has
the system resources to run G++ on their STs. One alternative could be
a loadable window file system which uses GEM. GEM windows could be
created as files on U:\WINDOW and you could write text to them just as
to a regular file.

Such a file system could be created with G++, by some kind soul with
a cross-compiler. Thus, programmers using standard C could have access
to the object-oriented features of a C++ library.

--
Doug
dstailey@leidecker.gsfc.nasa.gov

Just an idea...

1805. C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-06 02:45:24 UTC
From: cs331109@yogi.acslab.umbc.edu
Message-ID: <1992May6.024524.14841@umbc3.umbc.edu>
Source record: 44502

Mornin All...

How would I go about doing some graphics programming in C on the ST? I have GCC 1.40 from Atari.ARchive and would like to rewrite some graphics routines I have. I have them in GFA right now but I want to speed them up.

Anyone have some basic C Graphics code or anything I could tear appart? Thanks..

Paul - cs331109@umbc5.umbc.edu

1806. Question about v_gtext() reverse video

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-06 08:30:32 UTC
From: tony@microware.co.uk
Message-ID: <952@mwuk.UUCP>
Source record: 44503

Hi,

I am writing text into a window using v_gtext(). I use vst_color() to set the color, and vswr_mode() to set the writing mode to MD_REPLACE. No problem so far.

How can I write text in reverse video in one replace-type operation? I can do it by writing normally and then putting a v_bar() over the top in MD_XOR mode, but I would like to be able to do it directly using v_gtext() in a single operation. Is it possible? I can't believe it isn't, but I couldn't find a suitable setup function.

Thanks in advance,

Tony.
--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

1807. TOS upgrade 1.0 -> 1.4: Is it worth it ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-06 09:09:17 UTC
From: randallm@p4.cs.man.ac.uk
Message-ID: <randallm.705143357@p4.cs.man.ac.uk>
Source record: 44504

I am thinking of upgrading my ST's TOS (I own a 1040STF with 4Mb RAM and 100Mb hardrive) from version 1.0 to 1.4. I was ready to ring up Evesham Micro's today and order it straight off but I've had been reading some disturbing things about it that put me off.

First off, I was looking through a archive list and I saw a few TOS 1.4 bug fixes (bugs !#?!).

Secondly I discovered that the loading programs into memory is still slow on TOS 1.4 unless you set the FastLoad bit on the program. I currently use PINHEAD to speed things along.

I use NEODESK3. Do you think that a TOS upgrade is really worth it ?

----**--***&&&&&-- +---------+
---***-****&&--&&- | MARTIN | "Happiness is just an illusion caused by
--**-***-**&&&&&-- | RANDALL | the temporary absense of reality"
-**---*--**&&--&&- +---------+
--------&&---&& University of Manchester, England

1808. Wanted list and specifications of the vdi functions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-06 09:37:15 UTC
From: grellier@petri
Message-ID: <1992May6.093715.12396@babbage.imag.fr>
Source record: 44505

I'm looking for complete docs with examples, because I want to learn
how to program dedicated soft on st.
I would to really happy if someone can send me it by mail to
grellier@babbage.imag.fr

--

1809. Re: New Site and VMS/FTP Help

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-06 09:44:00 UTC
From: ivan@erich.triumf.ca
Message-ID: <6MAY199202440949@erich.triumf.ca>
Source record: 44506

In article <1992May6.173207.4745@kosmos.wcc.govt.nz>,
sheppard_r@kosmos.wcc.govt.nz writes...
>Also I still can't read a README from a FTP site with out dnloading
>it first, is there any way on a VMS site Please...
ftp> get readme tt:
[The difference between a Kiwi and a computer, is that you only have to punch
information into a computer _once_! :-)]

NB: "native" VMS translates everything into upper-case as the input
is read, so you have to quote all file-names when you are talking to a UN*X
site (get "readme" tt:). Better is to
$ ftpu :== UCXFTP/Ultrix
$ ftpu wuarchive.wustl.edu
...

Ivan Reid, Paul Scherrer Institute, CH. ivan@cvax.psi.ch

1810. Re: GEM programming -- what's next? (2 of 3)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-06 10:53:54 UTC
From: fabrizio@deis64.cineca.it
Message-ID: <1992May6.105354.7564@deis35.cineca.it>
Source record: 44507

Can anybody explain me what GEMfast exactly is ?

Fabrizio Lugli
fabrizio@deis64.cineca.it

1811. Re: GEM programming

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-06 11:48:53 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992May6.074854.1297@uwovax.uwo.ca>
Source record: 44508

In article <DSTAILEY.92May5203816@leidecker.gsfc.nasa.gov>,
dstailey@leidecker.gsfc.nasa.gov (Douglas Stailey) writes:
> Object-oriented programming may be the way to go, but not everyone has
> the system resources to run G++ on their STs.

While G++ makes object oriented programming "easy", it's certainly possible
to do OOP in any language. I don't have G++ on my system yet; what I do
instead is to use plain old C, and use pointers to functions to
implement "methods". For example, to tell a window to redraw a part of
itself, I say:

```
WINDOW *win;
...
(*win->draw)(win, x, y, w, h);
```

There are also functions like win->topped, win->closed, etc. The library's
main event loop automatically calls the appropriate window function when
a message is received for a window.

Similarly, there's a MENU structure that has a list of menu entries,
keyboard equivalents, and the function to be called when the user
selects the menu/presses the key. The library automatically takes care
of looking for MN_SELECTED events and checking keys pressed to see if
they represent a menu item.

> One alternative could be
> a loadable window file system which uses GEM. GEM windows could be
> created as files on U:\WINDOW and you could write text to them just as
> to a regular file.

Not a bad idea, but in practice MW or BGACC provide this functionality
(albeit not so elegantly).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1812. Re: Cameau C++ for Atari ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-06 12:09:14 UTC
From: markusd@opal.cs.tu-berlin.de
Message-ID: <1992May6.120914.10429@cs.tu-berlin.de>
Source record: 44509
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

lohse@rhrk.uni-kl.de (Frank Lohse) writes:

>I'm interested in getting some further information about Cameau C++ for
>the Atari ST/TT Computers. Please can anybody e-mail me the adress
>from Cameau?

Better post it, I'd like to get information about this, too.

MfG

__ ______
/\ /\ /\ \ | ___ \ Markus Dahm
/\ \/\ \ / \ \ | | | \ \
/ \/ \ \ / /\ \ \ | | |) Voice : (030) 805 61 34
/ /\ /\ \ \ / / /\ \ \ | | | | Office : (030) 8009 - 2594
/ / /\/_/\ \ \ / / /--\ \ \ | | |__/) E-Mail : markusd@cs.tu-berlin.de
/ / / \ \ \/ / /----\ \ \ | |/__/ / news@dsun4.hmi.de
/_/_/ _\/_/_/ __\|______/ djc@dsun3.hmi.de

1813. Re: BBS SOFTWARE NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-06 16:02:55 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May6.160255.5114@newshost.lanl.gov>
Source record: 44510

In article H9VBkB1w164w@sys6626.bison.mb.ca, marco@sys6626.bison.mb.ca (Marco) writes:
>Our local ST User's Group is looking for some replacement software for
>our BBS. Does anyone happen to know of a good program for the ST?

How about BBS EXPRESS ST? From C&R Systems, Box J, Blue Ridge Summit, PA
17214. You can call their BBS at (717) 765-8623 to check it out.

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1814. Re: GEM programming

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-06 16:16:12 UTC
From: adrian@robots.ox.ac.uk
Message-ID: <ADRIAN.92May6171612@duncan.robots.ox.ac.uk>
Source record: 44511

In article <1992May6.074854.1297@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:

While G++ makes object oriented programming "easy", it's certainly possible to do OOP in any language. I don't have G++ on my system yet; what I do instead is to use plain old C, and use pointers to functions to implement "methods". For example, to tell a window to redraw a part of itself, I say:

```
WINDOW *win;
...
(*win->draw)(win, x, y, w, h);
```

This is a good start on object oriented programming, but it still leaves inheritance difficult to implement, as you have to duplicate the layout of the WINDOW struct within any class that inherits from it. And, IMHO, inheritance (the IS-A relationship) is one of the most important techniques of object oriented software design.

g++ is large, but I can compile with g++ 1.40 on my 2.5M ST. I'd like to see a good GEM class library, as I don't want to have to reinvent the wheel with my own. After all, code reuse is supposed to be a benefit of OOP.

- Adrian
--
+---+
| Adrian Cox <screaming electric snakes in a warm barrel of furry honey> |
| Robotics Research Group, Engineering Science, Parks Rd, Oxford OX1 3PJ |
__________ Phone: +44-865-2-73147 Fax: +44-865-2-73908 _________________/

1815. Re: BBS SOFTWARE NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-06 16:20:42 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992May6.162042.8622@usenet.ins.cwru.edu>
Source record: 44512

In my opinion, the best BBS software for the ST is currently
RATSoft ST BBS. Call the Rat's Nest Headquarters at
714-989-3381, and you can see it in action. Also, for a limited
time, it's only $50, unlike the $90 that Bitblit systems charges
for ///TurboBoard ST.

Rob
--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

1816. Public Internet Sites

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-06 16:22:34 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992May6.162234.8821@usenet.ins.cwru.edu>
Source record: 44513

Well, I just consulted the latest Nixpub that I could find,
(Feb 28, 1992), and there is no local access in Chattanooga,TN.
The only ones I can find are in Murfreesboro and Kingsport,
and I'm not sure they're Telnet capable.

If anyone knows of one, PLEASE let me know! Thanks.

Rob
--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

1817. Re: help with sozobon getenv()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-06 16:30:41 UTC
From: bigham@acpub.duke.edu
Message-ID: <2783@news.duke.edu>
Source record: 44514

From the Holy Book of <1992May3.195009.8002@mnemosyne.cs.du.edu>
as spake by ilepore@isis.cs.du.edu (Ian Lepore) :
[I was talking about:]
> > read()/write()...adding a long version of everything that uses size_t

> One potential solution is to cover the functions with macros that
>contain recasts. Ideally, you s/b able to do:

> #define malloc(size) malloc((long)size)

The only problem I can see is the possibility of getting at the function behind
the macro's back, like:

void *(*fred)() = malloc;

Can a conforming program expect this to work? (Yes, I know HSC isn't ANSI, but
there's no point in deliberately making it _more_ difficult to become ANSI).

Prototypes would be the real answer here (as though our wish list weren't long
enough :-( ).

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

1818. New Site and VMS/FTP Help

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-06 17:32:07 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May6.173207.4745@kosmos.wcc.govt.nz>
Source record: 44515

Well for those that don't know I am now on this
Vax/VMS site...sheppard_r@kosmos.wcc.govt.nz

So if any one of you that can give me pointers
on how to use a VMS for News and Mail, would be welcome.,
as I am finding it a bit of a Dog..!!.

Also I still can't read a README from a FTP site with out dnloading
it first, is there any way on a VMS site Please...

1819. Re: GEM programming

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-06 19:37:41 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992May06.193741.12838@infoserver.th-darmstadt.de>
Source record: 44516

```
In article <1992May6.074854.1297@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith)
writes:
>In article <DSTAILEY.92May5203816@leidecker.gsfc.nasa.gov>,
dstailey@leidecker.gsfc.nasa.gov (Douglas Stailey) writes:
>> Object-oriented programming may be the way to go, but not everyone has
>> the system resources to run G++ on their STs.
>
>While G++ makes object oriented programming "easy", it's certainly possible
>to do OOP in any language. I don't have G++ on my system yet; what I do
>instead is to use plain old C, and use pointers to functions to
>implement "methods". For example, to tell a window to redraw a part of
>itself, I say:
>
> WINDOW *win;
> ...
> (*win->draw)(win, x, y, w, h);
>
>There are also functions like win->topped, win->closed, etc. The library's
>main event loop automatically calls the appropriate window function when
>a message is received for a window.
>
And for a little inheritance you could go like this:

typedef struct _method
{
struct _method *next;
int (*func)();
} method;

WINDOW *p;
method *q;
...
p->draw = inherit( p->draw, newfunc); /* *1* */
...
for( q = p->draw; q; q = q->next) /* to actually redraw */
(*q->func)( p);

*1* At this point newfunc, will be the first function to be called, and all
the previous ones afterwards.

I actually use that style for menu items. (har)

Nat!

--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
```

"Bang that bit that doesn't bang"
Album of the month: Sisters of Mercy "Vision Thing" (an oldie)

1820. Re: UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-06 23:00:56 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May6.230056.4746@kosmos.wcc.govt.nz>
Source record: 44520

In article <1gqvfzd@rpi.edu>, odonnj@rs6209.ecs.rpi.edu (James Robert O'Donnell Jr.) writes:
> Is there a later version of UniTerm available than v2.0e 011? Also, if anyone
> has any good UniTerm macros for automatically calling up and logging on to a
> mainframe, I would appreciate if perhaps they could e-mail them to me; all of my
> attempts to do something like that have failed.
>
> --- Jim O'Donnell, odonnj@rpi.edu

There was Version 2.0E 15, but I think there is a restriction
on its posting, its on this FTP site chsun.chuug.ch
no major updates..

1821. Re: MiNT question: sending commands to bgacc.acc?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-06 23:21:49 UTC
From: adamd@rhi.hi.is
Message-ID: <4828@krafla.rhi.hi.is>
Source record: 44521

(Eric Smith) writes:

>In article <H.nlRx10hxxyg@bara.oche.de>, wr@bara.oche.de (Wolfram Roesler) writes:
>> is it possible to send a command to bgacc, to tell it to start a given
>> command with a given command line? Maybe bgacc should listen to some
>> file in u:/pipe for commands.

>No, it is not possible at this time. It may be possible in future versions
>of bgacc; it depends on how ambitious I'm feeling :-).

Please at least feel like either:

a) ask the user for a commandline if program is named *.TTP
b) ask for commandline if user says so in the fileselector box
c) provide full CLI access from bgacc (no fancy shell features, just a CLI)

d) all three of these :)

Frankly I am surprised that (a) is not done already. It is so obvious, and
cannot be very complicated.

On a related subject, since *.TTP is conceptually different from *.PRG
in terms of user interaction from the desktop, I think the behaviour in
the new Atari desktop is wrong when a file is (some files are) dropped
into a *.TTP icon and get treated just as if they had been dropped into a
*.PRG). Instead of simply sending the filename(s) as an argument list, the
argument list should be built as normal and presented to the user for editing
and then [OK] or [cancel].

--
Adam David.
(adamd@rhi.hi.is)

1822. I was wrong Neodesk 3 and MiNT .94 don't work together

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-07 03:02:38 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92May6220238@leidecker.gsfc.nasa.gov>
Source record: 44522

Recently I posted that I had experienced no imcompatibilities between
Neodes 3 and MiNT. This is only true up through MiNT .93. Yesterday,
I tried to test the new BGACC under Neodesk, and found that Neodesk simply
would not start. I tried several ways of starting neoload.prg, and they
all seemed to work. But when I started GEM, Neodesk wouldn't run at all.
It wouldn't autoload (using TOS 1.4's ability to autoload a GEM prg), and
I couldn't start it manually, either. I tried removing all TSRs and DAs,
starting neoload from /auto and from a MiNT CLI, and starting everything
from mint.cnf. Nothing worked. Neodesk did not display any error messages,
it just tried to start, and then immediately returned to the standard desktop.

Has anyone had any luck with the Neodesk/MiNT .94 combination?

--
Doug
dstailey@leidecker.gsfc.nasa.gov
You used to be different/Now you're the same
Your desert plane goes down in flames... TMBG

1823. Sozobon and address calculations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-07 04:05:15 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.705211515@vega>
Source record: 44523

Ian recently explained how Sozobon generates code for an array access
and why using optimizer is a good idea. Actually the situation is
much worse than that. No amount of fiddling with libraries can really
rectify the situation and will likely only create a big confusion and
incompatible workarounds. My advice - don't do that!

To explain why it is so here is a commented fragment of a assembler
code generated with -O option by Sozobon 2.0. You will get the same
results with 1.2. I do not know how this will look like with 1.33 but
I strongly suspect the same.

This code copies a contents of some cells of a global array of ints to
a similar automatic one.

```
....
move.w d3,d0 ; d3 holds an array index, copy it to scratch
asl.w #1,d0 ; compiler know that int is 2 bytes wide
ext.l d0 ; extend it to long
add.l #_arry,d0 ; add result to an address of array base
move.l d0,a0 ; store computed address
move.w d3,d0 ; repeat offset computation once again
asl.w #1,d0
ext.l d0 ; our target starts at -60(a6)
move.w (a0),-60(a6,d0.l) ; move integer to target
addq.w #1,d3 ; increment loop index
bra L3 ; do that again
```

A killer here is, of course, "asl.w #1,d0" statement. The constant
will be #2 if you are dealing with array of longs, or #3 if you will
do that for arrays of structs each containg two longs (yes, Sozobon 2.0
is smart enough to handle that) and so on. Depending on a size
of your arrays you may lose significant bits from your indices
or aquire an extra sign or both. Following "ext.l" will be not removed
by an optimizer since the previous instruction is not a multiplication.
Anyway removing it would not help at all. With ranges big enough
Boom!!! - extremely likely.

The most hilarious result you will see when your target was malloc'ed
and you overwrote book-keeping information which resides in memory
just below it. Think about it! This is really easy to do. And you
will bomb out not here but possibly far down into you program when you
will try next malloc or you will try to free your target memory.

Some three years ago I had a lengthy e-mail exchange with Sozobon
authors in which I tried to convince them that this is a bug and
they were stubbornly claiming that this is "a feature". This despite

of examples (you may easily produce them yourself) of situations
when (&array[i] + 1 == &array[i + 1]) evaluates to false. I am sorry
to say but the latest qualifies Sozobon C, despite of all its virtues,
only as a compiler of a C-like language and not of C itself. After
my failure I limited my use of Sozobon only to those unfrequent
situations when I was really sure that the problem above will not
kill me (a possible work-around is to use only unsigned longs as
you array indices but this is not always practical). I looked
at the compiler code itself but I was much less patient than Ian
and resigned in significantly shorter time than two years. :-)
You have been warned!!!

(Before misunderstandings will arise. All versions of szadb, including
those modified where I had my substantial share, were compiled with
Sozobon. But one has to tread very lightly... :-). And of course
you are perfectly OK if your program and data are small enough to
never wander into a danger zone.)

Michal Jaegermann
ntomczak@vm.ucs.ualberta.ca

1824. Cbreak mode with sozobon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-07 08:12:59 UTC
From: bert@cs.vu.nl
Message-ID: <14330@star.cs.vu.nl>
Source record: 44524

Hello,

How do I toggle cbreak mode in sozobon/or C in general? I want to read characters without waiting for a RETURN.

Please email: bert@cs.vu.nl

Bert.

1825. Re: GEM programming

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-07 09:51:45 UTC
From: adrian@robots.ox.ac.uk
Message-ID: <ADRIAN.92May7105145@duncan.robots.ox.ac.uk>
Source record: 44525

In article <1992May06.193741.12838@infoserver.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:

And for a little inheritance you could go like this:

```
typedef struct _method
{
struct _method *next;
int (*func)();
} method;

WINDOW *p;
method *q;
...
p->draw = inherit( p->draw, newfunc); /* *1* */
...
for( q = p->draw; q; q = q->next) /* to actually redraw */
(*q->func)( p);
```

However, it would be nice for a function to be able to choose how to call the base class functions, and to be able to react to the return values. This scheme throws away the int return values from each method call and calls each function with identical parameters. By the time you've implemented this sort of scheme you might as well go the whole way and use C++, which will do a lot more and cover up more of the messy details.

- Adrian

--
\I measured it from side to side, 'Tis three feet long and two feet wide./
+-----A-D-R-I-A-N---C-O-X-----------------------_Wordsworth_________+
/ Robotics Research Group, Engineering Science, Parks Rd, Oxford OX1 3PJ \
__________Phone:_+44-865-2-73147__Fax:_+44-865-2-73908_____________/

1826. Looking for Network filesystem via MIDI/RS232

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-07 11:00:08 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <1992May7.110902.12947@arbi.informatik.uni-oldenburg.de>
Source record: 44526
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello Networking world,

I have the following problem:
I am having a "big" ST(2.5MB mem, 130 MB Harddisk) and a "small" one (floppy only)
just a few rooms away.
Now i am willing to connect these two computers, so the "small" one can
use the Harddisk resources of his "big" brother.
It should work from the Desktop (as am installed extra drive),
use a cheap way of connection (Midi/RS232/Centronics?), and
It`s not dead_or_alive necessary that i can work with the "big" ST while
the "small" one is accsssing files.

Does anybody know if such a thing already exists, especially if it is
Share/Freeware and/or where to get it by ftp ??

Thax in adv.

Frank
--
==
CS Student | I may be late,
Real : Frank Moehle, Diesselweg 3, D-w2900 Oldenburg| but I'm worth
Inhouse : faramir!moesel | waiting for.
UUCP : moehle@uniol +-----------------
DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de
------------------------------>Fascinating.<--------------------------------
a fool with a tool is still a fool

1827. Re: Atari PTC1426 color VGA monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-07 13:21:11 UTC
From: susher@vax.oxford.ac.uk
Message-ID: <1992May7.142111.5922@vax.oxford.ac.uk>
Source record: 44527

In article <1992May5.151547.21597@aber.ac.uk>, hrs@aber.ac.uk (Herbert Martin Sauro) writes:
> In article <ys80JB2w164w@sys6626.bison.mb.ca> genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
>>Does anyone know the specs on the PTC1426? I have one, but the manual
>>says diddly squat in terms of specs. Does anyone know the max rez & max
>>colors? Would it be possible to buy a video card for my TT (crazy dots
>>perhaps?) and use my PTC1426 for 640x480x256? Can the PTC do
>>800x600x256? Any help is appreciated, Thanks.
>>
>>;--- (Trevor Cordes) a user of sys6626, running waffle 1.64
>>;E-mail: genius@sys6626.bison.mb.ca
>>;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8
> If you get any info on this I'd like to know aswell, perhaps you could mail
> to the news group?
>
> I've a question about the 1426. Am I right in believing that the stand
> now fits properly on top of the TT?
>
> Herb
> --
> /***
> Herbert Sauro e-mail: hrs@aber.ac.uk
> Biological Sciences phone: +44 970 622353
> Univesity College of Wales

1828. Re: Atari PTC1426 color VGA monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-07 13:43:13 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <3302@richsun.cpg.trs.reuter.com>
Source record: 44528

In article <1992May5.151547.21597@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>In article <ys80JB2w164w@sys6626.bison.mb.ca> genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
>>Does anyone know the specs on the PTC1426? I have one, but the manual
...stuff deleted...
>
>I've a question about the 1426. Am I right in believing that the stand
>now fits properly on top of the TT?
>
>Herb

It does on my TT which I got quite some time ago. Additionally, the Monochrome monitor for the TT is much larger than the Color Monitor and I believe the recommendation is to not put the Mono Monitor on top of the computer. The local computer store has their Mono Monitor on top of a stand which sits above the TT.

Cheers!
Chuck

1829. Re: Atari PTC1426 color VGA monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-07 14:31:33 UTC
From: susher@vax.oxford.ac.uk
Message-ID: <1992May7.153133.5924@vax.oxford.ac.uk>
Source record: 44529

In article <1992May5.151547.21597@aber.ac.uk>, hrs@aber.ac.uk (Herbert Martin Sauro) writes:
> In article <ys80JB2w164w@sys6626.bison.mb.ca> genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
>>Does anyone know the specs on the PTC1426? I have one, but the manual
>>says diddly squat in terms of specs. Does anyone know the max rez & max
>>colors? Would it be possible to buy a video card for my TT (crazy dots
>>perhaps?) and use my PTC1426 for 640x480x256? Can the PTC do
>>800x600x256? Any help is appreciated, Thanks.

I don't know about this, it just has a switch to switch between standard VGA and TT modes.

>>
>>;--- (Trevor Cordes) a user of sys6626, running waffle 1.64
>>;E-mail: genius@sys6626.bison.mb.ca
>>;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8
> If you get any info on this I'd like to know aswell, perhaps you could mail
> to the news group?
>
> I've a question about the 1426. Am I right in believing that the stand
> now fits properly on top of the TT?

This is correct.. it looks ok on top of the TT too.. though I would have liked a FST type monitor with the guns aligned properly :-).

It would also have been nice if the monitor could have handled the high-res mode too, but I'm sure this was just too much to ask.

>
> Herb
> --
> /***
> Herbert Sauro e-mail: hrs@aber.ac.uk
> Biological Sciences phone: +44 970 622353
> Univesity College of Wales

Steve

Addresses:-
steve@uk.ac.ox.earth (preferred)
susher@uk.ac.ox.vax (Yucky VMS machine)
susher@uk.ac.csm (This will be automatically forwarded to me)
ucacmsu@uk.ac.ucl (This machine won't currently talk to the outside world)

1830. Re: MiNT question: sending commands to bgacc.acc?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-07 14:42:21 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992May7.104221.1305@uwovax.uwo.ca>
Source record: 44530

In article <4828@krafla.rhi.hi.is>, adamd@rhi.hi.is (Adam David) writes:
> (Eric Smith) writes:
>>In article <H.nlRx10hxxyg@bara.oche.de>, wr@bara.oche.de (Wolfram Roesler) writes:
>>> is it possible to send a command to bgacc
>>No, it is not possible at this time. It may be possible in future versions
>>of bgacc; it depends on how ambitious I'm feeling :-).

> Please at least feel like either:
> a) ask the user for a commandline if program is named *.TTP
> b) ask for commandline if user says so in the fileselector box
> c) provide full CLI access from bgacc (no fancy shell features, just a CLI)

BGACC was always intended to be just a way to run a CLI. That's why it
doesn't have "built in CLI access"; you choose the CLI you want, you run
it, and then you use it to run other programs.

> Frankly I am surprised that (a) is not done already. It is so obvious, and
> cannot be very complicated.

No, it's probably not very complicated. But implementing it takes time,
and time is probably the commodity that I'm shortest of these days (with
money running a close second) :-(.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1831. Re: TOS upgrade 1.0 -> 1.4: Is it worth it ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-07 14:50:25 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992May7.145025.6337@usenet.ins.cwru.edu>
Source record: 44531

If you can get the upgrade at a good price, GET IT. There are a lot of features in TOS 1.4 that are not in 1.0. First, you can get rid of FATSPEED, and you can use a high speed modem with TOS 1.4. You can't on 1.0, because flow control is screwed up beyond any recognition. The TOS14FIX package has a few minor fixes for it.

Other than that, you might want to instead consider the TOS 2.06 upgrade from the Codeheads (TEC Board). It's not cheap, at $150, but it has even more neat features, even when using Neodesk (like I do).

Rob
--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

1832. Anyone can offer help to a new-user of archives?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-07 14:51:11 UTC
From: ajc@doc.ic.ac.uk
Message-ID: <1992May7.145111.12585@doc.ic.ac.uk>
Source record: 44532
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've only just discovered the ftp site atari.archive.umich.edu and discovered that C compilers are available for down-loading. My problem is I operate from a University account. I am able to transfer files to disk in an ST disk format however I don't have hands-on access to an ST machine itself. (I'm doing this for my brother who has an STe)

So currently I have copied over sozo133i.zoo and zoo21.ttp . Not having access to an ST means I can't try out the programs before I pass on the disk. I need someone to instruct me on how to dearchive sozo133i.zoo. Is the file zoo21.ttp the one I need and do I need any other files in addition to this?

Adrian J. Chung

1833. Re: I was wrong Neodesk 3 and MiNT .94 don't work together

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-07 16:13:35 UTC
From: hrs@aber.ac.uk
Message-ID: <1992May7.161335.20782@aber.ac.uk>
Source record: 44533

In article <DSTAILEY.92May6220238@leidecker.gsfc.nasa.gov>
dstailey@leidecker.gsfc.nasa.gov (Douglas Stailey) writes:
>
>Recently I posted that I had experienced no imcompatibilities between
>Neodes 3 and MiNT. This is only true up through MiNT .93. Yesterday,
>I tried to test the new BGACC under Neodesk, and found that Neodesk simply
>would not start. I tried several ways of starting neoload.prg, and they
>all seemed to work. But when I started GEM, Neodesk wouldn't run at all.
>
>...lots of problems with neodesk etc
>
>it just tried to start, and then immediately returned to the standard desktop.
>
>Has anyone had any luck with the Neodesk/MiNT .94 combination?
>
>--
>Doug
>dstailey@leidecker.gsfc.nasa.gov
I'm still struggling trying to get Neodesk3 to work with MiNT (0.94).
Someone mentioned Gemini a few msgs ago, I shall try that tonight.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1834. Ideas for an RPG 3D Dungeon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-07 16:23:50 UTC
From: cstdxer@warwick.ac.uk
Message-ID: <62rjbvaj@csv.warwick.ac.uk>
Source record: 44534
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ok, does only one person out there read the news? If not is there much point in posting news when only one person can be bothered to reply?
My thanks to Stefan Schoene who actually bothered to reply!
Since I'm a generous chap and not really all that nasty I'll ask again, this time filling in a few of the details, in the sincere hope that I get a little help from fellow STers!

A friend and I are in the process of writting an RPG "type" dungeon game, along the lines of Dungeon Master. We already have a fast effective graphics engine for the maze production. The main code is being written in STOS since I can see no reason (even speed!) to resort to assembly language! The initial version (we hope) will be for 1meg only. (If we get enough response) We will then squish it down for 1/2 Meg.

We will, hopefully, release an initial PD demo, with a shareware upgrade.

Questions:

Does anyone Have ANY ideas at all about how we could improve upon Dungeon Master and It's Ilke.

Do you have any suggestions as to how much, and whether, you, joe public would be willing to pay for a reasonable game, with documentation and possibly the maze designer?

Does Any one Know anything about HBL interupts? I now have a routine which almost works. It sets up the interupts but crashes. It then recovers and allows normal operation to resume. However, a) it crashes, b) there is a seriously bad flicker on the left side, c) it judders every time the mouse is moved (we need the mouse), d) it wont work within STOS. ANY help would be very appreciated!

Stefan raised one important point in his letter to me, this is that HBL rasters wont work on a TT/Mega STE. I assume he knows what he is talking about, so is there a way around this problem?

Please Please Please do reply to this letter, the more viable ideas we get the better the game can be. Help us to make this a game worth playing not just "...another Dungeon Master clone..."!

If you do reply please could you mail me at

cstdxer@csv.warwick.ac.uk

or if you'ld rather, use Pnews to reply via the news group.

Thank you in advance,

Chris

1835. Question on Upgrading 520

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-07 17:26:02 UTC
From: parker@hpfcbig.SDE.HP.COM
Message-ID: <12540001@hpfcbig.SDE.HP.COM>
Source record: 44535

Hello,

I am fairly new to this notes group but have noticed mention of cards for upgrading older 520ST's. I looked through the atari archive on umich.edu but could find nothing. Would someone please post or e-mail me the addresses of companies or individuals who have information on this.

thanks in advance.

terry parker

parker@fc.sde.hp.com

1836. Bezier Curves in assembly?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-07 17:49:22 UTC
From: jdm@agora.uucp
Message-ID: <1992May7.174922.7865@agora.uucp>
Source record: 44536

Does anyone know where I can get some 68000 assembly source for drawing Bezier curves?

I heard that there was something about this in a German ST magazine, but I have no way to get this... (I don't even know what mag. it was)

Thanks,
-Jesse
--
[> jdm@agora.rain.com <] Pity the poor egg: it only gets laid once

1837. Re: Sozobon and address calculations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-07 17:56:19 UTC
From: ramaer@cs.utwente.nl
Message-ID: <1992May7.195619@cs.utwente.nl>
Source record: 44537

```
In article <ntomczak.705211515@vega>, ntomczak@vega.math.ualberta.ca (N
Tomczak-Jaegermann) writes:
|>
...
|> This code copies a contents of some cells of a global array of ints to
|> a similar automatic one.
|>
|> ....
|> move.w d3,d0 ; d3 holds an array index, copy it to scratch
|> asl.w #1,d0 ; compiler know that int is 2 bytes wide
|> ext.l d0 ; extend it to long
|> add.l #_arry,d0 ; add result to an address of array base
|> move.l d0,a0 ; store computed address
|> move.w d3,d0 ; repeat offset computation once again
|> asl.w #1,d0
|> ext.l d0 ; our target starts at -60(a6)
|> move.w (a0),-60(a6,d0.l) ; move integer to target
|> addq.w #1,d3 ; increment loop index
|> bra L3 ; do that again
|>
|> A killer here is, of course, "asl.w #1,d0" statement. The constant
|> will be #2 if you are dealing with array of longs, or #3 if you will
|> do that for arrays of structs each containg two longs (yes, Sozobon 2.0
|> is smart enough to handle that) and so on. Depending on a size
|> of your arrays you may lose significant bits from your indices
|> or aquire an extra sign or both. Following "ext.l" will be not removed
|> by an optimizer since the previous instruction is not a multiplication.
|> Anyway removing it would not help at all. With ranges big enough
|> Boom!!! - extremely likely.
...

I ran into this problem while porting GOFER to the ST.
(See also: comp.lang.functional)
I had a short look at the sources of hcc, but I gave up quick and wrote a
post processor to apply to the assembly file.
It turns the above code into

move.w d3,d0 ; d3 holds an array index, copy it to scratch
ext.l d0 ; extend it to long
asl.l #1,d0 ; compiler know that int is 2 bytes wide
add.l #_arry,d0 ; add result to an address of array base
move.l d0,a0 ; store computed address

except that in the case of a shift of 1 the following code is faster:
```

```
move.w d3,a0 ; this is a move + extend
add.l a0,a0 ; add is faster then asl
add.l #_arry,a0
```

If anyone is interested, drop me a note and I will post the sources for the post processor.

1838. Re: TOS upgrade 1.0 -> 1.4: Is it worth it ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-07 18:37:12 UTC
From: susher@vax.oxford.ac.uk
Message-ID: <1992May7.193712.5933@vax.oxford.ac.uk>
Source record: 44538

In article <randallm.705143357@p4.cs.man.ac.uk>, randallm@p4.cs.man.ac.uk (Martin Randall) writes:
> I am thinking of upgrading my ST's TOS (I own a 1040STF with 4Mb RAM
> and 100Mb hardrive) from version 1.0 to 1.4. I was ready to ring up
> Evesham Micro's today and order it straight off but I've had been reading
> some disturbing things about it that put me off.
>
> First off, I was looking through a archive list and I saw a few TOS 1.4
> bug fixes (bugs !#?!).

Yes, there are bugs, but they are minor.

>
> Secondly I discovered that the loading programs into memory is still slow
> on TOS 1.4 unless you set the FastLoad bit on the program. I currently
> use PINHEAD to speed things along.

With a Hard Drive 1.4 will probably double the access speed to directories and files. The FASTLOAD bit speeds up the loading of programs, but not by that much.

>
> I use NEODESK3. Do you think that a TOS upgrade is really worth it ?

Definitely, I went from 1.2 to 1.4 on my old 2.5Mb 520STM and will NEVER go back again.

>
> ----**--***&&&&&-- +---------+
> ---***-****&&--&&- | MARTIN | "Happiness is just an illusion caused by
> --**-***-**&&&&&-- | RANDALL | the temporary absense of reality"
> -**---*--**&&--&&- +---------+
> **-------**&&---&& University of Manchester, England

Steve

1839. GCR trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-07 19:01:12 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992May7.190112.21630@ccu.umanitoba.ca>
Source record: 44539
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My GCR has stopped working: After the smiling Mac, the screen clears to black and then I get the crossed out floppy. This happens whether I boot from hard disk or from a bootable (tested in a real Mac) floppy. If anyone has had similar problems, I would appreciate advice. (Gadgets' phone is always busy and a fax failed to get a response.)

Werner

1840. MegaSte: Blitter,cache,& speed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-07 23:30:04 UTC
From: marshall@cs.uq.oz.au
Message-ID: <7820@uqcspe.cs.uq.oz.au>
Source record: 44540

I would like to turn of the blitter and cache, and set speed to 8Mhz, on my Mega4Ste, from the autofolder, so that I can boot directly to ATSpeed (I use Superboot to config. my boot settings). Is there a program to do this, or can anyone supply sources in C or Modula2? Thanks.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

1841. NeoDesk 3 and MiNT 0.94

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-08 01:07:54 UTC
From: michael@dime.cs.umass.edu
Message-ID: <47496@dime.cs.umass.edu>
Source record: 44341

A couple of people have mentioned having problems running
MiNT 0.94 together with NeoDesk 3. I am successfully using MiNT 0.94
and NeoDesk 3.02 together. My machine is a Mega 2 with 4 megs and
TOS 1.2. What works for me is to put neoload and startgem before
mint in the auto folder, and then in startgem.inf list the path to
the executable neodesk.exe, NOT neoload.prg.
I don't know if it will work for any configuration other than my
own; try it at your own risk.

Michael Kieras
michael@cs.umass.edu

1842. Re: MegaSte: Blitter,cache,& speed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-08 02:47:56 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992May8.024756.28196@usenet.ins.cwru.edu>
Source record: 44342

Look on atari.archives in the utilities directory(I think), for a file called speed_sw (arc, lzh, zoo? dunno). It contains four programs and assemble source for setting modes on a Mega STE.

--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

1843. Re: NeoDesk 3 and MiNT 0.94

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-08 02:49:57 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992May8.024957.28319@usenet.ins.cwru.edu>
Source record: 44343

The way you're supposed to run Neodesk with MiNT (as I've been told)
is to setup MINTSHEL as your autorun program, and place at the end
of the MINTSHEL.RC file:

cd \NEO3 Or whatever you call your Neodesk folder
NEOLOAD.PRG

That should do it, I think. I might be missing something, but I
don't think so.

--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

1844. Re: MegaSte: Blitter,cache,& speed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-08 03:11:00 UTC
From: marshall@cs.uq.oz.au
Message-ID: <7831@uqcspe.cs.uq.oz.au>
Source record: 44344

In <7820@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au (Marshall Harris (G.M.)) writes:

>I would like to turn of the blitter and cache, and set speed to 8Mhz, on my
>Mega4Ste, from the autofolder, so that I can boot directly to ATSpeed (I use
>Superboot to config. my boot settings). Is there a program to do this, or
>can anyone supply sources in C or Modula2? Thanks.

I forgot to say: I know it can be done from the control panel, but that's a
pain! pane? :-)

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

1845. Re: Sozobon and address calculations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-08 07:48:52 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May8.074852.370@mnemosyne.cs.du.edu>
Source record: 44345

> sozobon (all versions) problems with indexing into arrays >64k

I can understand why the Sozobon guys might have argued with you, especially with your beligerent-sounding statement "...a compiler of a C-like language and not C itself." You should say *nice* things to creators of free software, whenever possible. ::grin::

In the strictest sense, Tony & Co. were right: in a 16-bit compiler, where sizeof(int)==2, the way it is doing address calculations is technically correct.

However, I agree with you, that this is more of a bug than a feature. I spent about 3 hours yesterday trying to track down the right place in HCC to fix this whole index problem. Once again, I failed to find the critical point in the code. ::sigh::

Now I'm thinking it would be easier for me to fix the problem with the asl/ext sequence in the optimizer, by just swapping it to ext/asl.

Also, there is another workaround available: use long datatypes for indexing. It's been a while since I checked, but using a variable declared as long, or a long constant (eg, 1000000L) will always give the right results. (Maybe it's time for me to double-check that, though, before I go spouting off about it here.)

- Ian

1846. Re: What does gdos version number

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-08 08:02:34 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992May8.080234.384@jhunix.hcf.jhu.edu>
Source record: 44346

In article <1992May4.085315.583@zellweger.ch> wagg@zellweger.CH (Georg Wagner) writes:
>In article <H.XMz7CMz_5cs@bara.oche.de> wr@bara.oche.de (Wolfram Roesler) writes:
>>In <A39730@MS.maus.de>,
>>Patrick Dubbrow (Patrick_Dubbrow@ms.maus.de) wrote:
>>
>>> w>of FSMGDOS and FONTGDOS, but does anyone know the numbers returned when
>>> w>using other gdosses, like NVDI, AMCGDOS, the original Atari GDOS, etc.?
>>>
>>> There are no documented numbers. In case of NVDI better look at the cookie.
>>
>>Too bad... well, I'm not trying to check for the presence of a specific
>>gdos but want to print the numer (and name, if possible) of the installed
>>gdos. It's for a shell command that prints all kinds of version numbers,
>>like TOS, GEMDOS, MiNT, and gdos.
>>--
>NVDI returns the number 0, AMCGDOS has different numbers depending from
>the Version and the Atari-Gdos I do not remember.
>
I hope that I am not behind the times too much, but what in the world is this
NVDI thing?

And do I want it?

Dom (alvear@cs.jhu.edu)

1847. Re: TOS upgrade 1.0 -> 1.4: Is it worth it ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-08 12:47:24 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <705329242.26554@minster.york.ac.uk>
Source record: 44347

In article <randallm.705143357@p4.cs.man.ac.uk> randallm@p4.cs.man.ac.uk (Martin Randall) writes:
>I am thinking of upgrading my ST's TOS (I own a 1040STF with 4Mb RAM
>and 100Mb hardrive) from version 1.0 to 1.4. I was ready to ring up
>Evesham Micro's today and order it straight off but I've had been reading
>some disturbing things about it that put me off.
>
>First off, I was looking through a archive list and I saw a few TOS 1.4
>bug fixes (bugs !#?!).
>
>Secondly I discovered that the loading programs into memory is still slow
>on TOS 1.4 unless you set the FastLoad bit on the program. I currently
>use PINHEAD to speed things along.
>
>I use NEODESK3. Do you think that a TOS upgrade is really worth it ?

Yes. FAT handling is speeded up beyond all recognition. You'll really feel the difference with your hard drive, and you won't have the 40 folder problem anymore either.

There are a few bugs, but the general improvement far outweighs them. You can also get patch programs to remove them: POOLFIX3, TOS14FIX, and TURBOCTS.

I've never regretted upgrading from TOS 1.2

> ---***-****&&--&&- | MARTIN | "Happiness is just an illusion caused by
> --**-***-**&&&&&-- | RANDALL | the temporary absense of reality"

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death looses its sting..."
Summer: lodge%alsys@uknet	-- Blackadder II

1848. GCC21 Includes Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-08 15:24:30 UTC
From: malay@sae.com
Message-ID: <1992May8.152430.22524@sae.com>
Source record: 44348

I got a hold of the new "includes" and "libs" for gcc21 (gpincl07.zoo and gplibo07.zoo) and tried compiling:

```
#include <stream.h>

int
main (void)
{
cout << "Hello World\n";
return 0;
}
```

by calling gcc thusly:

```
gcc -v hello.cc -o hello.ttp -lg++
```

and I get these warnings:

```
c:\include\g++-inc\streambu.h: In method `int streambuf::sbumpc ()':
In file included from c:\include\g++-inc\iostream.h:25,
from c:\include\g++-inc\stream.h:7, from hello.cc:1:
c:\include\g++-inc\streambu.h:317:warning unknown escape sequence '\i'
c:\include\g++-inc\streambu.h:317:warning unknown escape sequence '\g'
c:\include\g++-inc\streambu.h:317:warning unknown escape sequence '\s'
c:\include\g++-inc\streambu.h: In method `int streambuf::sgetc()':
c:\include\g++-inc\streambu.h:331:warning unknown escape sequence '\i'
c:\include\g++-inc\streambu.h:331:warning unknown escape sequence '\g'
c:\include\g++-inc\streambu.h:331:warning unknown escape sequence '\s'
c:\include\g++-inc\streambu.h: In method `int streambuf::snextc()':
c:\include\g++-inc\streambu.h:344:warning unknown escape sequence '\i'
c:\include\g++-inc\streambu.h:344:warning unknown escape sequence '\g'
c:\include\g++-inc\streambu.h:344:warning unknown escape sequence '\s'
c:\include\g++-inc\streambu.h: In method `int streambuf::sputc()':
c:\include\g++-inc\streambu.h:374:warning unknown escape sequence '\i'
c:\include\g++-inc\streambu.h:374:warning unknown escape sequence '\g'
c:\include\g++-inc\streambu.h:374:warning unknown escape sequence '\s'
```

the program links successfully and runs fine. I peeked at the "streambu.h" file and examined the offending lines and they appear in a :
#ifndef atarist - #endif
bracket - why is the compiler complaining about code that it should not be looking at? "atarist" is defined because a "-Datarist" appears in the call to gcc-cc1.ttp. Any clues?

Bob Malay

1849. Re: Bezier Curves in assembly?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-08 16:33:39 UTC
From: erik@microware.com
Message-ID: <1992May8.163339.21919@microware.com>
Source record: 44349

In article <1992May7.174922.7865@agora.uucp> jdm@agora.uucp (Jesse Michael) writes:
>Does anyone know where I can get some 68000 assembly source for drawing Bezier
>curves?
>
>I heard that there was something about this in a German ST magazine, but I have
>no way to get this... (I don't even know what mag. it was)
>
>Thanks,
>-Jesse
>--
>[> jdm@agora.rain.com <] Pity the poor egg: it only gets laid once

I don't know about the article you mentioned, but if anyone has C code
for Bezier Curves, I could optimize into assembly by hand and share it
with everyone.

Also if anyone does find the article mentioned, I too would be interested.

Erik R Johnson erik@microware.com

1850. Re: TOS upgrade 1.0 -> 1.4: Is it worth it ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-08 16:39:47 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May8.163947.4752@kosmos.wcc.govt.nz>
Source record: 44350

In article <randallm.705143357@p4.cs.man.ac.uk>, randallm@p4.cs.man.ac.uk (Martin Randall) writes:
> I am thinking of upgrading my ST's TOS (I own a 1040STF with 4Mb RAM
> and 100Mb hardrive) from version 1.0 to 1.4. I was ready to ring up
> Evesham Micro's today and order it straight off but I've had been reading
> some disturbing things about it that put me off.
>
> First off, I was looking through a archive list and I saw a few TOS 1.4
> bug fixes (bugs !#?!).
>
> Secondly I discovered that the loading programs into memory is still slow
> on TOS 1.4 unless you set the FastLoad bit on the program. I currently
> use PINHEAD to speed things along.
>
> I use NEODESK3. Do you think that a TOS upgrade is really worth it ?
>
> ----**--***&&&&&-- +---------+
> ---***-****&&--&&- | MARTIN | "Happiness is just an illusion caused by
> --**-***-**&&&&&-- | RANDALL | the temporary absense of reality"
> -**---*--**&&--&&- +---------+
> **--------**&&---&& University of Manchester, England

Has far less Bugs than TOS 1.0 or 1.2, you should see the list of improvements.. to long to put here..:-)..

1851. JPEG compression

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-08 21:28:27 UTC
From: theo@mailmak.swb.de
Message-ID: <209@mailmak.swb.de>
Source record: 44351
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello out there !
I'm looking for the Sources, that implement the so called 'JPEG' algorithm.
As far as i know, it is mainly used for compressing Images.
Does anyone know where i could get them, or who wrote the Software ?

greetings Theo

--

DON`T FORCE IT, | Theo Janssen, Kielstrasse 1, 4600 Dortmund, FRG
USE A BIGGER HAMMER !| theo@mailmak.swb.de Voice: +49 231 830394
/|\ | USBANG: {uunet}!cbmvax!cbmger!brewas!brewak!mailmak!theo
---

1852. Re: Bezier Curves in assembly?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-08 22:12:57 UTC
From: hrs@aber.ac.uk
Message-ID: <1992May8.221257.20415@aber.ac.uk>
Source record: 44352

In article <1992May8.163339.21919@microware.com> erik@microware.com (Erik Johnson) writes:
>In article <1992May7.174922.7865@agora.uucp> jdm@agora.uucp (Jesse Michael) writes:
>>Does anyone know where I can get some 68000 assembly source for drawing Bezier
>>curves?
>>
>>I heard that there was something about this in a German ST magazine, but I have
>>no way to get this... (I don't even know what mag. it was)
>>
>>Thanks,
>>-Jesse
>>--
>>[> jdm@agora.rain.com <] Pity the poor egg: it only gets laid once
>
>I don't know about the article you mentioned, but if anyone has C code
>for Bezier Curves, I could optimize into assembly by hand and share it
>with everyone.
>
>Also if anyone does find the article mentioned, I too would be interested.
>
>Erik R Johnson erik@microware.com
Perhaps some German friends will correct me but there was an article
in the Feburary issue (1992) of ST Computer (the German magazine) with
the title 'Fast Bezier curves' pages 80 to 82 - in German of course.
The article contained a listing of a 68000 assembler program which presumably
did the job.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1853. Re: Bezier Curves in assembly?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-09 00:05:50 UTC
From: rosenkra@convex.com
Message-ID: <1992May09.000550.107@convex.com>
Source record: 44353

In article <1992May8.163339.21919@microware.com> erik@microware.com (Erik Johnson) writes:
>I don't know about the article you mentioned, but if anyone has C code
>for Bezier Curves, I could optimize into assembly by hand and share it
>with everyone.

i have some code, tho it writes the "curve" directly to screen memory. i
believe it is bresheman's (sp?) algorithm. i use it in a home-grown (manual)
screen saver. i did not write the bez stuff. it is C. i can post it (don't
have time to mail to 1000 people). actually, i thought i did post it a long
time ago. i think the code was originally written for a PC and i hacked it.
GEM purists will of course hate it since it writes to screen memory... :-)

another source might be the source for DWB pic(1) which has a spline function.
i thought i remembered this being bez curves. i have the pic source, but it
is (c) AT&T so i can't distribute it. it probably also depends on troff.

if erik@microware.com wants the code, i can mail it to you (send me mail).

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1854. Sversion()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-09 03:23:52 UTC
From: steveq@DIALix.oz.au
Message-ID: <1992May09.032352.22084@DIALix.oz.au>
Source record: 44354
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I am trying to use Sversion() to get the TOS number from rom.

I have TOS 1.4 in my 1040 ST however I get a result returned from the function:

highbyte = $15
lowbyte = $00

According to the documentation with Laser 'C' The high byte is the version
number and the low byte is the point number.

But it is not sending me that!

Why? Any ideas? Anyone done the same thing?

I have re-written the format routine and need to know the TOS number so I can
allow for the different locations of low memory between TOS's.

Any clues would be appreciated.

Thanks,

<><><>

1855. Re: TOS upgrade 1.0 -> 1.4: Is it worth it ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-09 16:45:42 UTC
From: kjackson@cix.compulink.co.uk
Message-ID: <1992May09.164542.191@demon.co.uk>
Source record: 44355

In article <randallm.705143357@p4.cs.man.ac.uk>, randallm@p4.cs.man.ac.uk
(Martin Randall) writes:
>I am thinking of upgrading my ST's TOS (I own a 1040STF with 4Mb RAM
>and 100Mb hardrive) from version 1.0 to 1.4. I was ready to ring up
>Evesham Micro's today and order it straight off but I've had been
>reading some disturbing things about it that put me off.
>
>First off, I was looking through a archive list and I saw a few TOS
>1.4 bug fixes (bugs !#?!).
>
>Secondly I discovered that the loading programs into memory is still
>slow on TOS 1.4 unless you set the FastLoad bit on the program. I
>currently use PINHEAD to speed things along.
>
>I use NEODESK3. Do you think that a TOS upgrade is really worth it ?

If you're running a hard drive then TOS 1.4 is considerably faster than
the earlier implementations for disk accesses. The bug fixes are mostly
concerned with the RS232 port (get TOS14FX2.PRG) and the memory pool
(POOLFIX3.PRG). I also use the good old FOLDERXXX.PRG because that bug
can still bite, although very rarely and a lot less terminally. I
still use Pinhead but that's largely laziness because that works on all
my programs without my having to go through the entire hard drive.

I changed up from 1.2 and it was well worth the trouble.

Keith

1856. Re: Sozobon and address calculations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-09 18:48:17 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.705437297@vega>
Source record: 44356

ilepore@isis.cs.du.edu (Ian Lepore) writes:

> I can understand why the Sozobon guys might have argued with you,
>especially with your beligerent-sounding statement "...a compiler of
>a C-like language and not C itself." You should say *nice* things to
>creators of free software, whenever possible. ::grin::
>
I did not use such words at the time. On the contrary, I devoted
quite a bit of my time helping to distribute Sozobon, contributing
bug fixes to libraries, distributing bug fixes, filing bug reports
and so on.

> In the strictest sense, Tony & Co. were right: in a 16-bit compiler,
>where sizeof(int)==2, the way it is doing address calculations is
>technically correct.
>
May I ask you how did you reach that conclusion? I heard it
occasionaly but it always due to a mixup on a reader part between
"integer type" and "int". If you read K&R more carefuly (I just found
to my great dismay that my copy of the first edition evaporated
somewhere so I cannot quote) you will find out that these two
are not necessarily the same. Apart of that with the interpretation
like above the pointer arithmetics breaks horribly. The last one
happens to be one of better specified parts of K&R and this is a reason
I used an expression of "a C-like language".

> However, I agree with you, that this is more of a bug than a feature.
> Now I'm thinking it would be easier for me to fix the problem with the
>asl/ext sequence in the optimizer, by just swapping it to ext/asl.
>
This has an unfortunate effect of making an optimized and unoptimized
code non-equivalent :-(. And there is one more "gotcha". If you
are using unsigned indices then a correct sequence to generate
would be:
```
moveq #0,dn
move dm,dn
asl #k,dn
```
or something similar. Compiler should know that but optimizer,
working on assembler code without an info about types, does not.

> Also, there is another workaround available: use long datatypes for
>indexing.
This works and I even mentioned that in my original article. The
problem is when you are not writing your code (carefuly) from scratch
but when you are porting sizeable piece of code from somewhere else.

Changing in blind all types for array indices can have unexpected
side effects. I would rather postprocess a generated assembler. :-)
For the first cut a simple awk program will do. (The other possibility
is to add casts to every variable occurence in a role of an array
index - shudder...).

Michal Jaegermann
ntomczak@vm.ucs.ualberta.ca

1857. Re: Sozobon and address calculations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-09 19:47:36 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May9.194736.18990@mnemosyne.cs.du.edu>
Source record: 44357

```
> sozobon address calculations...difference between "integer type"
> and "int".

Do you perhaps mean the difference between "integral type" and "int"?
The expression E1[E2] is identical to *(E1 + E2*sizeof(*E1)). I can't
find any rule that says that E2*sizeof(*E1) has to yield a result wider
than the type of E1 or E2. In other words, if size_t is unsigned short
int, and E2 is a short or unsigned short int, then I can't find where
it says that the results have to be promoted to a size larger than
unsigned short int.

> optimized and non-optimized code not equivalent

Well, I have good news, bad news, and a question for everyone. The
good news is, I FINALLY FIXED IT!!! Yaaaay!

The bad news is, it now considers all address calculations to be
something that requires long math. For indexing into arrays with a
power-of-two element size, this is no big deal; you get code such as:

move.w index,d0
ext.l d0
asl.l #2,d0

But when you have an array of structures that are 12 bytes each, you get:

move.w index,d0
ext.l d0
move.l d0,-(sp)
move.l #12,-(sp)
jsr lmul

Even though the lmul routine is fast in sozobon/hsc, this is really not
ideal, and in some situations will be a serious performance problem.
(Especially in GEM programming where arrays of structures are common.)

By the way, I should clarify: I fixed it in HCC, not in TOP, so it
correctly handles signed versus unsigned index calcs, and so on.

My question is: should I implement a new command line switch to toggle
this behavior? I'm thinking that if you never deal with arrays of
objects that exceed 64k in size, you can get a serious performance boost
by using short address calcs. If in doubt, or if you know you'll be
using large arrays, a switch will kick in the long address calcs.
In the MSDOS world, this is roughly equivalent to the difference between
large model and huge model, so I'm tempted to make a new -mX switch,
where 'X' is the model you want; 'h' for huge model (address calcs
```

assume object can be over 64k), 'l' for large model (what it does now;
program and data can be any size, but no single object is >64k), and
someday in the future I may do a small model for when your total data
size is under 64k and all data objects can be addressed off a base reg.

What I don't want to do, at least not yet, is introduce model semantics
into pointer declarations (ie, char huge *ptr, and so on). The whole
type declaration parsing subsystem would have to be recoded to handle
that, and it's gonna get recoded when it comes time to support prototypes
properly, so maybe then I'll consider model semantics in declarations.

So, would everyone be happy with long/short address calcs toggled by
a command line switch, for now? The default would pretty much have to
be -ml (short addr calcs) for compatibility with existing code.

- Ian

1858. LINK STOPPED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-09 22:45:24 UTC
From: wolf@f54.n245.z2.fidonet.org
Message-ID: <1a0dfdaf@f54.n245.z2.fidonet.org>
Source record: 44358

Der Link ist vorlaeufig gestoppt, da der UNIX-Packer inkompatibel ist.

bis bald
Wolfgang

1859. Zmodem Help

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-09 23:19:56 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May9.231956.4754@kosmos.wcc.govt.nz>
Source record: 44359

Does any one know the answer to this..

I have managed to get this site to implement Zmodem, this is
the Vax/VMS version that is on A.A. 1988..

I am using the GRZSZ19B program, but I only get 512 blocks
when I use this on this site..

How can I set the block size to 1024 bytes..

I have had the same problem with a Unix site, but a Atari chap used
a PC on the same site but gets 1024 byte blocks, so how come.. ??

Is this because we are not using Auto Zmodem, ie, to much delay in
setting RZ up, so that it drops down to 512 byte blocks..??

Any ideas any one..??

sheppard_r@kosmos.wcc.govt.nz

1860. Re: Sversion()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-10 18:52:22 UTC
From: rosenkra@convex.com
Message-ID: <1992May10.185222.26884@convex.com>
Source record: 44360
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992May09.032352.22084@DIALix.oz.au> steveq@DIALix.oz.au (Steve Quartly) writes:
>I am trying to use Sversion() to get the TOS number from rom.

Sversion returns the GEMDOS version, not the TOS version. u get TOS from the OS header. so there are at least 3 pieces of the OS with versions: TOS (use OS header), GEMDOS (use Sversion), and AES (in one of the control arrays after an appl_init). 0x1500 sounds reasonable for GEMDOS under TOS 1.4 (Rainbow).

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1861. Question on Upgrading 520

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-10 19:02:54 UTC
From: Dave.Webster@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <80167.2A0DE596@psycho.fidonet.org>
Source record: 44365

In a message of 08 May 92 22:53:29, Terry Parker wrote:

TP> From: parker@hpfcbig.SDE.HP.COM (Terry Parker)
TP> Date: Thu, 7 May 1992 17:26:02 GMT
TP> Organization: HP SESD, Fort Collins, CO
TP> Message-ID: <12540001@hpfcbig.SDE.HP.COM>
TP> Newsgroups: comp.sys.atari.st.tech
TP>
TP> Hello,
TP>
TP> I am fairly new to this notes group but have noticed mention of cards
TP> for upgrading older 520ST's. I looked through the atari archive on
TP> umich.edu but could find nothing. Would someone please post or e-mail
TP> me the addresses of companies or individuals who have information on
TP> this.
TP>
TP> thanks in advance.
TP>
TP> terry parker
TP>
TP> parker@fc.sde.hp.com

Give this guy in Tampa a call, he can set you up. His store name is A-online, ask for Allen, tell him Dave sent you. 237-1656, 1229 Mohawk Ave. 10blks east of 275 overpass staying on Hillsbourgh Ave, behind Cottman on left,turn left, A-online on left! He is the only Tampa Bay store, prices are okay. Main thing is no wait on mail order. He also supports the 8 bit, someSTe's on display.. check him out! I bought my 520STe w/4 megs there for $525, not a bad price! Stero monitor was $350.. Well worth

the investment ithink.. Although, i would love too get a new Mega STe, he has one on display,great keyboard, nice style. $1199.95 with 50 meg HD, 4 megs of RAM i think.. Good luck!
Cpu-Man

--
Internet: Dave.Webster@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Dave.Webster
Note:psycho is a free gateway between Usenet & Fidonet. For info write to root@psycho.fidonet.org.

1862. Re: GEM programming

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-10 21:43:34 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992May10.214334.45985@infoserver.th-darmstadt.de>
Source record: 44361

```
In article <ADRIAN.92May7105145@duncan.robots.ox.ac.uk> adrian@robots.ox.ac.uk (Adrian
Cox) writes:
>In article <1992May06.193741.12838@infoserver.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>
> And for a little inheritance you could go like this:
>
>
> typedef struct _method
> {
> struct _method *next;
> int (*func)();
> } method;
>
> WINDOW *p;
> method *q;
> ...
> p->draw = inherit( p->draw, newfunc); /* *1* */
> ...
> for( q = p->draw; q; q = q->next) /* to actually redraw */
> (*q->func)( p);
>
>However, it would be nice for a function to be able to choose how to
>call the base class functions, and to be able to react to the return
>values. This scheme throws away the int return values from each
>method call and calls each function with identical parameters.
C is a programming language. Not ROM code. There is no problem changing
this into accepting the return value and doing stuff with it.

if( q = p->draw) /* this if could be dropped... */
if( (*q->func)( p, q->next)) /* let q->func call q->next->func */
do_stuff();

No sweat.
But actually that's beside the point. I was just intending to show that
you could do some inheritance-like stuff in C easily, which is quite handy
for instance if you have a default slider routine for calculating the
size of the slider, and putting a routine on top of it, that's more
application dependent.

>time you've implemented this sort of scheme you might as well go the
>whole way and use C++, which will do a lot more and cover up more of
>the messy details.
Oh no. I implemented this scheme in just about 2 minutes. It would take
me months to understand C++. (Let alone that I don't see a C++ compiler
```

around, that I'd like to use).
>
>- Adrian

Nat!

P.S. From this included post of mine, I think I might have forgotten
to 'code' inherit, here it comes:

```
method *method_allocer() /* a la NASM65 (for the insiders) */

#define inherit( p, q) \
(tmp = method_allocer(), tmp->next = p, tmp->func = q; tmp)
```

P.P.S. just wonder whether you can do it in FORTRAN too (har har)
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"
Album of the month: Sisters of Mercy "Vision Thing" (an oldie)

1863. Bezier Curves in assembly?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-11 07:14:04 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <80202.2A0E2B51@psycho.fidonet.org>
Source record: 44369

In a message of 08 May 92 08:54:59, Jesse Michael wrote:

JM> From: jdm@agora.uucp (Jesse Michael)
JM> Date: Thu, 7 May 1992 17:49:22 GMT
JM> Organization: Open Communications Forum
JM> Message-ID: <1992May7.174922.7865@agora.uucp>
JM> Newsgroups: comp.sys.atari.st.tech
JM>
JM> Does anyone know where I can get some 68000 assembly source for drawing
JM> Bezier
JM> curves?

Well, I wrote a program in Turbo Pascal (under MuSh-DOS), but I imagine I could convert it to 68000 assembly for you... If I find the time. It's really not very difficult. All I have to do is get around the fact that I am doing no floating-point computations.... something I do quite frequently.

JM>
JM> I heard that there was something about this in a German ST magazine, but I
JM> have
JM> no way to get this... (I don't even know what mag. it was)
JM>
JM> Thanks,
JM> -Jesse
JM> --
JM> [> jdm@agora.rain.com <] Pity the poor egg: it only gets laid once

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to root@psycho.fidonet.org.

1864. Re: Bezier Curves in assembly?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-11 07:22:38 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <80203.2A0E2B53@psycho.fidonet.org>
Source record: 44370

In a message of 09 May 92 08:24:12, William Rosenkranz wrote:

WR> From: rosenkra@convex.com (William Rosenkranz)
WR> Date: Sat, 09 May 1992 00:05:50 GMT
WR> Organization: CONVEX Computer Corporation, Richardson, Tx., USA
WR> Message-ID: <1992May09.000550.107@convex.com>
WR> Newsgroups: comp.sys.atari.st.tech
WR>
WR> In article <1992May8.163339.21919@microware.com> erik@microware.com (Erik
WR> Johnson) writes:
WR> >I don't know about the article you mentioned, but if anyone has C code
WR> >for Bezier Curves, I could optimize into assembly by hand and share it
WR> >with everyone.
WR>
WR> i have some code, tho it writes the "curve" directly to screen memory. i
WR> believe it is bresheman's (sp?) algorithm. i use it in a home-grown
WR> (manual)
WR> screen saver. i did not write the bez stuff. it is C. i can post it (don't
WR> have time to mail to 1000 people). actually, i thought i did post it a
WR> long
WR> time ago. i think the code was originally written for a PC and i hacked
WR> it.
WR> GEM purists will of course hate it since it writes to screen memory... :-)
WR>
WR> another source might be the source for DWB pic(1) which has a spline
WR> function.
WR> i thought i remembered this being bez curves. i have the pic source, but
WR> it
WR> is (c) AT&T so i can't distribute it. it probably also depends on troff.
WR>
WR> if erik@microware.com wants the code, i can mail it to you (send me mail).
WR>
WR> -bill
WR> rosenkra@convex.com
WR> --
WR> Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
WR> Convex Computer Corp. |ARPA: rosenkra@convex.com

Pardon me, but why are all of you so interested in FINDING already written bezier curve producing code? Bezier curves are not all that difficult mathematically, and equally easy to program from scratch. Why don't you? I would be happy, though, to supply you with Pascal source code that draws bezier curves quite well, and perhapse I might be talked into converting it to assembly for you.

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to
root@psycho.fidonet.org.

1865. JPEG compression

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-11 07:29:08 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <80204.2A0E2B54@psycho.fidonet.org>
Source record: 44371

In a message of 09 May 92 19:52:31, Theo Janssen wrote:

TJ> From: theo@mailmak.swb.de (Theo Janssen)
TJ> Date: 8 May 92 21:28:27 GMT
TJ> Organization: private, Dortmund, FRG
TJ> Message-ID: <209@mailmak.swb.de>
TJ> Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
TJ>
TJ> Hello out there !
TJ> I'm looking for the Sources, that implement the so called 'JPEG'
TJ> algorithm.
TJ> As far as i know, it is mainly used for compressing Images.
TJ> Does anyone know where i could get them, or who wrote the Software ?

I would be interested in that myself, but I would be EVEN MORE interested in getting my finger-tips on some code that preforms Fractal image compression and decompression. I have been reading books to learn about Fractals, but it is a difficult and slow process, and I doubt I would be able to derive the formulas on my own that would preform the necessary iterative computations to preform fractal image compression.

TJ>...........

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to root@psycho.fidonet.org.

1866. Re: Sozobon and address calculations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-11 07:35:20 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <80205.2A0E2B56@psycho.fidonet.org>
Source record: 44373

I seem to have missed some of the conversation, but are you writing a C compiler?

I would not mind it the least bit if the compiler was just a bit slower, if it figured out intelligently, on its own, which individual arrays and the like should be addressed as large or huge, thus completely illiminating the need for explicitly specifying the addressing mode. Quite a number of compilers for the ST to that already.

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to root@psycho.fidonet.org.

1867. ANSITERM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-11 07:42:18 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <80206.2A0E2B58@psycho.fidonet.org>
Source record: 44372

Have any of you seen or heard about a new terminal emulator that's spreading around the US called ANSITERM? It supports full 16-color ANSI and blinking text.

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to root@psycho.fidonet.org.

1868. An ACSI/SCSI problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-11 07:46:43 UTC
From: gertjan@kompas.prl.philips.nl
Message-ID: <5527@prles2.prl.philips.nl>
Source record: 44362

A ACSI - SCSI problem:

I have built a SCSI host adapter for my atari ST and it doesn't work well.
The schematics I used were the ones suggested by the Atari Corp. and I checked
everything with a logic analizer. The harddisk I use is a Quantum LPS52S.

What goes wrong is: the harddisk becomes selected and reads the six command
bytes. But he never gets into the data phase, and goes directly into the status
and message phase (returns status 2). So as far as I can see is the ACSI and
SCSI protocol handled in a good way, but my harddisk doesnt understand the
commands. I used the commands: test drive ready, request sense and read block.
The harddisk works on other computers very well.

What am I doing wrong?? I think I overlook something very obvious.
Please answer me by email: gertjan@prl.philips.nl

Thanks in advance!

1869. Re: Bezier Curves in assembly?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-11 09:40:44 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <lahtinen.705577244@gideon>
Source record: 44363

hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>>
>>Also if anyone does find the article mentioned, I too would be interested.
>>
>>Erik R Johnson erik@microware.com
>Perhaps some German friends will correct me but there was an article
>in the Feburary issue (1992) of ST Computer (the German magazine) with
>the title 'Fast Bezier curves' pages 80 to 82 - in German of course.
>The article contained a listing of a 68000 assembler program which presumably
>did the job.

The reference is OK. I have the magazine in front of me. The code is
quite short. But I am afraid my typing speed is not so great and I might
make mistakes. I hope we will get soon an OCR here at work so that will
solve the problem, but perhaps someone else can post the article?

It uses integer math and there seems to be interface to Turbo C.

--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

1870. Re: JPEG compression

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-11 11:27:10 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992May11.112710.15791@unix.brighton.ac.uk>
Source record: 44364
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

theo@mailmak.swb.de (Theo Janssen) writes:
> Hello out there !
> I'm looking for the Sources, that implement the so called 'JPEG' algorithm.
> As far as i know, it is mainly used for compressing Images.
> Does anyone know where i could get them, or who wrote the Software ?
>
> greetings Theo

Try atari.archive.umich.edu.

Dom

1871. Re: TOS upgrade 1.0 -> 1.4: Is it worth it ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-11 12:48:37 UTC
From: randallm@p4.cs.man.ac.uk
Message-ID: <randallm.705588517@p4.cs.man.ac.uk>
Source record: 44374

Thanks to everyone who gave me advice. I replaced the TOS today.
All seems fine so far...

No manual or anything came with the upgrade (from Evesham Micros) apart
from when I rang in the order, they told me where to put the chips when
I get them. Could someone tell me what TOS 1.4 does the 1.0 didn't....

----**--***&&&&&-- +---------+
---***-****&&--&&- | MARTIN | "Happiness is just an illusion caused by
--**-***-**&&&&&-- | RANDALL | the temporary absense of reality"
-**---*--**&&--&&- +---------+
--------&&---&& University of Manchester, England

1872. Re: Bezier Curves in assembly?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-11 13:45:04 UTC
From: woocm@essex.ac.uk
Message-ID: <3446@sersun1.essex.ac.uk>
Source record: 44367

STUFF DELETED...
>I don't know about the article you mentioned, but if anyone has C code
>for Bezier Curves, I could optimize into assembly by hand and share it
>with everyone.

I had a piece of code that i got from a Bath(uk) archive server
called beztwist.ttp that uses C code to generate bezier curves in C and
writes them directly to screen in any resolution. It is at atari.archive
in, full path...

/atari/graphics/beztwist.arc

Hope that is of some use.

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

1873. GCC/G++ 2.1 Finally!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-11 14:19:21 UTC
From: malay@sae.com
Message-ID: <1992May11.141921.26794@sae.com>
Source record: 44368

These are the files that you will need to get GCC 2.1 up and running:

gcc21b02.zoo
gmlibo23.zoo
includ80.zoo
libolb80.zoo
pmlolb18.zoo
utlbin27.zoo
gpincl07.zoo
gplibo07.zoo

Bob Malay

1874. wanted: assembler for TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-11 20:01:51 UTC
From: vspicer@ccu.umanitoba.ca
Message-ID: <1992May11.200151.29635@ccu.umanitoba.ca>
Source record: 44366

hello world. we need an assembler which can handle op-codes for 68010-68030
in order to tinker with some DMA SCSI driving in assembly code.
can anyone suggest a good assembler (commercial or otherwise), and
how/where to find it?

we've tried the "as68" development assembler, it complains about
addressing modes and 68010 opcodes. the GNU assembler that comes with
GCC is nice, but non-standard in how it handles the op-codes, and it
doesn't support EQUates or macros.

thanks in advance
vic spicer

1875. Re: Bezier Curves in assembly?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-11 20:05:04 UTC
From: rincewind@discworld.oche.sub.org
Message-ID: <H.O0XDm0L2Vlw@discworld.oche.sub.org>
Source record: 44446

In <1992May7.174922.7865@agora.uucp>, Jesse Michael writes:
>Does anyone know where I can get some 68000 assembly source for drawing Bezier
>curves?
>
>I heard that there was something about this in a German ST magazine, but I have
>no way to get this... (I don't even know what mag. it was)
>

I have the article here - it was in the german 'ST-Magazin' 11/1989. There are
listings in Assembler (211 lines), C (90 lines) and Omikron-Basic (60 Lines) -
but all these are too long to type in at the moment.

cu
Michael
--

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.sub.org Maus: Michael Schwingen@AC3
IRC: Rincewind
"The only way housework could be done in this place was with a shovel or, for
preference, a match." Terry Pratchett, Witches Abroad

1876. Re: Sversion()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-11 20:06:46 UTC
From: rincewind@discworld.oche.sub.org
Message-ID: <H.nSoVQE4VqBk@discworld.oche.sub.org>
Source record: 44447
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992May09.032352.22084@DIALix.oz.au>, Steve Quartly writes:
>
>Hi,
>
>I am trying to use Sversion() to get the TOS number from rom.
>
>I have TOS 1.4 in my 1040 ST however I get a result returned from the function:
>
>highbyte = $15
>lowbyte = $00
>

Sversion() returns the GEMDOS version number, *not* the TOS version number.

cu
Michael
--

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.sub.org Maus: Michael Schwingen@AC3
IRC: Rincewind
"The only way housework could be done in this place was with a shovel or, for
preference, a match." Terry Pratchett, Witches Abroad

1877. Re: JPEG compression

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-12 01:17:27 UTC
From: tgl+@cs.cmu.edu
Message-ID: <1992May12.011727.41892@cs.cmu.edu>
Source record: 44375
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ddv@unix.brighton.ac.uk (Domenico De Vitto) writes:
> theo@mailmak.swb.de (Theo Janssen) writes:
> > I'm looking for the Sources, that implement the so called 'JPEG' algorithm.
> > Does anyone know where i could get them, or who wrote the Software ?
>
> Try atari.archive.umich.edu.

The files at a.a.u.e seem to be the ancient and buggy version-1 release of
the Independent JPEG Group's software. You DON'T want that version.
What you DO want is version 3, which is available from the IJG's official
archive site, ftp.uu.net, file /graphics/jpeg/jpegsrc.v3.tar.Z.

If you have no FTP access, you can retrieve the source from your nearest
comp.sources.misc archive; version 3 appeared as issues 1-18 of volume 29.
(See the "How to find sources" FAQ article, which appears regularly in
news.answers, if you don't know how to retrieve comp.sources.misc postings.)

If anyone knows the a.a.u.e archive maintainer, please ask him/her to flush
v1 and install v3 instead.

v3 is faster, less buggy and more portable than v1; it has a MUCH better
color quantizer for GIF output; and it supports Targa image file format as
well as GIF and PPM. I'd really like to see all copies of v1 stamped out...
not to mention the pre-v1 beta releases that somehow got out on the net.

tom lane
organizer, Independent JPEG Group

1878. Screen messed up

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-12 03:25:58 UTC
From: marshall@cs.uq.oz.au
Message-ID: <7881@uqcspe.cs.uq.oz.au>
Source record: 44376

After running certain programs on my Mega4Ste, I get a wrap-around ghost image,
on the left, of what should be on the right, of the screen.
I think this problem has been noted before. What was the solution? Thanks.
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

1879. ATSpeed + Dr.DOS 5.0 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-12 03:38:44 UTC
From: marshall@cs.uq.oz.au
Message-ID: <7882@uqcspe.cs.uq.oz.au>
Source record: 44377

I am running ATSpeed with EGA mono emulation, on my Mega4Ste and SM124 mono monitor. All my PC programs work fine,
EXCEPT for DRDos's Viewmax. The screen comes up as expected, but the icon labels are very hard to read, and when I try to pull down a menu, the menu is blotted out with a dense grey pattern. Viewmax runs OK when I emulate CGA. Also, Viewmax works fine on my real 386 with VGA colour.
So what is going wrong? Any help would be greatly appreciated.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

1880. Re: Sozobon and address calculations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-12 07:41:04 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May12.074104.27606@mnemosyne.cs.du.edu>
Source record: 44378

> are you writing a compiler

Not exactly; just doing major maintenance on my offshoot version of the Sozobon PD compiler. (Although at the rate I'm going lately, I'll feel justified in calling it 'mine' soon; I've been making some pretty basic changes lately.)

> figure out on its own which arrays need to be large or huge...

That's possible (not easy, but possible) for pointers to array defined in the program. It's not possible with dynamically allocated arrays, though, unless you get into the char huge *ptr sort of thing where the size semantics are in the declaration.

I did manage to fix the code generator so that it indexes properly into large arrays, as long the object size of one array element is under 64k in size. I even managed to get the right codegen without needing long multiplies or memory model switches.

It has been pointed out to me, via some email discussions, that the compiler is broken in that it lets you allocate arrays larger than size_t can express. Technically, I should have the compiler whine and die if you define an array larger than 64k, because sizeof(such_an_array) will give the wrong results. For now, I choose to view this 'feature' as a non-standard extension in the compiler, as follows: you can allocate arrays larger than 64k, and you can successfully access all array elements using normal int/size_t index expressions, providing that the size of one array element doesn't exceed 64k. You cannot use sizeof() on such an array. If the size of one array element does exceed 64k (not likely), you can still access the full array by using long-type index expressions.

For the record, language lawyers (reliable ones, that were on the X3J11) committee) have assured me that the compiler is *not* broken because of having size_t be unsigned short even though the chip and OS can support access to larger objects. It is broken only in that it doesn't whine when you define arrays larger than 64k.

1881. Re: TOS upgrade 1.0 -> 1.4: Is it worth it ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-12 08:23:04 UTC
From: tony@microware.co.uk
Message-ID: <953@mwuk.UUCP>
Source record: 44382

In article <randallm.705588517@p4.cs.man.ac.uk> randallm@p4.cs.man.ac.uk (Martin Randall) writes:
> Thanks to everyone who gave me advice. I replaced the TOS today.
> All seems fine so far...
>
> No manual or anything came with the upgrade (from Evesham Micros) apart
> from when I rang in the order, they told me where to put the chips when
> I get them. Could someone tell me what TOS 1.4 does the 1.0 didn't....

Well, this is from memory - I did the upgrade a few months ago.

1) FAT handling is much better, particularly on a hard disk. With TOS 1.0, a "Show Info..." on each of my hard disk partitions took about 16 seconds. With TOS 1.4 in, it takes about 2-3 seconds.

2) You no longer run out of folders in the same way 1.0 did. I often used to hit it with prolonged usage under 1.0. I have never hit it under 1.4.

3) Whole disk copying and Format now use the same dialogue box, allowing Formatting and Copying to be done alternately if required, without having to keep going back to the desktop.

4) If you hold the CONTROL key down while dragging a file, it will MOVE the file instead of COPY it. If the source and destination are within the same logical drive, I believe it just moves the directory entry of the file, leaving the data in place on the disk. If the source and destination are different drives, it copies the file and deletes the original. If you MOVE a directory, it appears to create a new directory, and then move each file in turn, and finally delete the old directory.

5) You can install a GEM application to auto-run from boot.

6) Install application now stores the complete pathname of the installed application program, allowing it to be used on files in any directory.

7) In colour modes, the Atari-logo in the desktop info dialogue box changes colour in a rainbow pattern (Wow! :-)

8) You can rename a directory (folder), using Show Info...

9) When copying, moving or deleting files, the dialogue box shows the directory and file being acted upon, instead of just a countdown.

10) The file selector dialogue box contains drive buttons for easily switching between logical drives without having to edit the file spec.

Any others I have missed?

Tony.
--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

1882. Re: wanted: assembler for TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-12 10:04:08 UTC
From: UK1T@DKAUNI2.BITNET
Message-ID: <1992May12.100408.29610@rz.uni-karlsruhe.de>
Source record: 44379

Hello...

There is a very good and fast assembler included in the german
PureC (TurboC) development kit. It also assembles 68000 as 68010
68020, 68030 and (!) 68040 codes.

The Shell and the usage is very good, fast and easy.

The price in germany is 350DM, I'm sure that it is possible for
you to get one in your country.

Roland.

1883. Writing a program that knows its own name.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-12 11:12:10 UTC
From: adrian@robots.ox.ac.uk
Message-ID: <ADRIAN.92May12121210@titania.robots.ox.ac.uk>
Source record: 44380

What trick do AUTO folder programs such as CACHExxx.PRG use to find
their names? Do they just search the AUTO folder for program names
with the right prefix, or is there something more subtle?

- Adrian

--
\I measured it from side to side, 'Tis three feet long and two feet wide./
+-----A-D-R-I-A-N---C-O-X-------------------------_Wordsworth_________+
/ Robotics Research Group, Engineering Science, Parks Rd, Oxford OX1 3PJ \
__________Phone:_+44-865-2-73147__Fax:_+44-865-2-73908_________________/

1884. Re: wanted: assembler for TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-12 12:43:59 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <0vzjb3bh@csv.warwick.ac.uk>
Source record: 44381

In article <1992May12.100408.29610@rz.uni-karlsruhe.de> UK1T@DKAUNI2.BITNET writes:
>Hello...
>
>There is a very good and fast assembler included in the german
>PureC (TurboC) development kit. It also assembles 68000 as 68010
>68020, 68030 and (!) 68040 codes.
>
>The Shell and the usage is very good, fast and easy.
>
>The price in germany is 350DM, I'm sure that it is possible for
>you to get one in your country.
>
>Roland.

I doubt it is worth buying a C compiler just for the assembler, but if you were going to buy a C compiler anyway, the Lattice C5 one handles 68000-030 opcodes, and the documentation is available in English. In England it costs STG150.
The best standalone assembler is meant to be Devpac ST V3, but it is considerably overpriced (I forget the exact amount).
Both of these are from Hisoft, who incidentally offer discounts to full-time students.

- Leo Hendry

1885. Re: GCC/G++ 2.1 Finally!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-12 13:13:29 UTC
From: Bjarne Pohlers <ZX0013@DMSWWU1A.BITNET>
Message-ID: <92133.131329ZX0013@DMSWWU1A.BITNET>
Source record: 44388

In article <92133.080200IFF327@DJUKFA11.BITNET>, IFF327@DJUKFA11.BITNET
(Mueller-Pfeiffer, Stefan) says:
>(3) In C++ mode :
> The compiler driver does _not_ atutomatically link the g++.olb
> object library (bug or feature ??).
>...
> Did anybody make similar experiance ?? Or do I miss a very simple
> and obvious point ?
>
This is a feature. To compile a C++ program, simple enter
gcc hello.cc -lg++
^^^^^
You have to tell ld to link with the g++ library.Important: -lg++ must come
after all C++-(.o or .cc) files.

```
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <pohlerb@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (X49)251-866559 "
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!
```

1886. Problems with uemacs 3.11 beta version

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-12 13:17:21 UTC
From: mallarin@loria.fr
Message-ID: <270@muller.loria.fr>
Source record: 44383
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello

I have a Mega STE and I would try the new version of uemacs 3.11. But, there
is a problem. In fact, It's imposible to start me.prg the first time. I must
reset my atari or start me.prg several times. Could you help me about this
problem ? Perhaps I'm not alone !!! (I give a precision : I have tried to suppress auto
programs and accessories : The problem is the same ....! So ...)

Thanks in advance ...

Didier

---------- Next time you feel perfect, try walking on water ! ---------------
---

-- E-MAIL : mallarin@loria.fr --

1887. Re: GCC/G++ 2.1 Finally!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-12 14:32:41 UTC
From: malay@sae.com
Message-ID: <1992May12.143241.28342@sae.com>
Source record: 44384

In article 080200IFF327@DJUKFA11.BITNET, IFF327@DJUKFA11.BITNET (Mueller-Pfeiffer, Stefan) writes:
>..... You are really shure ??
>
>Did *you* get the files mentioned in your posting and try them out ?
>I 've got the following impression:
>

Of course, I tried compiling hello.c, hello.cc, I then tried compiling the source for "which" - it runs but "getenv" seems to be doing something funny with $PATH.

>(1) In libolb80 there are lacking crt0.o and gcrt0.o whithout which you
> will be unable to link your programs ... The old (i.e. PL 79) might
> do the job.

This may be true - I don't recall seeing those files "un-zoo'ed" so I must be using PL 79 versions.

>(2) On my machine (TT 030/8) I made J Bammis test suite (file test03s.zoo
> in /atari/gnustuff/tos/gnulib) with gcc 2.1 PL 2 and libs PL80.
> Approximatly 1/3 of them did _not_ work correctly. i.e. gave wrong
> output or bombed (one of them).

Didn't try this.

>(3) In C++ mode :
> The compiler driver does _not_ atutomatically link the g++.olb
> object library (bug or feature ??).
> The C++ "hello world" program
>
> #include <stream.h>
> main()
> {
> cout << "hello C++ world\n ";
> }

gcc hello.cc -o hello.ttp -lg++

This works for me - does gcc supposed to automatically pull in the g++ libs??

>
> compiles, but the linker complaines about lacking symbols like
> ___main (!!) and _cout, although the g++ library was linked explicitely
>
> Did anybody make similar experiance ?? Or do I miss a very simple
> and obvious point ?

>
> Stefan

Bob Malay

1888. Re: Sozobon and address calculations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-12 14:40:20 UTC
From: steve@thelake.mn.org
Message-ID: <A1292507308@thelake.mn.org>
Source record: 44386

[In article <80205.2A0E2B56@psycho.fidonet.org>,
Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG (Timothy Miller) writes ...]

> > I seem to have missed some of the conversation, but are you
writing a C compiler?

^
|--(Note that I had to rewrap your line. Please have your system
operator fix his or her gateway software to conform to Usenet
practices. All commonly used Fidonet gateways are capable of
performing the proper formatting if they are configured correctly.)

Ian Lepore is author of Heat and Serve C, a modified descendant of
Sozobon C. The original was written by Hans Ruegg, Joe Treat and Tony
Andrews.

> > I would not mind it the least bit if the compiler was just a bit
slower, if it figured out intelligently, on its own, which individual
arrays and the like should be addressed as large or huge, thus
completely illiminating the need for explicitly specifying the
addressing mode. Quite a number of compilers for the ST to that
already.

If that's possible, I wouldn't mind if the compiler were slowed down
a little bit while trying to figure out whether it would be necessary
to call lmul().

But I would mind a whole lot if it generated slower code
unnecessarily. My Usenet software would suffer a significant
performance hit if it had to call a library function to compute
addresses offset from a roving pointer. For example:

```
} else if((groups == NULL)
&& ((p == buf) || (p[-1] == '\n'))
&& ((p[0] == 'N') || (p[0] == 'n'))
&& ((p[1] == 'e') || (p[1] == 'E'))
&& ((p[2] == 'w') || (p[2] == 'W'))
&& ((p[3] == 's') || (p[3] == 'S'))
&& ((p[4] == 'g') || (p[4] == 'G'))
&& ((p[5] == 'r') || (p[5] == 'R'))
&& ((p[6] == 'o') || (p[6] == 'O'))
&& ((p[7] == 'u') || (p[7] == 'U'))
&& ((p[8] == 'p') || (p[8] == 'P'))
&& ((p[9] == 's') || (p[9] == 'S'))
&& (p[10] == ':')) {
```

The whole point of unrolling a string search like this is to push performance to the limits. If I didn't care about performance, I'd call strnicmp and have much simpler code.

Ian's suggestion of a compiler flag seems reasonable to me. As I understand it, you would be able to isolate a module that needs to address huge arrays and compile it separately. You wouldn't have the memory-module incompatibility problems that plague PC folks.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1889. Re: I was wrong Neodesk 3 and MiNT .94 don't work together

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-12 14:53:26 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992May12.145326.18813@cdsmn.mn.org>
Source record: 44445

I am not a MiNT user, but I am a NeoDesk user (or abuser as the case may be).
Have you tried running Neoload.prg from the auto folder before other apps?

I read in the NeoDesk manual that in order to ensure that NeoDesk will be
exacutable from within another program, this should be done. According to
the manual, there is no memory penalty from running neoload twice and it
might solve your problem. Maybe?

Regards,
Doug

1890. how to program reset?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-12 15:02:20 UTC
From: X - what else? <UK1T@DKAUNI2.BITNET>
Message-ID: <1992May12.150220.6800@rz.uni-karlsruhe.de>
Source record: 44385

Hello!

I need a procedure, with that I can force a warmstart (reset) on my
TT / ST. I program in PureC (Turbo C), and I did not found any routine,
which forces that.

I need a way, which will work on _every_ TOS-Version :)

ThanX - Roland.

uk1t@dkauni2.bitnet
uk1t@ibm3090.rz.uni-karlsruhe.de

I still have this machine - ATARI TT.

1891. AtariST's Suck...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-12 16:11:00 UTC
From: cpw8034@zeus.tamu.edu
Message-ID: <12MAY199211111108@zeus.tamu.edu>
Source record: 44387

Please read my grievences (sp?) on the Atari S-orry T-rash on
COMP.SYS.ATARI.ST for why I'm contemplating on burning the piece of junk.

Think you can change my mind? (or at least Flame me... since this post
doesn't really belong here except for that I think the tech specs of
Atari's suck big time...)

Oven-Mittens <ON/off>
Rest of body under water

1892. C64 emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-12 16:20:52 UTC
From: cbillows@sys6626.bison.mb.ca
Message-ID: <HHBokB1w164w@sys6626.bison.mb.ca>
Source record: 44443

I know some of you might think I'm crazy but...does anybody know of a working Commodore 64 emulator for the ST?
I have a copy of such a beast but it does'nt work too well...commercial programs don't work.

You may ask why?! Reason being that I used to own one and some (I emphasize the "some") of its programs were fun. As well I find it totally fascinating the idea of emulating another computer with our own ST!

Any comments, ideas, or whatever will be appreciated.
Have a good day!

Chris Billows
Winnipeg, Canada.

;--- (Chris Billows) a user of sys6626, running waffle 1.64
;E-mail: cbillows@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

1893. Re: wanted: assembler for TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-12 16:25:55 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <705687955.6701@minster.york.ac.uk>
Source record: 44442

In article <1992May11.200151.29635@ccu.umanitoba.ca> vspicer@ccu.umanitoba.ca writes:
>hello world. we need an assembler which can handle op-codes for 68010-68030
>in order to tinker with some DMA SCSI driving in assembly code.
>can anyone suggest a good assembler (commercial or otherwise), and
>how/where to find it?

Devpak3 from HiSoft supports 680x0 chips (where x is 0,1,2 or 3), maths coprocessors (however they're connected) and all the enhancements that the TT has.

As well as all this, it's a first-class assembler, with macros, conditional assembly etc. etc. and a full debugger.

I believe that Goldleaf Publishing distributes HiSoft stuff in the US -- I'm sure someone will correct me if I'm wrong and provide an address otherwise.

>thanks in advance
> vic spicer

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death looses its sting..."
Summer: lodge%alsys@uknet	-- Blackadder II

1894. Re: Writing a program that knows its own name.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-12 17:55:56 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.705693356@groucho.phil.ruu.nl>
Source record: 44390

adrian@robots.ox.ac.uk (Adrian Cox) writes:

>What trick do AUTO folder programs such as CACHExxx.PRG use to find
>their names? Do they just search the AUTO folder for program names
>with the right prefix, or is there something more subtle?

In general, there is (on the Atari) no way to find the name of your program (I mean, no way that is *guaranteed* to work). The method you mention indeed seems to be the most straightforward - although, admitted, not too elegant. It also depends on the language you use: in Basic, your method probably is the only available one. I have some Turbo-C startup-code that uses another trick (don't ask me which :) and seems to work *very* reliably in all cases (plain starting of the program, running from a shell, running through an 'install application' document, etc.)

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl
*** If you remember the 60s, then you weren't really there ***

1895. Re: how to program reset?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-12 18:01:59 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.705693719@groucho.phil.ruu.nl>
Source record: 44441

"X - what else?" <UK1T@DKAUNI2.BITNET> writes:

>I need a procedure, with that I can force a warmstart (reset) on my
>TT / ST. I program in PureC (Turbo C), and I did not found any routine,
>which forces that.

>I need a way, which will work on _every_ TOS-Version :)

Jump to/through :) the reset-vector: 0x00000004 on the ST. I don't know the TT address - will probably be something different, but that can easily be solved with something like

```
#ifdef ST
#define RESETVECTOR 0x4L
#else
#ifdef TT
#define RESETVECTOR 0x...L
```

Hope this helps a bit,

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl
*** If you remember the 60s, then you weren't really there ***

1896. Re: TOS upgrade 1.0 -> 1.4: Is it worth it ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-12 18:45:32 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l104icINN9fp@aludra.usc.edu>
Source record: 44389

In article <953@mwuk.UUCP> tony@microware.co.uk (Tony Mountifield) writes:
>In article <randallm.705588517@p4.cs.man.ac.uk> randallm@p4.cs.man.ac.uk (Martin Randall) writes:
>> Thanks to everyone who gave me advice. I replaced the TOS today.
>> All seems fine so far...
>>
>> No manual or anything came with the upgrade (from Evesham Micros) apart
>> from when I rang in the order, they told me where to put the chips when
>> I get them. Could someone tell me what TOS 1.4 does the 1.0 didn't....
>
>Well, this is from memory - I did the upgrade a few months ago.
>
<stuff deleted>

>Any others I have missed?

11) Cntl-Alt-Del (cold?/warm?) resets the machine.

12) You can use overscan programs!

13) You need to patch the RTS/CTS bug if you want to use a high-speed modem.
(well, 1.0 had this bug, but I think it was gone in 1.2, and reappeared).

Anything else????

>
>Tony.
>--
>Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
>Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
>(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991
>--
>** Any opinions are mine, not Microware's - but you knew that anyway. **
>--

-Mike

1897. Re: Bezier Curves 68k assembly source - Thomas Neumann!! Read!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-13 05:12:56 UTC
From: jdm@agora.rain.com
Message-ID: <1992May13.051256.14550@agora.uucp>
Source record: 44449

I don't know if my mail got to you or not because I got several bounces...

Thanks for your offer!

My address is--

Jesse Michael
1615 SW Ford St Dr
Portland, OR 97201
USA

Thanks again,
-Jesse
--
[> jdm@agora.rain.com <] The number of people watching you is directly
proportional to the stupidity of your action.

1898. Re: AtariST's Suck...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-13 06:03:29 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992May13.060329.24216@msuinfo.cl.msu.edu>
Source record: 44448

cpw8034@zeus.tamu.edu (CHI PIN WEN) writes:

>Please read my grievences (sp?) on the Atari S-orry T-rash on
>COMP.SYS.ATARI.ST for why I'm contemplating on burning the piece of junk.

I think you should just bail out. You're not ever going to be happy
with your machine, and you obviously aren't willing to try. Save
yourself and all the rest of the HAPPY Atarians here a lot of anxiety,
OK?

-MOlin

1899. Re: Sozobon and address calculations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-13 07:28:20 UTC
From: rh0083b@medtronic.COM
Message-ID: <1992May13.072820.12560@medtron.medtronic.com>
Source record: 44466

In article <80205.2A0E2B56@psycho.fidonet.org> Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG (Timothy Miller) writes:
>I would not mind it the least bit if the compiler was just a bit slower, if
>it figured out intelligently, on its own, which individual arrays and the
>like should be addressed as large or huge, thus completely illiminating the
>need for explicitly specifying the addressing mode. Quite a number of
>compilers for the ST to that already.

Nope. Unless you limit this mechanism to very simple programs, you just
cannot do this. Imagine the following function:

```
void f (int array[])
{
...

array[...] = ...
}
```

You just cannot tell if long or short addressing must be used. So you must
default to long. As far as I know you can tell the difference in FORTRAN...
Some other message stated that a compiler that uses short addressing should
complain about allocating objects greater than 64kB. I agree with this
statement, though limiting objects to 64k would be silly on a 68000 with
4 MB of RAM...

Just my two NLG 0.02...

-Roger
(I speak for myself)

>
>--
>Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
>UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
>Note:psycho is a free gateway between Usenet & Fidonet. For info write to
> root@psycho.fidonet.org.

1900. Floppies: Sun to Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-13 09:50:45 UTC
From: davidb@muppet.bt.co.uk
Message-ID: <1992May13.095045.474@muppet.bt.co.uk>
Source record: 44454

Hi chaps/chappettes,

I have a Sun sparc at work and an Atari at home (lucky ol' me).

I have no trouble writing files from the Atari on to a DOS
formatted floppy at home. I can take this to work and read
those files on to the Sun.

I can also write to this same disk on the Sun. The problem
arises on the atari when I try to read files written from the
Sun on to the disk. The files are corrupted. Not garbage, but
seriously screwed up. Looks to me like block size, but I may
be wrong. I feel sure one of you guys can sort it immediately,
or point me at a FAQ with the answer.

Thank you v. much for any assistance you may be able to throw
my way.

David Baboulene (davidb@muppet.bt.co.uk)

British Telecom Research Labs. o o
Suffolk, >
England. .

-=-

Love is grand. Divorce is twenty grand.

1901. Re: how to program reset?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-13 10:23:58 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <x51jbthv@csv.warwick.ac.uk>
Source record: 44451

In article <hjv.705693719@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>"X - what else?" <UK1T@DKAUNI2.BITNET> writes:
>
>>I need a procedure, with that I can force a warmstart (reset) on my
>>TT / ST. I program in PureC (Turbo C), and I did not found any routine,
>>which forces that.
>
>>I need a way, which will work on _every_ TOS-Version :)
>
>Jump to/through :) the reset-vector: 0x00000004 on the ST. I don't know the TT
>address - will probably be something different, but that can easily be solved
>with something like
>#ifdef ST
>#define RESETVECTOR 0x4L
>#else
>#ifdef TT
>#define RESETVECTOR 0x...L

Unless Atari were being particularly awkward (It is possible to move the exception vectors on 68010+ chips) I don't see why this would have changed. Remember to be in Supervisor mode when you jump through this address otherwise the machine will just crash.
From C do the following:

```
#include <osbind.h>
#define resvec ((void *)0x4L) /* Can't be bothered with proper cast */

{
Super(NULL); /* Enter supervisor mode */
(*resvec)(); /* Jump through reset vector */
}
```

- Leo Hendry

1902. Formatting Disks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-13 10:53:36 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <t61jbzcw@csv.warwick.ac.uk>
Source record: 44452

1) Is the IBM compatable disk format given by the desktop with TOS1.04 and above handled by Protobt, or is the code just in the desktop?
2) Do HD disks have double the number of sectors, or double the number of tracks? If double the number of sectors, is 20 sectors OK as an extended format? If double the number if tracks can you still use 10 sectors?
3) On what versions of TOS does Protobt handle HD disks (if any), and what is the disk type number for HD disks?
4) On what versions of TOS does Flopfmt allow you to format HD disks (if any)?

Thanks in advance, Leo Hendry

1903. Monitors for TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-13 11:15:41 UTC
From: hrs@aber.ac.uk
Message-ID: <1992May13.111541.14087@aber.ac.uk>
Source record: 44453

I'm sure this is an often asked question and perhaps I should have mailed to
atari.st but can I plug any old VGA monitor into the TT monitor port?
I'm getting a lot of flicker on a PCT1426 (even when not sitting on top of
the TT), the colours are washed out and there is some distortion at the top.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1904. Re: TOS upgrade 1.0 -> 1.4: Is it worth it ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-13 13:16:04 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May13.131605.4761@kosmos.wcc.govt.nz>
Source record: 44444

TOS 1.4-1.0

1. You can reaset from the key Board. ^Alt/Del = Soft reset
^Alt/Rsft/Del Cold Reset
2. Archive Bit now the same as a PC..
3. The formating is now PC compatible..
4. Copy/Delete/Move can be aborted with the Undo Key..
5. Correct time stamp of files..
6. a Skip option when copying files..
7. Install Application has a Remove option..

The Atari Notes that I have list 34 items (Changes) for the DeskTop,
8 items for the AES, 3 items for the VDI and 33, items for the BIOS.

This is from the old TOS 1.4 notes, the later was called RainBow TOS,
this list does not have the BIOS calls for step rates for drives A and B
disk drives..

1905. TurboAss??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-13 14:24:59 UTC
From: vspicer@ccu.umanitoba.ca
Message-ID: <1992May13.142459.7639@ccu.umanitoba.ca>
Source record: 44457
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hello world. in my quest for a 68030 assembler, i've been informed that TurboAss is a nice shareware package. where can i find it? could some kind soul mail it in pieces to me, or direct me to an FTP site?

thanks in advance
vic spicer

1906. GEM C++ classes - ready.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-13 14:49:37 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7905@uqcspe.cs.uq.oz.au>
Source record: 44455

I finally installed GCC2.1, and 4Meg of memory, so I've been able to polish up my G++ classes for GEM. They are only the essential Object Orientations of regular GEM, but they are quite neato.

I've uploaded them the the "new" directory of atari.archive.umich.edu, but since Jeff's taking a bit of a break, you might want to grab them directly from "new" - the file is "gem++.zoo". You can't get a list of the directory, but you can still "get" from it.

I hope we can kick this stuff around a bit - GEM becomes SOOOOO easy once you OOP it up!

```
********
tgem.cc
********

#include "tgem.h"
#include "gem.h"
#include "slider.h"

GEMrsc RSC("tgem.rsc");
GEMdesktop Desktop(DESKTOP);
GEMform About(ABOUT);
GEMformwindow Tests(TESTS);

class Menu : public GEMmenu
{
ClickResult Do(int item);
};

ClickResult Menu::Do(int item)
{
switch (item) {
case DOABOUT: About.Do();
break; case OPENTEST: Tests.open();
break; case DOQUIT: return EndInteraction;
}
return ContinueInteraction;
}

Menu menu(MENU);

main()
{
Slider SimpleSlider(SIMPKNOB,SIMPSLID,Tests);
Slider VertSlider(VKNOB,VRACK,Tests);
Slider HorzSlider(HKNOB,HRACK,Tests);
```

```
GEMactivity Application(menu,Desktop);
Application.AddWindow(Tests);
Application.Do();
}
```

```
--
Warwick.
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
\_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /
```

1907. Eprom burner for ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-13 15:24:32 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992May13.152432.36366@yuma.acns.colostate.edu>
Source record: 44456

Hello:
Does anyone knows if there is any Eprom burner for ST out in the market? One of the local STer is looking for one.
Thanks
Tang
sytang@lamar.colostate.edu

1908. Re: Floppies: Sun to Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-13 16:21:01 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3827@cod.NOSC.MIL>
Source record: 44458

In article <1992May13.095045.474@muppet.bt.co.uk> davidb@muppet.bt.co.uk writes:

>
>I can also write to this same disk on the Sun. The problem
>arises on the atari when I try to read files written from the
>Sun on to the disk. The files are corrupted. Not garbage, but
>seriously screwed up. Looks to me like block size, but I may
>be wrong. I feel sure one of you guys can sort it immediately,
>or point me at a FAQ with the answer.
>
>David Baboulene (davidb@muppet.bt.co.uk)

Your floppy might be out of alignment. I know mine is (again)
so I can no longer read and write ST disks to the SUN. If some
of the files can be read and then others are corrupt, that
might be your problem.

What are you using to read/write the disks on the SUN? Mtools?

Mike Healy

healy@cod.nosc.mil

1909. Re: AtariST's Suck...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-13 17:40:12 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <21401@castle.ed.ac.uk>
Source record: 44459

cpw8034@zeus.tamu.edu (CHI PIN WEN) writes:

Please read my grievences (sp?) on the Atari S-orry T-rash on
COMP.SYS.ATARI.ST for why I'm contemplating on burning the piece of junk.

Go away then.

1910. Lattice C and others

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-13 18:01:25 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992May13.180125.628@ccu.umanitoba.ca>
Source record: 44460

We are using LaserC for development on a TT simply because we had it from an old ST. However we have been advised to move to a better development package and recently the need to assemble and link to a foreign package has made it imperitive. From the advice Atari gave me Lattice C from HiSoft is the pkg of choice but I am confused about a few things.

1. I gather Lattice C contains an assembler but it is not as complete as the assembler that comes with devpak TT (also from HiSoft). Does it support EQUates, or do I need to buy both the Lattice C pkg and Devpak TT?

2. I'm told Lattice does not support in-line assembler. Since I have a lot of in-line assembler in my code, it would be nice as a first step to link the foreign code with the present Laser C code. So my question is, does Lattice use the DRI object code format used by LaserC?

3. A related question is, are there any packages that do support in-line assembly?

Any alternative suggestions are welcome.

Thanks in advance
Werner

(Why is it so difficult to get information on development packages? In the good ol' days both megamax and Mark Williams had full page ads detailing their features, compile times etc.)

1911. Re: how to program reset?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-13 23:04:36 UTC
From: harold@alice.hobby.nl
Message-ID: <H.2tZjGAc26UU@alice.hobby.nl>
Source record: 44474

```
In <1992May12.150220.6800@rz.uni-karlsruhe.de>, "X - what else?" writes:
>Hello!
>
>I need a procedure, with that I can force a warmstart (reset) on my
>TT / ST. I program in PureC (Turbo C), and I did not found any routine,
>which forces that.
>
>I need a way, which will work on _every_ TOS-Version :)

it may be a bit rued but just load the long value at adress 4 into
the PC. Be sure to do it in Supervisor mode or you will get bombs.

typedef int (*FUNCTION)();

void doreset(void)
{
FUNCTION reset;

Super(0);
reset=*(FUNCTION *)0x4L;
reset();
}

Never tried it but it should work. Let me know by email if you tried it
with succes.

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.
```

1912. Re: Writing a program that knows its own name.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-13 23:17:30 UTC
From: harold@alice.hobby.nl
Message-ID: <H.YwpSZQOqSmA@alice.hobby.nl>
Source record: 44475

In <ADRIAN.92May12121210@titania.robots.ox.ac.uk>, Adrian Cox writes:
>What trick do AUTO folder programs such as CACHExxx.PRG use to find
>their names? Do they just search the AUTO folder for program names
>with the right prefix, or is there something more subtle?
>
You said it already they just search the AUTO folder. It is impossible
for any AUTO prog to find out its name. Atari did adopt a protocol
that makes it possible for programs started from shell's to find out there
name but since it is not include in TOS directly it doesn't work in the
AUTO folder. This is because the calling program (the one that starts the
one that wants to know its name) must take some specific action and TOS
doesn't do that.
--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

1913. Re: how to program reset?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-13 23:42:47 UTC
From: m91der@tdb.uu.se
Message-ID: <1992May13.234247.22704@tdb.uu.se>
Source record: 44463

hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
[stuff deleted]
: Jump to/through:) the reset-vector: 0x00000004 on the ST. I don't know the TT
: address - will probably be something different, but that can easily be solved
: with something like
[stuff deleted]

Just remember that there's a VBR (Vector Base Register) on
the 68010+ processors. If the VBR is something other than
zero then the solution you mentioned probably won't work.
Please correct me if I'm wrong! :-)

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

1914. Vax Problems..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-14 01:11:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May14.011105.4762@kosmos.wcc.govt.nz>
Source record: 44461

VAX Problems...

Well I connect to a Vax but as there is no good VT100 emulator
out for ST, and this site will only quote keys like Gold and Remove,
are there some good notes on VT100 keys codes...

Also there are some key codes that convert to Control combinations,
does any one have a list of these...Thanks..

Note: I use the TPU/EVE Editor, but the online Help does not give
the Control combination Key codes..

Second question, I did read some were there was a VT220 Emulator out
for the ST, is this Shareware or PD..

And were would I get it from... Thanks...

Roger.. sheppard_r@kosmos.wcc.govt.nz

1915. Speed change, blitter, booting etc

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-14 01:47:59 UTC
From: marshall@cs.uq.oz.au
Message-ID: <7920@uqcspe.cs.uq.oz.au>
Source record: 44467

Thanks to everyone who responded to my request about how to change speed
from the auto folder. I use Superboot to select the required auto
configuration, and in the auto folder I have the speed_sw programs to
switch to 8Mhz. All other configs I leave at 16Mhz with cache.
Also, the same helpful person who wrote speed_sw sent me a little auto
program to turn of the blitter, so now I can do everything via the auto. BUT
I also have to disable the configuration CPX, or remove the control panel
ACC from the auto config. Then everything works fine. Thanks again.
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

1916. Re: Lattice C and others

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-14 02:11:19 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May14.021119.28800@mnemosyne.cs.du.edu>
Source record: 44462

> Lattice C and existing DRI object modules

I've been told (by Alex Kiernan (sp?) of HiSoft) that Lattice C can
link existing DRI-format and MWC-format object modules with Lattice code.

1917. Re: Vax Problems..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-14 02:20:22 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May14.022022.29146@mnemosyne.cs.du.edu>
Source record: 44464

> VT100 emulators and VAXen

Flash II suports VT52, 100, 101, 101, 200, and 300 emulation. A couple of the Flash II beta testers use it to connect to VAXen both locally and via modem, and report that TPU/EVE, PHONE, and other VT-intensive emulation tasks work perfectly. The emulation support includes proper handling of the keypad, builtin DEC character sets such as the graphics and international character sets, and so on.

For my own part, I've never done any really strenuous VT100 testing, but everything I have done with Flash II in VT100 mode works perfectly. I've told the mail reader on this system I'm using that I'm on a VT100, and it works fine, using underlined chars for the subject lines and things like that. I also use VT100 mode in the online chat subsystem on BIX, and that includes independant scrolling regions on the screen and whatnot.

1918. Re: how to program reset?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-14 02:24:54 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May14.022454.29386@mnemosyne.cs.du.edu>
Source record: 44465

> jumping through 0x00000004L to reset the ST, and the VBR

I seriously doubt that any ST software revectors 0x00000004 to something other than a reset routine, since a lot of programs would break. On a TT that was running a virtual machine type operating system extension (which I don't think there are any of, *yet*), it might be vector to restart the virtual machine rather than the whole system, but that would still give you the expected result.

Also, there's the fact that the ST's MMU remaps an access to the first 8 bytes of memory into the ROM address space -- that happens outside the 680x0 chip's control. But, I'm not sure the TT MMU works the same.

- Ian

1919. PC Hard Drive to ST ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-14 07:07:51 UTC
From: DennisR@syacus.acus.oz.au
Message-ID: <1992May14.070751.8170@syacus.acus.oz.au>
Source record: 44473

Hi There,

I would like to save money and not buy an Atari Hard Drive.

I would like to connect a PC-compatible hard disk to my ST, but require technical information as to how it can be done.

Please advise (in some detail) the requirements for this task.

Your responses are greatly appreciated.

Dennis Remmer
(DennisR@syacus.acus.oz ...copy also dennis@citr.uq.oz.au)

1920. MiNT Librarys For Lattice C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-14 09:56:13 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <1992May14.095613.28309@newcastle.ac.uk>
Source record: 44471

Has anyone managed to rebuild the MiNT librarys in a format that either LATTICE C, or better MEGAMAX LASER C could understand, as I have had no joy trying to do it myself (I think that my system is to small for the job...).

I post in hope!!!

>>>>>>>>>>>>>CRAIG GRAHAM>>>>>>>>>> craig.graham@newcastle.ac.uk
<-->
/\ /\
...Not built to last but built to burn, / \ / \
Contribute, contribute, send all you earn. / \ _ / \
No deposit, no return. / \ / \ / \
No deposit, no return. /_______ / \ ________\
Health and happiness guaranteed, |P O P|
Free seven day trail, it's all you need. \ /
Every hour on the hour, this is the voice of fate. /_/\
It's the voice of power. / \
E104,E122,E137,E142. / \
Here's to the king of the nineteen nineties..... /_________\
....give me everything.....give me everything........

-POP WILL EAT ITSELF. This is the day, this is the hour, this is this....

1921. RE: Ideas for a 3D Dungeon Game

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-14 10:35:00 UTC
From: cstdxer@warwick.ac.uk
Message-ID: <9j3jb1c7@csv.warwick.ac.uk>
Source record: 44469

Thank you

To all those people who replied to my article.

Chris

1922. Re: TeX ... HELP ME

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-14 10:52:35 UTC
From: minidis@urz.unibas.ch
Message-ID: <1992May14.105235.19943@urz.unibas.ch>
Source record: 44468

In article <273@muller.loria.fr>, mallarin@loria.fr (Mallarino Didier) writes:
> Hello
>
> I would like to install TeX31 on my Mega STE and I have a problem. He said me
> that he can't read tex.pool when I want to create plain.fmt with the command
> tex 'plain \dump' -i. In fact, my settings are corrects (I think ...
> I use setenv.prg with goods paths) but in fact, the name is tex.poo (it's
> normal on an Atari which can't accept more than 3 characters). Please,

stuff deleted

> ------------------------------

hi,

there is one thing I don`t quite get - what do you mean that the
atari can only accept 3 charakters? If you`re talking about file-handling
then atari accepts 8 charakters!

Other than that, it would be intersting to know what tex-version you are
using (Strunk-Tex, Lindner-Tex, other ?), then it would be easier to help.
If I assume one of the first two tex-versions, then there is a prog
called initex, with wich you can create the .fmt files. It all works via
shell, which is much more comfortable.

--
Alexander <minidis@urz.unibas.ch>

-- Scotty, beam me up, there`s no intelligent life down here! --
-- (Capt. J.T. Kirk, USS Enterprise) --

1923. MiNT docs and MGR windows.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-14 11:53:00 UTC
From: MORGADO@VXDESY.DESY.DE
Message-ID: <01GK05J3K4N49X3TC6@vax58b.desy.de>
Source record: 44470

First of all I'd like to thank everyone who responded to my request for help in understanding the interactive response problems I was having while running my own background jobs under MiNT. I received many useful suggestions which I am working on as I learn more about the ST, C, MiNT and life.

Anyway, in an attempt to read the documentation that comes with MiNT I dowloaded a man reader and manpager from the lancs.pdsoft archive. Superb bit of kit, BUT, although it works on some man files it does not work on the ones that come with MiNT. It seems not to understand the format commands in the files. All the man files are of the type `filename.1', so why is it complaining? A VAX/VMS person like myself concludes that there must be two man file standards. Can I convert between them, or can anyone suggest a reader for the pages that come with MiNT? Someone once told me that there is a man file to LaTeX converter in the GNU libraries, but I have yet to come accross it. This would partially solve my problem since it would allow me to make a hardcopy of the documentation.

Secondly, when I run TCSH under MiNT I can used the cursor keys to move through the history buffer. However, if I fire up TCSH from within a MGR window this VERY useful feature stops working, nothing happens when you press the keys. Is it possible to solve this problem? Is this anything to do with TERMCAP? What is a TERMCAP file??

Thanks in advance,

Carlos

Carlos Jose de Sousa e Morgado	" Three quarks for
	Muster Mark! "
MORGADO@DESYVAX.BITNET	James Joyce

1924. Re: Lattice C and others

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-14 12:36:17 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <2n3jbfgc@csv.warwick.ac.uk>
Source record: 44472

In article <1992May13.180125.628@ccu.umanitoba.ca> ens@ccu.umanitoba.ca writes:
>We are using LaserC for development on a TT simply because we had it
>from an old ST. However we have been advised to move to a better
>development package and recently the need to assemble and link to a
>foreign package has made it imperitive. From the advice Atari gave me
>Lattice C from HiSoft is the pkg of choice but I am confused about a
>few things.
>
>1. I gather Lattice C contains an assembler but it is not as complete
>as the assembler that comes with devpak TT (also from HiSoft). Does it
>support EQUates, or do I need to buy both the Lattice C pkg and Devpak
>TT?

The assembler probably does everything you need it to (Including EQUates,
macros and 68000-68030 code), but doesn't have some advanced features such as
register equates. The only restriction I have ever come against is that you
cannot have labels local to a macro, which effectively means you can't have
labels in a macro if you use that macro more than once.

>
>2. I'm told Lattice does not support in-line assembler. Since I have a
>lot of in-line assembler in my code, it would be nice as a first step
>to link the foreign code with the present Laser C code. So my question
>is, does Lattice use the DRI object code format used by LaserC?

This is true, but you can insert binary values directly into the code, so for
the odd assembler instruction you can find out what it's binary equivalent is,
and use that feature. However, there shouldn't be any need to use in-line
assembler, and if you ever want to convert the code to another machine (even
just to optimise it for a 68030), it is much better to have all the assembly
seperate from the C. Also there is no guarantee that any assumptions you have
made in your inline assembly are going to be true with a different compiler,
so it probably won't work with anyway.

>to link the foreign code with the present Laser C code. So my question
>is, does Lattice use the DRI object code format used by LaserC?

No it doesn't, it uses it's own format because, according to the manual,
the DRI format does't support the structures required by Lattice C. In which
case it should be possible to write a DRI to Lattice C object code converter.
It can produce GST format though (and comes with a GST linker).

>Any alternative suggestions are welcome.

I expect you will get the usual people telling you to convert the whole lot to
GFA Basic (The makers of which haven't given away the latest versions of all

their software packages in ST Format over the last 2 months, honest).

- Leo Hendry

1925. GCC & getenv

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-14 14:37:08 UTC
From: malay@sae.com
Message-ID: <1992May14.143708.1510@sae.com>
Source record: 44476

Does anybody have a subroutine that converts the value returned by a call to "getenv ("PATH")" to a path that looks "Atari-ish"?? The string I get back looks like:

/dev/c//\bin:/dev/d//\dtp\wp

I would like it to look like:

c:\bin,d:\dtp\wp

Seems easy enough - I just don't want to re-invent the wheel.

Bob Malay

1926. How do I drop the DTR so that the modem drops the connection?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-14 16:07:45 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <mNuRkB1w164w@ersys.edmonton.ab.ca>
Source record: 44477
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi.

Does anyone know how to tell the computer to drop the DTR so that the modem drops the connection? This is a small feature of the new version of my terminal program, but it is an important one. Just about everything else has been re-worked in it. Anyway, any help on this would be appreciated.

Thanks.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>

<< "A penny saved is a penny to squander!" >>
<< -- >>

1927. Re: Sozobon and address calculations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-14 17:21:42 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <81277.2A12A624@psycho.fidonet.org>
Source record: 44096

I still don't see what your problem is. Especially with dynamically allocated arrays. A pointer is a pointer. You should be able to add any value to the location in an address register. In this case, it's the programmer's choise as to whether he adds an int, unsigned, long, or unsigned long to the pointer to access a memory location. You would use:

instr.? 0(A0, D0.?), ??

Where A0 is the pointer loaded into a temp address register and D0 is the offset, whether long or int. You have to check what the type of the variable is before you compile the instruction.

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to root@psycho.fidonet.org.

1928. how to program reset?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-14 17:26:10 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <81278.2A12A628@psycho.fidonet.org>
Source record: 44093

In a message of 13 May 92 05:07:49, "x - What Else?" wrote:

"-> From: UK1T@DKAUNI2.BITNET ("X - what else?")
"-> Date: Tue, 12 May 1992 15:02:20 GMT
"-> Organization: University of Karlsruhe, Germany
"-> Message-ID: <1992May12.150220.6800@rz.uni-karlsruhe.de>
"-> Newsgroups: comp.sys.atari.st.tech
"->
"-> Hello!
"->
"-> I need a procedure, with that I can force a warmstart (reset) on my
"-> TT / ST. I program in PureC (Turbo C), and I did not found any routine,
"-> which forces that.
"->
"-> I need a way, which will work on _every_ TOS-Version :)
"->
"-> ThanX - Roland.
"->
"-> uk1t@dkauni2.bitnet
"-> uk1t@ibm3090.rz.uni-karlsruhe.de
"->
"-> I still have this machine - ATARI TT.

The easiest way I have found to reset the computer is to tell the operating system to switch to a screen resolution that doesn't exist, like:

```
Setscreen(Physbase(), Logbase(), 13);
```

Since 13 doesn't exist, the computer resets (or at least on tos 1.2 it does)

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to root@psycho.fidonet.org.

1929. Re: Sozobon and address calculations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-14 17:33:08 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <81279.2A12A62B@psycho.fidonet.org>
Source record: 44091

In a message of 13 May 92 05:11:52, Steve Yelvington wrote:

SY> From: steve@thelake.mn.org (Steve Yelvington)
SY> Date: 12 May 92 14:40:20 GMT
SY> Message-ID: <A1292507308@thelake.mn.org>
SY> Newsgroups: comp.sys.atari.st.tech
SY>
SY> [In article <80205.2A0E2B56@psycho.fidonet.org>,
SY> Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG (Timothy Miller) writes
SY> ...]
SY>
SY> > > I seem to have missed some of the conversation, but are you
SY> writing a C compiler?
SY>
SY> ^
SY> |--(Note that I had to rewrap your line. Please have your system
SY> operator fix his or her gateway software to conform to Usenet
SY> practices. All commonly used Fidonet gateways are capable of
SY> performing the proper formatting if they are configured correctly.)

That's odd. To what column is this editor supposed to wrap at? I'll notify the sysop here.

SY>
SY> Ian Lepore is author of Heat and Serve C, a modified descendant of
SY> Sozobon C. The original was written by Hans Ruegg, Joe Treat and Tony
SY> Andrews.
SY>
SY> > > I would not mind it the least bit if the compiler was just a bit
SY> slower, if it figured out intelligently, on its own, which individual
SY> arrays and the like should be addressed as large or huge, thus
SY> completely illiminating the need for explicitly specifying the
SY> addressing mode. Quite a number of compilers for the ST to that
SY> already.
SY>
SY> If that's possible, I wouldn't mind if the compiler were slowed down
SY> a little bit while trying to figure out whether it would be necessary
SY> to call lmul().
SY>
SY> But I would mind a whole lot if it generated slower code
SY> unnecessarily. My Usenet software would suffer a significant
SY> performance hit if it had to call a library function to compute
SY> addresses offset from a roving pointer. For example:
SY>
SY> } else if((groups == NULL)
SY> && ((p == buf) || (p[-1] == '\n'))

```
SY> && ((p[0] == 'N') || (p[0] == 'n'))
SY> && ((p[1] == 'e') || (p[1] == 'E'))
SY> && ((p[2] == 'w') || (p[2] == 'W'))
SY> && ((p[3] == 's') || (p[3] == 'S'))
SY> && ((p[4] == 'g') || (p[4] == 'G'))
SY> && ((p[5] == 'r') || (p[5] == 'R'))
SY> && ((p[6] == 'o') || (p[6] == 'O'))
SY> && ((p[7] == 'u') || (p[7] == 'U'))
SY> && ((p[8] == 'p') || (p[8] == 'P'))
SY> && ((p[9] == 's') || (p[9] == 'S'))
SY> && (p[10] == ':')) {
SY>
SY> The whole point of unrolling a string search like this is to push
SY> performance to the limits. If I didn't care about performance, I'd
SY> call strnicmp and have much simpler code.
```

That's an interesting way of doing that. That's about how I do some assembly programming. I have 4 copies of a piece of code that handles the 4 ST bit planes instead of using a loop because it illiminates the need for loop control variables and instructions, freeing up more data registers for quick computations.

```
SY>
SY> Ian's suggestion of a compiler flag seems reasonable to me. As I
SY> understand it, you would be able to isolate a module that needs to
SY> address huge arrays and compile it separately. You wouldn't have the
SY> memory-module incompatibility problems that plague PC folks.
SY>
SY> ---
SY> Steve Yelvington Marine on St. Croix, Minnesota, USA
SY> steve@thelake.mn.org umn-cs!thelake!steve
```

```
--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to
root@psycho.fidonet.org.
```

1930. Re: How do I drop the DTR so that the modem drops the connection?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-14 19:23:34 UTC
From: steve@thelake.mn.org
Message-ID: <A1928403118@thelake.mn.org>
Source record: 44479
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[In article <mNuRkB1w164w@ersys.edmonton.ab.ca>,
mforget@ersys.edmonton.ab.ca (Michel Forget) writes ...]

> Does anyone know how to tell the computer to drop the DTR so that the
> modem drops the connection? This is a small feature of the new version
> of my terminal program, but it is an important one. Just about
> everything else has been re-worked in it. Anyway, any help on this would
> be appreciated.

```
#include <osbind.h>

void dtr(on)
int on;
{
if(on)
Offgibit(0xEF); /* DTR on */
else
Ongibit(0x10); /* DTR off */
}
```

To hang up, drop DTR for one second, then restore it and check for
carrier. (Try again if the modem is recalcitrant.) Please don't leave DTR
low; that can interfere with other programs that may want to use the aux
port later.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1931. Re: wanted: assembler for TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-14 20:06:09 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992May14.200609.19891@demon.co.uk>
Source record: 44480

Hisoft produce Devpac TT which I am told is very good.

```
/*********************************************************************
** Iain R Laskey ** I don't want to start any blasphemous rumours **
******************** But I think that God's **
** Unix >= DOS ** Got a sick sense of humour - M L Gore **
*********************************************************************
** ilaskey@cix.compulink.co.uk ** Atari user & proud of it **
*********************************************************************/
```

1932. Re: Writing a program that knows its own name.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-14 22:28:46 UTC
From: wr@bara.oche.de
Message-ID: <H.&2A5_m2ZzXw@bara.oche.de>
Source record: 44392

In <hjv.705693356@groucho.phil.ruu.nl>,
Hendrik Jan Veenstra (hjv@phil.ruu.nl) wrote:

> I have some Turbo-C startup-code that uses another trick (don't
> ask me which :) and seems to work *very* reliably in all cases (plain starting
> of the program, running from a shell, running through an 'install application'
> document, etc.)

The trick probably is to get the parent's basepage adress, use it to locate
the parent's saved stack pointer, and use this to locate the argument passed
to Pexec, which is the current program's name. I first saw this in some old
Sozobon startup code. It's a dirty way, and fails under Mint (since Mint
does not put a parent basepage adress into your basepage).

Btw, don't use "comp" as a distribution, since this will make some mailers
just put your msg into their trash can; use "world" instead, or don't use
any Distribution at all.
--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
(E-Mail) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

1933. Re: Vax Problems..y

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-14 23:34:47 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May14.233447.21821@mnemosyne.cs.du.edu>
Source record: 44481

> Flash II ... too buggy ... I'll wait for version III

Well, I *hope* it doesn't take until version 3 to get all the bugs out!
I just received the first post-2.0 beta version today (I haven't unpacked
it yet). This one is supposed to fix the worst of the 2.0 bugs, but not
all of them. I have a feeling that v2.1 will be pretty solid though, I
can certainly attest to the fact that development and bugfixes are an
ongoing process, and there will be continued support for Flash II.

1934. Re: Vax Problems..y

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-15 00:26:19 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May15.002620.4768@kosmos.wcc.govt.nz>
Source record: 44478

In article <1992May14.022022.29146@mnemosyne.cs.du.edu>, ilepore@isis.cs.du.edu (Ian Lepore) writes:

>
> > VT100 emulators and VAXen
>
> Flash II suports VT52, 100, 101, 101, 200, and 300 emulation. A couple
> of the Flash II beta testers use it to connect to VAXen both locally and
> via modem, and report that TPU/EVE, PHONE, and other VT-intensive
> emulation tasks work perfectly. The emulation support includes proper
> handling of the keypad, builtin DEC character sets such as the graphics
> and international character sets, and so on.
>
> For my own part, I've never done any really strenuous VT100 testing,
> but everything I have done with Flash II in VT100 mode works perfectly.
> I've told the mail reader on this system I'm using that I'm on a VT100,
> and it works fine, using underlined chars for the subject lines and
> things like that. I also use VT100 mode in the online chat subsystem
> on BIX, and that includes independant scrolling regions on the screen
> and whatnot.
>

So far Flash II looks so very nice, but I did get the R.T Files from GEnie and had a read, to many Bugs for me at this time, no background Zmodem lots of scrips don't work plus lots of other things, I will wait for Version III...

1935. Re: Sozobon and address calculations

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-15 01:03:00 UTC
From: Andy.Lucht@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <81597.2A1371C4@psycho.fidonet.org>
Source record: 44095

In a message of 13 May 92 05:11:52, Steve Yelvington wrote:

SY> > > I seem to have missed some of the conversation, but are you
SY> writing a C compiler?
SY>
SY> ^
SY> |--(Note that I had to rewrap your line. Please have your system
SY> operator fix his or her gateway software to conform to Usenet
SY> practices. All commonly used Fidonet gateways are capable of
SY> performing the proper formatting if they are configured correctly.)
SY>

My mailer utilities have no control over this situation. FN # 1:3603/75 (PsychoNET BBS) provides the FidoNET/UseNET gateway. Please STATE your UseNET practices and forward them to Keith Dickinson at 1:3603/75.

--
Internet: Andy.Lucht@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Andy.Lucht
Note:psycho is a free gateway between Usenet & Fidonet. For info write to root@psycho.fidonet.org.

1936. Re: GCC & getenv

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-15 01:04:07 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7939@uqcspe.cs.uq.oz.au>
Source record: 44482

malay@sae.com (Bob Malay) writes:

>Does anybody have a subroutine that converts the value returned by a
>call to "getenv ("PATH")" to a path that looks "Atari-ish"?? The
>string I get back looks like:

> /dev/c//\bin:/dev/d//\dtp\wp

>I would like it to look like:

> c:\bin,d:\dtp\wp

Sure this is necessary? The file routines may already understand such
paths (I don't know, but it's worth looking at).

BTW, I'll post a source I hacked up to actually use a PATH style list.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /

1937. Using PATH style lists to find files.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-15 01:09:57 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7942@uqcspe.cs.uq.oz.au>
Source record: 44483

Surely this is in a library somewhere, but I've written it anyway, so
how does this look...

```
*********

#define PATHSEPARATOR ':'
#define FILESEPARATOR '/'
#define DENIED -1

int ResolveOnPath(char* Base, char* Paths, char* Full)
/*
* Find Full path of "Base" in the list of Paths.
*
* eg. Base = "blah.dat"
* Paths = "/usr/lib:/usr/data/gumby:.:/bin"
*
* Full becomes "/usr/data/gumby/blah.dat".
*/
{
int i;

for (i=0; Paths[i] && Paths[i]!=PATHSEPARATOR; i++);

strncpy(Full,Paths,i);
Full[i]=FILESEPARATOR;
strcpy(&Full[i+1],Base);

if (access(Full,R_OK)==DENIED) {
if (i) return ResolveOnPath(Base,&Paths[i+1],Full);
else return 0;
}

return 1;
}

*********
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
\_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /
```

1938. Weak chips in the Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-15 01:23:38 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992May14.182338.1@misvax.mis.arizona.edu>
Source record: 44484
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just a note to any of you Mega ST owners out there. I tried to install a PC-Ditto II and later an AT-Speed into my Mega 2 ST. Neither worked properly and both crashed very frequently. After much time trying to find out what the problem was (both of the add-ons worked fine on my 1040 ST), I finally heard rumor about some of the Mega ST's having some weak chips. A friend of mine asked about it up on Compuserve, and I finally got the details about the problem. Some of the Mega ST's had weak 74LS373 chips on the motherboard. This was know to cause problems with the ST, such as crashing and bombs, or glitches on the screen. They also could cause trouble when trying to use add-on hardware. If your chips have SGS or SG stamped on them, then they are suspect. I just went down to my local electronics store, spent $1.20 each for two new 74LS373 chips, removed the old chips and installed the new ones (this does involve soldering). My AT-Speed is now up and hapilly running (actually, it is running, and -I- am happy).

I just wanted to spread the word about this problem, as I had never heard about it before. Adios.

--

Doug Tarico
dtarico@mis.arizona.edu Stop cruelty to plants!!
(602)795-7633

1939. Re: How do I drop the DTR so that the modem drops the connection?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-15 01:28:15 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992May14.212815.1342@uwovax.uwo.ca>
Source record: 44486

In article <A1928403118@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
>
> [a description of how to drop DTR on the ST's serial port]

Thanks, Steve!

Can anyone tell me how to drop/assert DTR on the extra serial ports
of the TT and the Mega STe?

(I'm trying to add some Fcntl options for modem control to MiNT,
and it would be nice to support *all* of the serial ports).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1940. Re: Lattice C and others

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-15 03:56:02 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992May15.035602.4540@ccu.umanitoba.ca>
Source record: 44487

In article <2n3jbfgc@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
>
>This is true, but you can insert binary values directly into the code, so for
>the odd assembler instruction you can find out what it's binary equivalent is,
>and use that feature. However, there shouldn't be any need to use in-line
>assembler, and if you ever want to convert the code to another machine (even
>just to optimise it for a 68030), it is much better to have all the assembly
>seperate from the C. Also there is no guarantee that any assumptions you have
>made in your inline assembly are going to be true with a different compiler,
>so it probably won't work with anyway.

The moment you use assembler, you give up portability and
compatibility whether it is in-line or separate from the C. Of course
there isn't any _need_ for in-line assembly but I find it convenient
because the argument passing can be left to C. I guess I'll learn to
live without it.

Thanks for the information on Lattice.

Werner

1941. Re: Floppies: Sun to Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-15 04:37:35 UTC
From: sundsted@cis.uab.edu
Message-ID: <1992May15.043735.19993@cis.uab.edu>
Source record: 44488

I had the same problem when reading data I had copied to an atari disk
from the Sun at work. I don't _why_ it happens, but I get around it
by using a program called Cheetah (basically a speedy file copier).
According to the docs, it says it uses its own routines to do disk i/o.
Whatever it doesn, it works and copies files without corrupting them a
bit. Other file copiers may work (??) but I've never tried any others
(maybe some weekend when I get a free second).

Todd

1942. Re: PC Hard Drive to ST ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-15 10:05:59 UTC
From: peter@rhrk.uni-kl.de
Message-ID: <1992May15.100559.6069@rhrk.uni-kl.de>
Source record: 44485

DennisR@syacus.acus.oz.au (Dennis Remmer) writes:

>Hi There,
>I would like to save money and not buy an Atari Hard Drive.
>I would like to connect a PC-compatible hard disk to my ST, but require
>technical information as to how it can be done.

The easiest way to build your own Hard Disc, is to use a standard SCSI-Drive
and a SCSI-hostadaptor. There are lots of them on the market (about $100).
Personallly, I`m using an ICD-Adapt., which is very good (and fast !!)

Don`t try to use an (old) ST 512 hard drive. You can`t save money with it !
And it`s too slow !!

Bye
Gunter Bitz

1943. Re: Eprom burner for ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-15 13:34:38 UTC
From: miked@syscon.rn.com
Message-ID: <1992May15.133438.21044@syscon.rn.com>
Source record: 44412

sytang@lamar.ColoState.EDU (Shoou-yu tang) writes:

> Hello:
> Does anyone knows if there is any Eprom burner for ST out in the market? One of
> the local STer is looking for one.
> Thanks
> Tang
> sytang@lamar.colostate.edu

Your best bet would be to get a serial EPROM burner. You would probably
have to write a simple BASIC program to send the file to it.

1944. Re: Eprom burner for ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-15 18:06:25 UTC
From: jonc@status.gen.nz
Message-ID: <eDPukB1w164w@status.gen.nz>
Source record: 44401

sytang@lamar.ColoState.EDU (Shoou-yu tang) writes:

>
> Hello:
> Does anyone knows if there is any Eprom burner for ST out in the market? One
> the local STer is looking for one.
> Thanks
> Tang
> sytang@lamar.colostate.edu

I use the Jounior Prommer from CT magazine in Germany and it seems to
work very well for me. Get a copy of CT magazine and write away for
the kitset (I do not have any left, people borrow them and never return
them to me:( ) so I suggest you ask some of the DE readers for the
address.

Regards and good luck

_
Jon Clarke o( ) The Z*NET International Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz 3/772:105 GEnie: J.CLARKE6
::Z*NET a free ascii based magazine for all computers, distributed globaly::
========--

1945. Re: Vax Problems..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-15 18:08:58 UTC
From: jonc@status.gen.nz
Message-ID: <NHPukB2w164w@status.gen.nz>
Source record: 44400

sheppard_r@kosmos.wcc.govt.nz writes:

> VAX Problems...
>
> Well I connect to a Vax but as there is no good VT100 emulator
> out for ST, and this site will only quote keys like Gold and Remove,
> are there some good notes on VT100 keys codes...
>
Roger,

Have you tried STALKER at all. From all reports it seems to do the
job ok. I personally use flash for the remote AS400 and AST links
and find it does ok, it took me a while to redefine the keyboard
but it seems to work ok.

Did you get the VT100 modules from GEnie yet? They work ok with
Flash for me.

_
Jon Clarke o( ) The Z*NET International Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz 3/772:105 GEnie: J.CLARKE6
::Z*NET a free ascii based magazine for all computers, distributed globaly::
========--

1946. Re: How do I drop the DTR so that the modem drops the connection?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-15 18:18:30 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <JDVTkB5w164w@ersys.edmonton.ab.ca>
Source record: 44397
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

steve@thelake.mn.org (Steve Yelvington) writes:

```
> #include <osbind.h>
>
> void dtr(on)
> int on;
> {
> if(on)
> Offgibit(0xEF); /* DTR on */
> else
> Ongibit(0x10); /* DTR off */
> }
>
>
> To hang up, drop DTR for one second, then restore it and check for
> carrier. (Try again if the modem is recalcitrant.) Please don't leave DTR
> low; that can interfere with other programs that may want to use the aux
> port later.
>
> ---
> Steve Yelvington Marine on St. Croix, Minnesota, USA
> steve@thelake.mn.org umn-cs!thelake!steve
```

Thanks for the information. I appreciate it. The program is shaping up
nicely and should be done in a few weeks. The worst thing to deal with
so far is GEM! :)

Thanks again...

```
<< ---------------------------------------- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ >>
<< Michel Forget >>
<< "A penny saved is a penny to squander!" >>
<< ---------------------------------------- >>
```

1947. STE sound hardware query

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-15 19:18:21 UTC
From: au215@cleveland.Freenet.Edu
Message-ID: <1992May15.191821.1190@usenet.ins.cwru.edu>
Source record: 44489

Not for the first time, I have read (in ST Format) that the STE has
8-channel PCM sound. Is this true, or are they getting mixed up with
the 8-bit sample replay facility? Or is it the same thing? (:

Stephen

1948. Vax Problems..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-15 19:33:06 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <81687.2A13F781@psycho.fidonet.org>
Source record: 44092

In a message of 14 May 92 22:36:32, Sheppard_r@kosmos.Wcc.Govt.Nz wrote:

S> From: sheppard_r@kosmos.wcc.govt.nz
S> Date: 14 May 92 01:11:05 GMT
S> Organization: Wellington City Council, Wellington, NZ
S> Message-ID: <1992May14.011105.4762@kosmos.wcc.govt.nz>
S> Newsgroups: comp.sys.atari.st.tech
S>
S> VAX Problems...
S>
S> Well I connect to a Vax but as there is no good VT100 emulator
S> out for ST, and this site will only quote keys like Gold and Remove,
S> are there some good notes on VT100 keys codes...

There is INDEED a VERY good VT-100/VT-102/"IBM ANSI" emulator out for
the ST. It's called ANSITERM, and it supports 16-color VT-102,
blinking text, etc. If anyone it interested in getting this
shareware program please send a stamped, self-addressed envelope to:

Timothy Miller
7519 Winging Way Drive
Tampa, FL 33615 (USA)

And I will be happy to mail you the complete package.

S>
S> Also there are some key codes that convert to Control combinations,
S> does any one have a list of these...Thanks..
S>
S> Note: I use the TPU/EVE Editor, but the online Help does not give
S> the Control combination Key codes..
S>
S> Second question, I did read some were there was a VT220 Emulator out
S> for the ST, is this Shareware or PD..
S>
S> And were would I get it from... Thanks...
S>
S> Roger.. sheppard_r@kosmos.wcc.govt.

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to
root@psycho.fidonet.org.

1949. Re: Lattice C and others

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-15 20:12:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A8359@UN.maus.de>
Source record: 44393

In article <2n3jbfgc@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) wrote:

>In article <1992May13.180125.628@ccu.umanitoba.ca> ens@ccu.umanitoba.ca writes:

>>1. I gather Lattice C contains an assembler but it is not as complete
>>as the assembler that comes with devpak TT (also from HiSoft). Does it
>>support EQUates, or do I need to buy both the Lattice C pkg and Devpak
>>TT?
>
>The assembler probably does everything you need it to (Including EQUates,
>macros and 68000-68030 code), but doesn't have some advanced features such as
>register equates. The only restriction I have ever come against is that you
>cannot have labels local to a macro, which effectively means you can't have
>labels in a macro if you use that macro more than once.

According to my documentation (Latice C 5.5), you can use the special
symbol \@ which generates an unique number for each macro invocation.
Appending this symbol to a label should give you "local labels".

>>to link the foreign code with the present Laser C code. So my question
>>is, does Lattice use the DRI object code format used by LaserC?
>
>No it doesn't, it uses it's own format because, according to the manual,
>the DRI format does't support the structures required by Lattice C. In which
>case it should be possible to write a DRI to Lattice C object code converter.
>It can produce GST format though (and comes with a GST linker).

Laser C doesn't produce DRI format but its own object format (although
their linker CAN link DRI object modules and libraries).

Martin
[Martin_Koehling @ un.maus.de]

1950. Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-15 20:54:13 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992May15.205413.22525@elroy.jpl.nasa.gov>
Source record: 44490

Well, it looks like there's no reliable way to get two ST's to talk to each other thru ICD SCSI host adapters. I think I'm gonna wrap a control connection in via MIDI. So, the scheme now:
ST's connected on single SCSI bus, multiple SCSI peripherals online
ST's connected via MIDI
Probably treat the MIDI as a token ring; the node with the token gets to use the SCSI bus. For write operations, a control message listing the device and block numbers written needs to be broadcast to other nodes, so they can invalidate their caching of any affected blocks.

Since it doesn't seem like I can rely on host-to-host SCSI communication, a SCSI disk file can also be used as a shared memory buffer; send and receive control messages again going thru MIDI. With a SCSI RAMdisk, or just a disk with a decent sized on-board cache, the performance should be pretty slick.

Comments or suggestions?
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

1951. Hard disk question - strange

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-15 21:29:32 UTC
From: ra1cs220@troi.cc.rochester.edu
Message-ID: <1992May15.212932.6279@galileo.cc.rochester.edu>
Source record: 44391

I have a question about HD here and hope if someone can tell me:

I hook up my hard disk which has been working fine in an
AT desktop case to a new tower case.
And what I did was overturn the disk because I place
it upside down last time. Now, when it is properly
sitted (the circuit board is below), the HD is totally junked
reported by CleanUP ST. I thought I might had hit the
drive when I moved around but the when I flip it back
(the circuit board is above), every work fine again.
Why does this happen?
...Thanks

...
Ling Cherd
.

1952. Re: Weak chips in the Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-15 22:23:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A40625@MS.maus.de>
Source record: 44394

d>trouble when trying to use add-on hardware. If your chips have SGS or SG
d>stamped on them, then they are suspect.

Right.

d>electronics store, spent $1.20 each for two new 74LS373 chips, removed the

It may be safer to try ACT or HCT types.

Regards,
Patrick

1953. Re: how to program reset?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-16 13:45:52 UTC
From: phg@alakumba.hanse.de
Message-ID: <0295.05.92@alakumba.hanse.de>
Source record: 44405

hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>"X - what else?" <UK1T@DKAUNI2.BITNET> writes:

>>I need a procedure, with that I can force a warmstart (reset) on my
>>TT / ST. I program in PureC (Turbo C), and I did not found any routine,
>>which forces that.

>>I need a way, which will work on _every_ TOS-Version :)

I think the following little routine should generate a reset on every
TOS-version:

```
#include <tos.h>

void boot(void)
{
Super(0L);
((void (*)(void))(*(SYSHDR **)0x4f2)->os_start)();
}
```

hope it helps...

phg

1954. Re: Writing a program that knows its own name.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-16 14:42:52 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992May16.104252.1351@uwovax.uwo.ca>
Source record: 44395

In article <H.&2A5_m2ZzXw@bara.oche.de>, wr@bara.oche.de (Wolfram Roesler) writes:
[about a program finding out its own name]
> The trick probably is to get the parent's basepage adress, use it to locate
> the parent's saved stack pointer, and use this to locate the argument passed
> to Pexec, which is the current program's name. I first saw this in some old
> Sozobon startup code. It's a dirty way, and fails under Mint (since Mint
> does not put a parent basepage adress into your basepage).

This is almost true. MiNT certainly does put a parent basepage address into
the basepage. However, the step "use it to locate the parent's saved stack
pointer" is problematic, because MiNT doesn't save registers in the basepage
(and TOS never documented where in the basepage they were saved)!

There's a kludge in MiNT 0.94 to let Sozobon programs work, but this is still
a "dirty" trick and it definitely *will* break in a number of circumstances:

(1) Since Atari never documented the "registers" part of the basepage, they're
free to change it in future versions of TOS.
(2) The child typically doesn't own the memory attached to the parent, so
if any sort of memory protection is enabled the child will get a bus
error; this could happen in future versions of MiNT and/or TOS.
(3) If the parent is swapped out to disk (i.e. if swapping is ever
implemented) then obviously the child will be unable to read its
parent's memory!

So, I strongly recommend that people fix all of their programs to make sure
that they don't try to use this (illegal, undocumented, guaranteed to break)
hack.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1955. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-16 17:56:04 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992May16.175604.16975@ccu.umanitoba.ca>
Source record: 44398

In article <1992May15.205413.22525@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>Well, it looks like there's no reliable way to get two ST's to talk to
>each other thru ICD SCSI host adapters. I think I'm gonna wrap a control
>connection in via MIDI. So, the scheme now:
> ST's connected on single SCSI bus, multiple SCSI peripherals online
> ST's connected via MIDI
>Probably treat the MIDI as a token ring; the node with the token gets to
>use the SCSI bus. For write operations, a control message listing the device
>and block numbers written needs to be broadcast to other nodes, so they
>can invalidate their caching of any affected blocks.
>
>Since it doesn't seem like I can rely on host-to-host SCSI communication,
>a SCSI disk file can also be used as a shared memory buffer; send and receive
>control messages again going thru MIDI. With a SCSI RAMdisk, or just a disk
>with a decent sized on-board cache, the performance should be pretty slick.
>
>Comments or suggestions?

Why bother with the MIDI link. Have ST1 write commands and block numbers
to a predefined sector on a disk, which ST2 can then read.

1956. Reading tar:red disks?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-16 19:04:04 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <lahtinen.706043044@gideon>
Source record: 44399

I tarred gcc files to disks (with ISC Unix) and now I noticed that
I can not read them with my Atari. I have two different tar-programs
but neither can read "raw" disk. All programs I found tried to find
normal directory structure from the disk, but the disks I made
with

```
tar cvfk /dev/dsk/f1q9dt 720 *
```

command have no directory, they are tape images.

So is there a solution?

--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

1957. Re: How do I drop the DTR so t

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-17 01:53:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A8464@UN.maus.de>
Source record: 44407

In article <JDVTkB5w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) wrote:

>steve@thelake.mn.org (Steve Yelvington) writes:
>
>> #include <osbind.h>
>>
>> void dtr(on)
>> int on;
>> {
>> if(on)
>> Offgibit(0xEF); /* DTR on */
>> else
>> Ongibit(0x10); /* DTR off */
>> }
>>
>>
>> To hang up, drop DTR for one second, then restore it and check for
>> carrier. (Try again if the modem is recalcitrant.) Please don't leave DTR
>> low; that can interfere with other programs that may want to use the aux
>> port later.
>>
>> ---
>> Steve Yelvington Marine on St. Croix, Minnesota, USA
>> steve@thelake.mn.org umn-cs!thelake!steve
>
>Thanks for the information. I appreciate it. The program is shaping up
>nicely and should be done in a few weeks. The worst thing to deal with
>so far is GEM! :)

Please don't forget that newer Ataris (MSTE/TT) have more than one
serial port - and BIOS channel 1 (AUX) doesn't always point to the
"ST compatible" port ("MODEM 1").
Using the new XBIOS function Bconmap (or using Atari's MODEM.CPX),
you can point the AUX channel to any of the serial ports.

Before touching the DTR line, better check if channel one has been
redirected using the Bconmap function:

/* Note:
* Serial ports are (currently) numbered 6 through 9, with
* "6" designating the "normal" (ST commpatible) serial port.
* Using the Bconmap function, one can redirect the AUX channel (1)
* to any of these ports.
* Iorec() and Rsconf() are redirected, too.

```
*
* Bconmap returns the previously selected channel.
* Bconmap(-1) leaves the selected channel unchanged.
* Bconmap(-2) is outside the scope of this article. ;-)
* Bconmap(0) should be used to check if the Bconmap function is
* present at all (it may be part of TOS _or_ may be part of an
* driver for some serial expansion card!)
* If the result is nonzero, Bconmap is not implemented.
*/

#define Bconmap(d) xbios(44,d) /* Note: the result is a LONG! */

int BIOS_AUX_is_redirect(void)
{
if ( Bconmap(0)!=0L )
return 0 ; /* not redirected */
return Bconmap(-1) != 6L ;
}
```

Martin Koehling [Martin_Koehling @ un.maus.de]

1958. Re: how to program reset?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-17 14:07:18 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.706111638@groucho.phil.ruu.nl>
Source record: 44402

m91der@tdb.uu.se (Daniel Eriksson) writes:

>hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>[stuff deleted]
>: Jump to/through:) the reset-vector: 0x00000004 on the ST. I don't know the TT
>: address - will probably be something different, but that can easily be solved
>: with something like
>[stuff deleted]

>Just remember that there's a VBR (Vector Base Register) on
>the 68010+ processors. If the VBR is something other than
>zero then the solution you mentioned probably won't work.
>Please correct me if I'm wrong! :-)

Don't ask me anything about 68010+'s... :-/

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl
*** If you remember the 60s, then you weren't really there ***

1959. Re: STE sound hardware query

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-17 17:10:59 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <706122659.966@minster.york.ac.uk>
Source record: 44403

In article <1992May15.191821.1190@usenet.ins.cwru.edu> au215@cleveland.Freenet.Edu (Stephen K. Mulrine) writes:
>
>Not for the first time, I have read (in ST Format) that the STE has
>8-channel PCM sound. Is this true, or are they getting mixed up with
>the 8-bit sample replay facility? Or is it the same thing? (:

They're mixed up -- the STE has two, 8 bit DMA sound channels.

>Stephen

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
Summer: lodge%alsys@uknet	-- Blackadder II

1960. Re: reading in characters > del?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-17 19:46:56 UTC
From: steve@thelake.mn.org
Message-ID: <A1977358513@thelake.mn.org>
Source record: 44404
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

(This is more appropriate for comp.sys.atari.st.tech. Followups
should be directed there.)

In article <1992May16.222920.1332@cs.unca.edu>,
mcmahan@cs.unca.edu (Scott McMahan) writes ...]

> How do you read in characters greater than 127 (delete) with
> (Sozobon) C on the atari? Crawcin() -- or Ccrawin()? -- hasn't
> worked...is there a special trap or macro?
>
> Printing chars out doesn't seem to be a problem at all, just
> reading them!

The GEMDOS calls work, but you may be looking for the wrong kind of
information from them.

On U.S. domestic machines, the keyboard is not set up to produce
codes outside the ASCII character set, which runs from 0 through 127.
Keyboards for machines sold in Europe have different layouts that can
produce accented characters, etc., with a single keystroke. With TOS
2 and 3, you can generate out-of-range keystrokes by using the alt
key and the numeric keypad. (There are alternate keyboard drivers
that can change these behaviors.)

Try this program:

```
#include <osbind.h>
#include <stdio.h>
main()
{
unsigned long l;
l = Cnecin();
printf("%08.8lx = %c\n", l, (int) (l & 0xFFL));
}
```

Note that the GEMDOS calls return LONG (32-bit) values, not 16- or
8-bit codes. The format is like this:

```
Bits Meaning
---- -------
0-7 ASCII character code, if there is one
8-15 All 0
16-23 Unique keyscan code (0 if the console is redirected)
```

One set of documentation that I have claims that the following values
are encoded in the upper word:

24 State of right shift key
25 State of left shift key
26 State of control key
27 State of alt key
28 State of caps lock key
29 State of clr/home key (or right mouse button)
30 State of insert key (or left mouse button)
31 Reserved

However, experimentation shows this not to be the case. You can get these values by using the Kbshift(-1) function, which returns the values of those keys encoded in bits 0-7 instead of 24-30.

The unique keyscan code that is assigned to each key on the console makes it possible to differentiate among similar keys -- say, for instance, the 7 on the typewriter keypad and the 7 on the numeric keypad. It also makes it possible to differentiate among the keys that do not correspond to ASCII codes, such as the function keys, arrow keys, etc. For example, function key 1 is 0x003b0000, since there is no ASCII code for a function key.

If you hold down the alt key and press an alphanumeric key, the keyboard generates the correct keyscan code, but the ASCII portion of the key value is 00. Using this information, you should be able to write a keyboard input routine that converts alt-e to an e with an accent acute, or alt-E to an e with an accent grave, if you so desire.

Because 32-bit values are not easy to handle with a C compiler whose ints are 16 bits, the dLibs getch/getche functions return an int that is constructed by shifting the keyscan code into bits 8-15. The resulting int is easy to process in a switch-case construct. See the dLibs documentation and source code for details.

Incidentally, if you're writing a GEM application, don't use stdio or GEMDOS or BIOS to read the console. Use the event manager, which returns keystrokes in a 16-bit format similar to that used by the dLibs getch function. The evnt_multi call and the much easier-to-use GEMFAST evnx_multi call can be used to make the state of the alt/shift/etc. keys available.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1961. Re: Vax Problems..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-17 20:11:54 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May17.201154.4765@kosmos.wcc.govt.nz>
Source record: 44406

In article <NHPukB2w164w@status.gen.nz>, jonc@status.gen.nz (Jon Clarke) writes:
> sheppard_r@kosmos.wcc.govt.nz writes:
>
>> VAX Problems...
>>
>> Well I connect to a Vax but as there is no good VT100 emulator
>> out for ST, and this site will only quote keys like Gold and Remove,
>> are there some good notes on VT100 keys codes...
>>
> Roger,
>
> Have you tried STALKER at all. From all reports it seems to do the
> job ok. I personally use flash for the remote AS400 and AST links
> and find it does ok, it took me a while to redefine the keyboard
> but it seems to work ok.
>
> Did you get the VT100 modules from GEnie yet? They work ok with
> Flash for me.
>
> _
> Jon Clarke o( ) The Z*NET International Gateway in New Zealand
> Voice:(+64)25-962638 / /\ jonc@status.gen.nz 3/772:105 GEnie: J.CLARKE6
> ::Z*NET a free ascii based magazine for all computers, distributed globaly::
> ========--
>

No Jon did not see any VT100 things for Flash, the problem is I think I need
VT220...

Did you ever get the macro stuff for Flash, that was posted to CS. foe me..!!

Roger....

1962. Mint - first time of use

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-17 21:42:54 UTC
From: geoffc@zebedee.UUCP
Message-ID: <8635562@zebedee.UUCP>
Source record: 44293

Well I've just got mint 0.94 from atari.archive and here are some first impressions from setting up and using it - I tried to use mint 0.91 once before but I only had 1Mb - with 4Mb its much better !

I successfully setup mint to auto start under neodesk 3 - since some people have been having troubles doing this, here is exactly what I did :

copy neoload.prg into c:auto
copy mint.prg into c:auto
re-order c:auto so that mint.prg is the last thing, after startgem.prg
copy mint.cnf to c: - I did'nt put any program to be auto run by mint at the end (ie: INIT entry) so that gem is started by mint
copy bgacc.acc to c:
edit startgem.inf to autorun neodesk.exe instead of neoload.prg

and this works fine for me.

Now onto the problems ...

Mint seems to work well some of the time and crash quite a lot the rest of the time - it may be that I need to identify what programs it does, and doesnt like to run. Text output seems to be slower than under TOS - noticeably so, even with the fasttext device installed.

I like bgacc quite a lot and I've been using it with mintshel.prg quite a bit; there seems to be a problem with it not closing windows properly so I've run out of windows before (I can't track this down properly though). I have found one definite repeatable problem though:

open mintshel.prg
ls x: - works OK
^d to close mintshel
open mintshel.prg again
ls x: - this time, gives a segmentation error & crashes with 3 bombs.

Every time I get a mint crash I loose the mouse - anyway of turning it back on (neodesk/mint control key set ?)

Finally, is there anyway to preset the font size (eg: to 8x8) in bgacc without having to do shift-select and choose the font size each time I reboot ?

Otherwise, it looks good and I think I'm going to have great fun using it !

Geoffrey
--
are you ready to SKYDIVE ?? Geoffrey Coan

well all right then, if you say so ... ..!uunet!nstar!jshark!zebedee!geoffc

1963. Re: Weak chips in the Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 07:11:50 UTC
From: rincewind@discworld.oche.sub.org
Message-ID: <H.adZrWNRnKLQ@discworld.oche.sub.org>
Source record: 44427
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992May14.182338.1@misvax.mis.arizona.edu>, dtarico@misvax.mis.arizona.edu writes:
>Just a note to any of you Mega ST owners out there. I tried to install a
>PC-Ditto II and later an AT-Speed into my Mega 2 ST. Neither worked
>properly and both crashed very frequently. After much time trying to find
>out what the problem was (both of the add-ons worked fine on my 1040 ST),
>I finally heard rumor about some of the Mega ST's having some weak chips.
>A friend of mine asked about it up on Compuserve, and I finally got the
>details about the problem. Some of the Mega ST's had weak 74LS373 chips on
>the motherboard. This was know to cause problems with the ST, such as
>crashing and bombs, or glitches on the screen. They also could cause
>trouble when trying to use add-on hardware. If your chips have SGS or SG
>stamped on them, then they are suspect. I just went down to my local
>electronics store, spent $1.20 each for two new 74LS373 chips, removed the
>old chips and installed the new ones (this does involve soldering). My
>AT-Speed is now up and hapilly running (actually, it is running, and -I- am
>happy).

The 74LS types can cause trouble regardless of manufacturer. It sometimes helps
to replace them by 74HCT types. You should replace both 74LS373 *and* both
74LS245 (which are positioned in one block together on the PCB).

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.sub.org Maus: Michael Schwingen@AC3
IRC: Rincewind
"The only way housework could be done in this place was with a shovel or, for
preference, a match." Terry Pratchett, Witches Abroad

1964. MiNT manpages (was Re: MiNT docs and MGR windows.)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 07:37:26 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992May18.073726.9364@daimi.aau.dk>
Source record: 44411

MORGADO@VXDESY.DESY.DE (Carlos Jose) writes:

> First of all I'd like to thank everyone who responded to my request for help
>in understanding the interactive response problems I was having while running
>my own background jobs under MiNT. I received many useful suggestions which
>I am working on as I learn more about the ST, C, MiNT and life.

> Anyway, in an attempt to read the documentation that comes with MiNT I
>dowloaded a man reader and manpager from the lancs.pdsoft archive. Superb bit
>of kit, BUT, although it works on some man files it does not work on the ones
>that come with MiNT. It seems not to understand the format commands in the
>files. All the man files are of the type `filename.1', so why is it complaining?
>A VAX/VMS person like myself concludes that there must be two man file
>standards. Can I convert between them, or can anyone suggest a reader for the
>pages that come with MiNT? Someone once told me that there is a man file to
>LaTeX converter in the GNU libraries, but I have yet to come accross it. This
>would partially solve my problem since it would allow me to make a hardcopy of
>the documentation.

[... stuff deleted ...]

I too have found this somewhat annoying thing about the MiNT man pages. I
having dug into this problem, but judging from the loads of error-messages the
problem could be that the formatting commands is written as `.Sh' rather than
`.SH' causing confusion in my man-formatter (nroff by Bill Rosenkrantz).

There is several simple fixes such as changing the docs, but I would like to
know whether this is a bug in the formatting of the docs, or it should be
considered a feature that my man-formatter just doesn't recognizes?

If the last is the case, I'll flame the author of the formatter (or not really
flame, since it's a nice piece of work).

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

Hit the philistines three times over the head with the Elisp reference manual.

- petonic@hal.com (Michael A. Petonic)

1965. TOS 1.4 chips

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 08:37:03 UTC
From: marc@hemlock.cray.com
Message-ID: <1992May18.033703.28877@hemlock.cray.com>
Source record: 44409

Hi People,

I received on Saturday a set of TOS 1.4 ROMs. Unfortunately, no instructions.
The chips were labelled L0, L1, L2, H0, H1, H2. This is what the originals
looked like on my REV.B board:

```
|
| C026160-001
| RP23256 0150
| 6A4 A9
|
| C026244-001
| RP23256 0156
| 6C2 A6
|
| U4 C026145-001
| RP23256 0157
| 6C2 A6
|
| C026163-001
| RP23256 0153
| 6A3 A9
|
| C025246-001
| RP23256 0158
| 6C2 A7
|
| U7 C026247-001
| RP23256 0159
| 6C2 A6
|_______________________________________
```

Anyone know how my new chips match up with this layout? Many thanks in advance
for any help.

Cheers,

[M][a][r][c]

1966. UNKNOWN C CALLS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 08:40:37 UTC
From: mark.thomas@rose.com
Message-ID: <1992May18.074039.18973@rose.com>
Source record: 44408

Date Entered: 05-18-92 03:32

I am trying to convert a program for the ST from an unknown C version to Laser C. There are two calls that I m having difficulty with decoding. The first is
setvbuf(stdin, ibuf, _IOFBF, sizeof(ibuf));

This call has 4 paramenter. The closest call in Laser C only has 3 paramenters. I tried:

setbuf(stdin, ibuf, sizeof(ibuf);

However, this call results in an warning that sizeof is being promoted to a long. The documentation says the parameter is an int. What is wrong?
The other call that I have problems with is:

p = strrchr(s,"\\"); where s is a string

Could it be the this function returns a value based on wheter or not a specific string is found?

Any suggestions welcome!

~ MaxiMiser*ST 1.06 UnRegistered Music Majors Do It With Rhythm

1967. Re: UNKNOWN C CALLS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 09:17:44 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.706180664@mi.el.utwente.nl>
Source record: 44410

In <1992May18.074039.18973@rose.com> mark.thomas@rose.com (mark thomas) writes:

> The other call that I have problems with is:

> p = strrchr(s,"\\"); where s is a string

> Could it be the this function returns a value based on wheter or not a
>specific string is found?

The call should be:

p = strrchr(s,'\\'); // so single instead of double quotes

and it returns in p a pointer to the last occurence of \ in s.
And if \ is not in s p will be NULL.

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

1968. Re: Reading tar:red disks?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 09:31:08 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.706181468@krypton>
Source record: 44417

lahtinen@gideon.gideon.fmi.fi (Kimmo Lahtinen) writes:

>I tarred gcc files to disks (with ISC Unix) and now I noticed that
>I can not read them with my Atari. I have two different tar-programs
>but neither can read "raw" disk. All programs I found tried to find
>normal directory structure from the disk, but the disks I made
>with

> tar cvfk /dev/dsk/f1q9dt 720 *

>command have no directory, they are tape images.

>So is there a solution?

Yes, use MiNT v0.9x with my floppy driver recently posted to c.b.a.st and
tar will then be able to access floppies directly with /dev/fd????? depending
on how many sectors,tracks,sides etc the disk has.

Install the driver and then tar xvf /dev/fd??????.... etc...

Alan Hourihane.

email: alanh@logitek.co.uk

1969. Bourne shell for MiNT (new version)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 11:30:51 UTC
From: neuhaus@vier.informatik.uni-kl.de
Message-ID: <neuhaus.706188651@vier>
Source record: 44436

Hi.

I have recently posted a message saying that I had ported the bourne shell compatibe shell, written by Kenneth Almquist, from the 4.4BSD to MiNT. I had asked for feedback, so that I could determine whether supporting that thing for more than my private amusement was worthwhile.

Boy did I receive mail!

I have received roughly 30 to 50 mails within one week. Luckily, I had asked for a uniform Subject: line. Anyway, I have removed the backquote substitution bug and corrected the test(1) which comes with the distribution.

I have sent the sources and binaries to comp.sources.atari.st and comp.binaries.atari.st, so they should appear there RSN. For people who can't wait, ftp to ftp.uni-kl.de, and get sh-bin.zoo or sh-src.zoo from pub/atari/mint.

The port is stable on my system. But then, I have 4MB main memory, 520MB disk space, TOS 1.4, MiNT 0.93 ((1L<<10) thanks, Eric!), gcc 1.4, and a level 0 backup.

So you can stop saying "get /bin/sh" to your Subject: line. Thanks for the feedback, though. Some people have pointed me to interesting problem areas in sh.

If you reply, please send mail to neuhaus@informatik.uni-kl.de, not neuhaus@vier.informatik.uni-kl.de. This is a bug in our news software, and I'm not sure when we'll get it fixed. Thank you.

--
+------- No .sig? OH, COME ON! --------+-"The derivative snuggles close to-+
email: neuhaus@informatik.uni-kl.de	the function---whatever to snuggle
snail mail: Stephan Neuhaus/Hilgard-	means; I'm too old for that"
ring 32/6750 Kaiserslautern/Germany	-- Math Prof

1970. RS232ENC.PRG dropping the DTR

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 13:00:18 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <876ykB5w164w@sys6626.bison.mb.ca>
Source record: 44416

When I boot up my TT, the DTR light on my modem lights up. When the computer gets to RS232ENC in the auto folder, the modem's DTR light goes off. If I go into STalker 3 and order a hang-up (dropping the DTR), the DTR light will come back on and work as it should. How come RS232ENC is dropping the DTR when it initially boots? My computer's a TT030/4 w/TOS 3.01. My modem's a ZyXEL U-1496E (14.4kbps). I've also heard of someone else having the same problem with RS232ENC, so it's not just my modem/computer. Any ideas?

;--- (Trevor Cordes) a user of sys6626, running waffle 1.64
;E-mail: genius@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

1971. Ajax ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 13:00:21 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <lahtinen.706194021@gideon>
Source record: 44413

I know now where I could buy it, but does anyone know if I could
plug it into my old Mega ST4? I am not sure I want to test it with
a chip costing so much.

--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

1972. Re: How do I drop the DTR so t

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 13:59:00 UTC
From: steve@thelake.mn.org
Message-ID: <A1197480114@thelake.mn.org>
Source record: 44414

[In article <A8464@UN.maus.de>,
Martin_Koehling@un.maus.de (Martin Koehling) writes ...]

> Please don't forget that newer Ataris (MSTE/TT) have more than one
> serial port - and BIOS channel 1 (AUX) doesn't always point to the
> "ST compatible" port ("MODEM 1").
> Using the new XBIOS function Bconmap (or using Atari's MODEM.CPX),
> you can point the AUX channel to any of the serial ports.
>
> Before touching the DTR line, better check if channel one has been
> redirected using the Bconmap function:

Good idea -- but, if aux has been redirected, how do you control
DTR? (I have neither docs nor a TT on which to experiment.)

Also, can you explain the use of Bconmap(-2)?

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1973. Re: Vax Problems..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 15:27:17 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92139.162717MEBEB@LIVERPOOL.AC.UK>
Source record: 44419

Unless I've completely misunderstood what you want, what's wrong with Uniterm?
I used to use it a few years ago when I had a vax account, and it worked fine.
Its got vt100 and vt220 emulation, plus others, though I've only ever used
vt100.

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~
~~~~~~

1974. Re: Lattice C and others

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 15:32:41 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92139.163241MEBEB@LIVERPOOL.AC.UK>
Source record: 44418

In article <1992May15.035602.4540@ccu.umanitoba.ca>, ens@ccu.umanitoba.ca says:
>The moment you use assembler, you give up portability and
>compatibility whether it is in-line or separate from the C. Of course

I think the point he was making was that its better to have your assembly
stuff in a file of its own, and access it via the linker. Its certainly easier
to keep track of what you need to recode this way. The only disadvantage is
that you add the overhead of a function call when you access it. Easily avoided
by moving any loop code to within the assembly code as well.

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~
~~~~~~

1975. Re: GCC 2.1 - Can't compile desk accessories???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 15:35:46 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92May30231946@acae127.cadence.com>
Source record: 44200

```
> Path:
Cadence.COM!uunet!uunet!munnari.oz.au!bunyip.cc.uq.oz.au!uqcspe!cs.uq.oz.au!warwick
> This should "work" as a desk accessory (but freeze the machine):
> main()
> {
> while (1);
> }
> Correct?
NO

> When I compile this with GCC 2.1, it bombs (2 bombs) at boot (ie. run) time.
>
> Has anyone SUCCESSFULLY created a desk accessory with GCC 2.1 ?

creating desk accessories with 2.1 is no different from any
other version of gcc. you need to follow the conventions, and give it
some heap+stack space in your BSS section. the convention is
documented at the top of crt0.c, in the docs somewhere and in the
sample ACC suuplied in gemlib/test.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155
```

1976. Re: MiNT docs and MGR windows.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 15:37:02 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92139.163702MEBEB@LIVERPOOL.AC.UK>
Source record: 44420

Manpager works on preprocessed man pages, unlike a lot of Unix versions that run directly on the nroff source code (which is what is in the files you can't process). You'll need to get hold of a copy of nroff and process such files with it first. For example, if I had a man page called dummy.3, I'd do the following to install it:

```
nroff -man -Tan dummy.3 >f:\man\man3\dummy.3
compress f:\man\man3\dummy.3
```

The first line produces a file manpager can display in the correct directory (for me). The second line compresses (archives) the manual page so that it takes up less space (manpager being able to decompress such files on the fly)

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~
~~~~~~

1977. Re: How do I drop the DTR so that the modem drops the connection?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 16:14:16 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <82918.2A17ECA7@psycho.fidonet.org>
Source record: 44094

In a message of 15 May 92 15:08:16, Steve Yelvington wrote:

SY> From: steve@thelake.mn.org (Steve Yelvington)
SY> Date: 14 May 1992 14:23:34 CDT
SY> Message-ID: <A1928403118@thelake.mn.org>
SY> Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
SY>
SY> [In article <mNuRkB1w164w@ersys.edmonton.ab.ca>,
SY> mforget@ersys.edmonton.ab.ca (Michel Forget) writes ...]
SY>
SY> > Does anyone know how to tell the computer to drop the DTR so that the
SY> > modem drops the connection? This is a small feature of the new version
SY>
SY> > of my terminal program, but it is an important one. Just about
SY> > everything else has been re-worked in it. Anyway, any help on this
SY> would
SY> > be appreciated.
SY>
SY> #include <osbind.h>
SY>
SY> void dtr(on)
SY> int on;
SY> {
SY> if(on)
SY> Offgibit(0xEF); /* DTR on */
SY> else
SY> Ongibit(0x10); /* DTR off */
SY> }
SY>
SY>
SY> To hang up, drop DTR for one second, then restore it and check for
SY> carrier. (Try again if the modem is recalcitrant.) Please don't leave DTR
SY> low; that can interfere with other programs that may want to use the aux
SY> port later.
SY>
SY> ---
SY> Steve Yelvington Marine on St. Croix, Minnesota, USA
SY> steve@thelake.mn.org umn-cs!thelake!steve

SORRY! I've tried that method!!!!! just telling it to set or reset the
bits doesn't work unless you tell it it can have write access to the port.
but once you do that, on and off gibit cause the drive lights to flicker,
the printer strobe to be asserted, and other irritating things like that.
Perhapse I was doing something wrong, but for the first time in over a year,
I have a routine that hangs up properly. See my assembly/C hybrid listing.

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to
root@psycho.fidonet.org.

1978. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 16:23:12 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <82919.2A17ECAA@psycho.fidonet.org>
Source record: 44097

Some of you seem to be discussing multiple computers using the same
SCSI drives. I may be getting a second ST soon, and I was wondering if
I could make them work with the same ICD host adapter with the same drives.
Is there any easy way do do this?

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to
root@psycho.fidonet.org.

1979. Re: How do I drop the DTR so t

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 19:12:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A8643@UN.maus.de>
Source record: 44297

```
>Von : steve@thelake.mn.org (Mo, 18.05.92 14:59)
>Name: Steve Yelvington
>MId : <A1197480114@thelake.mn.org>
>RId : <A8464@UN.maus.de>
>
>[In article <A8464@UN.maus.de>,
> Martin_Koehling@un.maus.de (Martin Koehling) writes ... ]
>
> > Please don't forget that newer Ataris (MSTE/TT) have more than one
> > serial port - and BIOS channel 1 (AUX) doesn't always point to the
> > "ST compatible" port ("MODEM 1").
> > Using the new XBIOS function Bconmap (or using Atari's MODEM.CPX),
> > you can point the AUX channel to any of the serial ports.
> >
> > Before touching the DTR line, better check if channel one has been
> > redirected using the Bconmap function:
>
>Good idea -- but, if aux has been redirected, how do you control
>DTR? (I have neither docs nor a TT on which to experiment.)

Sorry, I don't know that - this information _could_ be in the "Atari
Profibuch", but I couldn't find it. :-(
Even if I did: Atari didn't guarantee that the additional ports will
remain compatible in future machines (Falcon...)

For the time being, I'd suggest to simply leave DTR alone if AUX has
been redirected.

Eric Smith recently wrote something about adding some Fcntl calls to
MinT (and, hopefully MTOS) that allow hardware-independent control of
the serial ports...

>Also, can you explain the use of Bconmap(-2)?

Okay, here it is:

Bconmap(-2) returns a pointer to a BCONMAP structure:

typedef struct {
MAPTAB *maptab ;
WORD maptabsize ;
} BCONMAP ;

<maptab> points to an array of <maptabsize> MAPTAB structures:

typedef {
WORD (*Bconstat)() ; /* function pointers */
```

```
LONG (*Bconin)() ;
LONG (*Bcostat)() ;
void (*Bconout)() ; /* (I'm not sure this is really a void fn */
ULONG (*Rsconf)() ;
IOREC *iorec ;
} MAPTAB ;
```

This is certainly useful for those wishing to add serial ports: there is now a legal and standardized way to add device drivers to the system.

But I'm not quite sure if Bconmap(-2) is useful for _application programs_ since it involves accessing "kernel memory": possibly not a good idea under MTOS on a TT (but I could be wrong).

On the other hand, the only other way I know to determine the number of serial ports available involves trying to change the Bconmap setting and then checking if the change took place - not a good idea in a multitasking system either.

I do hope very much that MTOS/MinT will provide some solutions to these litte problems...

Martin
[Martin_Koehling @ un.maus.de]

1980. Re: UNKNOWN C CALLS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 19:36:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A8642@UN.maus.de>
Source record: 44298

In article <1992May18.074039.18973@rose.com> mark.thomas@rose.com
(mark thomas) wrote:

> This call has 4 paramenter. The closest call in Laser C only has 3
>paramenters. I tried:
>
> setbuf(stdin, ibuf, sizeof(ibuf);
>
> However, this call results in an warning that sizeof is being promoted
>to a long. The documentation says the parameter is an int. What is
>wrong?

Is <ibuf> is larger than 32767 bytes?
Possibly sizeof(type) returns a _long_ value if <type> is larger than
that, and a _short_ value otherwise.

Martin
[Martin_Koehling @ un.maus.de]

1981. Re: Eprom burner for ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 20:12:20 UTC
From: rincewind@discworld.oche.sub.org
Message-ID: <H.KajCZWNLxtg@discworld.oche.sub.org>
Source record: 44426

I, too, have the Junior Prommer and it works fine. However, it was published in the 'ST-Computer' Magazine and the PCBs & Software are available from Maxon Computer.

cu
--

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.sub.org Maus: Michael Schwingen@AC3
IRC: Rincewind
"The only way housework could be done in this place was with a shovel or, for preference, a match." Terry Pratchett, Witches Abroad

1982. How can I revive a color 1040ST bought in early 1987

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 21:50:58 UTC
From: mm@didsgn.uucp
Message-ID: <1992May18.215058.4958@didsgn.uucp>
Source record: 44425
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I apologize if this question has already been answered 1000 times but I am
was not familiar with this newsgroup before...

Here is the deal:

I have an almost never used color ATARI 1040st wich was bought in early 1987.
It has 1Mb of memory, color screen and 3 1/2 floppy.
Everything works but the floppy which chokes from time to time while booting.

2 questions:

1) Where can I get the floppy drive check/repaired/replaced ?

2) What must I do/buy to upgrade this machine to a 1992 level and
really do something with it ? (ROMs ? more mem ? add a hard drive ?)

Thanks for everything

Jean-Luc Chatelain

jlc@didsgn.UUCP

1983. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 22:03:03 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992May18.220303.21137@elroy.jpl.nasa.gov>
Source record: 44415

In article <1992May16.175604.16975@ccu.umanitoba.ca> ens@ccu.umanitoba.ca writes:
>>Since it doesn't seem like I can rely on host-to-host SCSI communication,
>>a SCSI disk file can also be used as a shared memory buffer; send and receive
>>control messages again going thru MIDI. With a SCSI RAMdisk, or just a disk
>>with a decent sized on-board cache, the performance should be pretty slick.
>>
>>Comments or suggestions?
>
>Why bother with the MIDI link. Have ST1 write commands and block numbers
>to a predefined sector on a disk, which ST2 can then read.

Mainly because the ST SCSI host adapters I've seen so far have no provision
for bus-arbitration when there are multiple masters. If two STs try to use
the SCSI bus at the same time, things generally lock up on both systems.

Last time I asked ICD about this, they said they had no plans to ever support
bus arbitration, so ... you need an alternate path for control information.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

1984. Help!!!....Disk Drive Problem!! Re: Screen messed up

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-18 22:45:05 UTC
From: rene@dvorak.amd.com
Message-ID: <1992May18.224505.5312@dvorak.amd.com>
Source record: 44421

Hi Folks,

Sorry to be a bother but I have a problem with my SF354 drive. It is hooked to a 520ST. NO mods on either.

I seem to talk to the drive but it doesn't show any files. What I need is to hear from some here in Austin who I could check out my drive with.

I would really appreciate any help I could get with this.

Thanks.......
L. Rene' Castro
Data Communications Technician
Advanced Micro Devices

P.S. I can't format a disk and the busy light stays on constantly.

--

L. Rene' Castro voice:(512)-462-6241
Advanced Micro Devices fax:(512)-462-5156
5204 E. Ben White email:rene@dvorak.amd.com

1985. ? printer redirector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 01:47:18 UTC
From: robin@sherwood.Aus.Sun.COM
Message-ID: <1992May19.014718.21779@Aus.Sun.COM>
Source record: 44422

I have an application that prints directly to printer ports.

What I would like to do is "print to a file".

Does anybody have any software that can be run as a resident program that will intercept the printer ports and save the result to a file ?

Can it be done on Atari's ?

P.S.

I have a 1040ST with 3.5" floppy.

TIA,
Robin.

1986. Re: MiNT manpages (was Re: MiNT docs and MGR windows.)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 02:21:28 UTC
From: rosenkra@convex.com
Message-ID: <1992May19.022128.19415@convex.com>
Source record: 44423

In article <1992May18.073726.9364@daimi.aau.dk> lynbech@daimi.aau.dk (Christian Lynbech) writes:
>I too have found this somewhat annoying thing about the MiNT man pages. I
>having dug into this problem, but judging from the loads of error-messages the
>problem could be that the formatting commands is written as `.Sh' rather than
^^^
>`.SH' causing confusion in my man-formatter (nroff by Bill Rosenkrantz).

u might want to check $TMACDIR\tmac.an (or whatever u call it) in nroff.
i might have included a .Sh macro that i used to use (now never). either
comment it out (.\" is a comment at beginning of line) or make a macro
like this:

```
.de Sh
.SH $1 $2 $3 $4 $5 $6 $7 $8 $9
..
```

this will then invoke .SH in place of .Sh. the other thing is to ask eric
what he believes .Sh should do. this is not a "normal" unix -man macro.
i have never seen a manpage with .Sh before (on at least half dozen unices).

the other thing is to put the above macro in a file (say $TMACDIR\tmac.mnt)
and do:

```
nroff -man $TMACDIR\tmac.mnt file...
```

[note: TMACDIR is an environment variable read by nroff for the location
of the macros. at least i think i called it TMACDIR. heck i only wrote the
sucker...]

>If the last is the case, I'll flame the author of the formatter (or not really
>flame, since it's a nice piece of work).

no, don't flame me. i get yelled at enuf :-)

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1987. Re: MiNT manpages (was Re: MiNT docs and MGR windows.)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 05:06:52 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992May19.010652.1360@uwovax.uwo.ca>
Source record: 44424

In article <1992May18.073726.9364@daimi.aau.dk>, lynbech@daimi.aau.dk (Christian Lynbech) writes:
> MORGADO@VXDESY.DESY.DE (Carlos Jose) writes:
> [that he can't seem to read the MiNT man pages]
> I too have found this somewhat annoying thing about the MiNT man pages. I
> having dug into this problem, but judging from the loads of error-messages the
> problem could be that the formatting commands is written as `.Sh' rather than
> `.SH' causing confusion in my man-formatter (nroff by Bill Rosenkrantz).

Huh? I just did
fgrep ".Sh" \mint\doc\man*
and found no such commands. Doing
nroff -man fcntl.nr
produces the desired results, with no error messages. (I used fcntl.nr
as an example because it's the longest, most complicated man page, but
others work fine too).

Are you using the manual pages from the MiNT 0.94 distribution? Earlier
ones may have been buggy, I don't know. If so, are you remembering the
-man switch, and are you sure that the TMACDIR environment variable
is correctly set?

I'm using Bill Rosenkrantz's nroff, too, so that shouldn't be the problem
(although I did build it myself, with gcc and mntlib; perhaps a compiler
or library bug is affecting the binary you're using).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1988. Re: ? printer redirector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 07:41:12 UTC
From: leonp@cs.kun.nl
Message-ID: <1992May19.074112.20756@sci.kun.nl>
Source record: 44429

In <1992May19.014718.21779@Aus.Sun.COM> robin@sherwood.Aus.Sun.COM (Robin Peatfield) writes:

>I have an application that prints directly to printer ports.

>What I would like to do is "print to a file".

>Does anybody have any software that can be run as a resident program that will
>intercept the printer ports and save the result to a file ?

>Can it be done on Atari's ?

It sure can be done.
There is a nice little program to do this by M. Braner (I think).
It's called 'barrel' and I think you will find it somewhere on
atari.archive.umich.edu

Give it a try,
Leon.

1989. SCSI-2 HD on a TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 09:03:50 UTC
From: UK1T@DKAUNI2.BITNET
Message-ID: <1992May19.090350.20320@rz.uni-karlsruhe.de>
Source record: 44430

Hatari!

I work with a NeXTStation and for this machine I have a Syqest HD.

I want to connect sometimes the Syquest to my TT (via SCSI) but the
Syquest-Cable I got is a SCSI-2-Cable, so my question is, if there
is a commercial adaptor to connect SCSI-2 with SCSI-1 and where can I
get it?

Is it possible to connect two computers to one HD?

Thanx, Roland.

* uk1t@dkauni2.bitnet uk1t@ibm3090.rz.uni-karlsruhe.de *
* Roland Schorr @ KA (Mausnet) ATARI/NeXT/INGENIUM *

1990. Re: Floppies: Sun to Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 10:39:38 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92May19123938@orion.laas.fr>
Source record: 44433

>>>>> On 13 May 92 16:21:01 GMT, healy@cod.NOSC.MIL (Mike Healy) said:

Mike> Your floppy might be out of alignment. I know mine is (again)
Mike> so I can no longer read and write ST disks to the SUN. If some
Mike> of the files can be read and then others are corrupt, that
Mike> might be your problem.

Don't go blaming your ST drive that quickly. I've had such problems
in the past. Some files would read correctly on the ST, others would
be corrupted according to our favorite archiver program. When I would
remove a file then the disk space would not all be recovered. In
other words *a real mess!*

Mike> What are you using to read/write the disks on the SUN? Mtools?

I used to use Sun's own `dosmount' but no more (see above problem!).
Switching to Mtools solved the problem! In addition, there is a
version of Mtools which accepts 10-sector/track disks. These, of
course, cannot be formatted on the Sun.

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

1991. Re: TOS 1.4 chips

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 12:50:06 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992May19.145006@disuns2.epfl.ch>
Source record: 44295

In article <1992May18.033703.28877@hemlock.cray.com>, marc@hemlock.cray.com (Marc Bouron) writes:
:
: Hi People,
:
: I received on Saturday a set of TOS 1.4 ROMs. Unfortunately, no instructions.
: The chips were labelled L0, L1, L2, H0, H1, H2. This is what the originals
: looked like on my REV.B board:
:
: |
: Anyone know how my new chips match up with this layout? Many thanks in advance
: for any help.
:
: Cheers,
:
: [M][a][r][c]

As I can see, the sockets numbers run from u2 to u7
try:
u2=l0 u3=l1 u4=l2 u5=h0 u6=h1 u7=h2
or u2=l0 u3=h0 u4=l1 u5=h1 u6=l2 u7=h2

or anything else: there are no risks to damage anything unless you turn your Eproms (check the little mark on the package). Either that's right or it won't run !

So don't be afraid to try !!

-- Stefan Monnier --

1992. Accessing ACIA via register $FFFFFC00.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 12:54:47 UTC
From: woocm@essex.ac.uk
Message-ID: <3514@sersun1.essex.ac.uk>
Source record: 44434

Netters,
Can anybody explain how you access the ACIA
via registers $FFFFFC00, and $FFFFFC02. I have tried
in vain to understand ST Internals explanation, but
i have had no joy. Anyone Help?

Thanks,

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

1993. Re: TOS 1.4 chips

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 13:09:02 UTC
From: schmidt@arb-phys.uni-dortmund.de
Message-ID: <1992May19.130902.7207@arb-phys.uni-dortmund.de>
Source record: 44435

In article <1992May18.033703.28877@hemlock.cray.com> marc@hemlock.cray.com (Marc Bouron) writes:
>
> Hi People,
>

Hi Marc

> I received on Saturday a set of TOS 1.4 ROMs. Unfortunately, no instructions.
> The chips were labelled L0, L1, L2, H0, H1, H2. This is what the originals
> looked like on my REV.B board:
>
[Stuff deleted]
>
> Anyone know how my new chips match up with this layout? Many thanks in advance
> for any help.
>

I thing the right order is:

U2: H2 $FE0000 ..
U3: H1 $FD0000 ..
U4: H0 $FC0000 ..
U5: L2
U6: L1
U7: L0

> Cheers,
>
> [M][a][r][c]

also Cheers,

Harry

```
=========================================================================
Harry Schmidt, Ardeystrasse 67, 46 Dortmund 1, Germany, +49-231-1084380
** Registered NeXT Developer ** ** Registered Apple Developer **
Institut for Occupational Health at the University of Dortmund
NeXTmail: schmidt@next.arb-phys.uni-dortmund.de
=========================================================================
```

1994. Re: Eprom burner for ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 14:01:04 UTC
From: bkr@drdhh.hanse.de
Message-ID: <1992May19.140104.2208@drdhh.hanse.de>
Source record: 44291

jonc@status.gen.nz (Jon Clarke) writes:
> I use the Jounior Prommer from CT magazine in Germany and it seems to

I'm not sure if it was c't magazine or ST Computer, both addresses follow:

ST Computer
Maxon Computer GmbH
P.O.B. 59 69
D-6236 Eschborn, FRG
FAX +49 6151 59 - 10 47 or 5 60 59

c't
Verlag Heinz Heise GmbH
Helstorfer Str. 7
P.O.B. 61 04 07
D-3000 Hannover 61, FRG
FAX +49 511 53 52 - 129

Regards, Bjoern

--
bkr@drdhh.hanse.de - Bjoern Kriews - Stormsweg 6 - D-2000 Hamburg 76 - FRG

There will always be good reasons to get mad at Microsoft.
This isn't one of them. (Rick Smith on the NYC story)

1995. Re: wanted: assembler for TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 14:06:20 UTC
From: bkr@drdhh.hanse.de
Message-ID: <1992May19.140620.2287@drdhh.hanse.de>
Source record: 44292

mjl-b@minster.york.ac.uk writes:
>>hello world. we need an assembler which can handle op-codes for 68010-68030
>>in order to tinker with some DMA SCSI driving in assembly code.
>>can anyone suggest a good assembler (commercial or otherwise), and
>>how/where to find it?

Pure Software, Munich, FRG, has an 68040 capable macro assembler.
Think it's a nice tool.

Distributor is
Application Systems Heidelberg
POB 10 26 46
D-6900 Heidelberg 1, FRG

Sorry, think I'm posting only companies addrs today...
--
bkr@drdhh.hanse.de - Bjoern Kriews - Stormsweg 6 - D-2000 Hamburg 76 - FRG

There will always be good reasons to get mad at Microsoft.
This isn't one of them. (Rick Smith on the NYC story)

1996. Re: How can I revive a color 1040ST bought in e

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 14:44:55 UTC
From: malay@sae.com
Message-ID: <1992May19.144455.9003@sae.com>
Source record: 44438

In article 4958@didsgn.uucp, mm@didsgn.uucp (Multimodality Software) writes:
>I apologize if this question has already been answered 1000 times but I am
>was not familiar with this newsgroup before...
>
>Here is the deal:
>
>I have an almost never used color ATARI 1040st wich was bought in early 1987.
>It has 1Mb of memory, color screen and 3 1/2 floppy.
>Everything works but the floppy which chokes from time to time while booting.
>
>2 questions:
>
>1) Where can I get the floppy drive check/repaired/replaced ?
>
>2) What must I do/buy to upgrade this machine to a 1992 level and
>really do something with it ? (ROMs ? more mem ? add a hard drive ?)
>
>
>Thanks for everything
>
>Jean-Luc Chatelain
>
>jlc@didsgn.UUCP

I would keep the monitor and trade-in your 1040ST for 1040STe with 4MB and TOS2.06 installed - a few of the US mail order companies are taking trade-ins.

At least, you can get a replacement drive for US$90 + the old drive from TOAD computers and the TEC card for approx. US$130.

Bob Malay

1997. ANSITERM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 17:21:40 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <83700.2A1B1490@psycho.fidonet.org>
Source record: 44290

The new version of ANSITERM is out.
Features include:
16 color text
blinking text
full featured auto-dialer
file transfers using XYZ 2.01
pull-down menus

If anyone is interested in getting this shareware program, please send
a stamped, self-addressed envelope, with 50 cents (U.S.) for the disk to:

Timothy Miller
7519 Winging Way Drive
Tampa, FL 33615-1519
U.S.A.

Don't forget the 50 cents for the disk... even if it has to be the
equivalent in a foreign currency.

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to
root@psycho.fidonet.org.

1998. Re: Vax Problems..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 18:48:34 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May19.184834.4775@kosmos.wcc.govt.nz>
Source record: 44428

In article <92139.162717MEBEB@LIVERPOOL.AC.UK>, MEBEB@LIVERPOOL.AC.UK writes:
> Unless I've completely misunderstood what you want, what's wrong with Uniterm?
> I used to use it a few years ago when I had a vax account, and it worked fine.
> Its got vt100 and vt220 emulation, plus others, though I've only ever used
> vt100.

Well for one thing we don't have the key board to do VT220 emulation, the only
way to do it with Uniterm is to program the Funtion keys, but I also found that
Uniterm does not draw the boxes like Flash does, what gives..

>
> Kev
> ------
> Kevin O'Donovan | D'you wear a black armband when they shot the man
> kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
> mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
> | when I learned to see...
> ~~~~~~

Roger.... sheppard_r@kosmos.wcc.govt.nz

1999. MiNT library for gcc 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 18:49:05 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992May19.144905.1363@uwovax.uwo.ca>
Source record: 44437
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Arriving soon at atari.archive.umich.edu:

Patchlevel 20 of the MiNT libraries. This version will support gcc 2.1,
and incorporates Scott Bigham's patches for Sozobon 1.33i (thanks,
Scott!). There are also miscellaneous bug fixes, including some
very important fixes to osbind.h. (see my next message if you want
details).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2000. SERIOUS bug in gcc and MiNT libraries

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 18:53:54 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992May19.145354.1364@uwovax.uwo.ca>
Source record: 44439
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

There is a horrible bug in the header file osbind.h for both
the MiNT library (patchlevel <= 19) and the gcc library
(patchlevel <= 80). The binding for Bconmap is incorrect. The
Xbios function number for Bconmap should be 0x2c, *not* 0x2b.
0x2b is the function for DMAwrite!!!!

DO NOT USE THE Bconmap BINDING AS PROVIDED IN osbind.h. DOING
SO COULD CAUSE DAMAGE TO DATA ON YOUR HARD DISK!!!

This bug has been corrected in patchlevel 20 of the MiNT libraries.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2001. DOWN

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 19:08:50 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May19.190850.4776@kosmos.wcc.govt.nz>
Source record: 44431

STE DMA chip problems...

This problem was only with one type of DMA chip and in machines manufactured in 1990..

PLEASE back up you Hard Drive first, you could end up loosing the lot..

You need to Write to the Hard Disk to find this problem, ie, just changing a file name is one simple way...

Try this many times and after the machine has been on for some 24 hours or more..

One friend found his after 2-3 days..

If you have the faulty chip your Directory will get screwed..

Faulty chip Part No. C025913-38.. (now obsolete)..

Now Replaced with C398739-001A..

One funny thing is that this chip C025913-38 was fitted to the first ST's..

Atari has told me that this is a Free Fix...

I have just fixed a few of the STE's with chips provided free by Atari Ozz, it seems to me that these new chips have better buffering..??

Roger.... sheppard_r@kosmos.wcc.govt.nz

2002. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 19:13:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May19.191301.4777@kosmos.wcc.govt.nz>
Source record: 44432

```
>
> Last time I asked ICD about this, they said they had no plans to ever support
> bus arbitration, so ... you need an alternate path for control information.
> --
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

Howard did I not read some time back that ICD was bring out a super
type host adapter with a cpu that would do this kind of thing..??

Roger... sheppard_r@kosmos.wcc.govt.nz

2003. Re: Accessing ACIA via register $FFFFFC00.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 19:37:25 UTC
From: eker@cwi.nl
Message-ID: <6084@charon.cwi.nl>
Source record: 44440

In article <3514@sersun1.essex.ac.uk>, woocm@essex.ac.uk (Wood C M) writes:
|> Netters,
|> Can anybody explain how you access the ACIA
|> via registers $FFFFFC00, and $FFFFFC02. I have tried
|> in vain to understand ST Internals explanation, but
|> i have had no joy. Anyone Help?
|>
|> Thanks,
|>
|> C.W.
|>
|> --
> Chris Wood,	Pretentious Quote: "Uzi Nine Millimetre"
> University Of Essex.	(Shakespeare)
> woocm@essex.ac.uk	Disclaimer: I never wear fluffy pink slippers.

$FFFFFC00 is the address of the IKBD ACIA control register AND status register.
When you write to it you get the control register and when you read from it
you get the status register. Since you can't read the control register
it helps to know that the original contents is $96 (I think).

Similarly $FFFFFC02 is the both the data in register and the data out register
depending on whether you read or write to it.

Its hard to give any further advice since you don't say what you're trying to
do and what is going wrong. Reading the Motorola MC6850 data sheets should
help.

Steven

2004. Mint scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 19:54:04 UTC
From: geoffc@zebedee.UUCP
Message-ID: <5825587@zebedee.UUCP>
Source record: 44294

Some comments on the scrolling speed of mint, including some observations and a bug I've found with bgacc.acc.

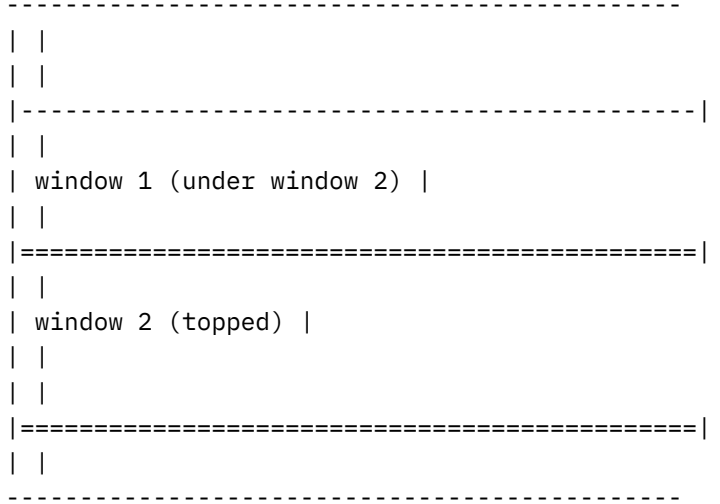
I should add first of all that these comments I'm making about scrolling have been made when I've been running 'rn' from the Mercury UUCP package - it's what I do quite a lot on my ST (and why I wanted Mint so that I could do other things as well).

Scrolling under mgr is *very* slow - you can see each word appear at a time - even if you make the window full width (so that there is no horizontal clipping), it's still slow. Also not all vt52 characters seem to be emulated under bg (eg: inverse text, clear screen).

Scrolling within a window under bgacc is faster - more so if you can use a smaller font so that it doesn't have to do window clipping. All escape chars I was using worked fine.

However, both of these were slower than running rn directly from the desktop (or rather Neodesk) which fills the screen much faster. One time I did try launching mintshel from bgacc and doing 'zoo t mint094b' and then running rn from Neodesk (so that bgacc ran as a background task). The scrolling was then roughly as slow as running rn directly from bgacc, until the zoo completed at which point the scrolling leapt up in speed - this leads me to wonder if some of the slowness of the scrolling is due to bgacc 'time slicing' all the time between tasks ?

Onto the bug I've found, if you have two windows on the screen from bgacc overlapping each other (both full width but only part of the one at the top of the screen visible) then the scrolling in the 'untopped' window doesn't always work right. Setup is:



if you do something that writes output to window 1 quickly (like ls -lR \)
then window 1 will scroll correctly. However, if you do something that
writes output to the window slowly (like rnews or zoo t) then the window
doesn't scroll correctly - what happens is that the line just above window 2
is scrolled up but what would be the next line doesn't appear. The effect
of all this is that one line scrolls up the screen. Topping window 1
results in it working fine.

Sorry I've gone on so long but I'm quite excited about Mint - despite the
problems I've had and the fact that it crashes programs more than my old
TOS 1.0 machine did its a really great product.

Cheers

Geoffrey

visible
--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!uunet!nstar!jshark!zebedee!geoffc

2005. Re: Sversion() interpretation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 22:30:26 UTC
From: harold@alice.hobby.nl
Message-ID: <H.M7IEALQ1gVQ@alice.hobby.nl>
Source record: 44304

I recently read somewhere that atari changed the interpretation of the return value of Sversion(). My documentation says it should be interpreted like

highbyte = $15
lowbyte = $00 --> version 0.21

The article I saw claimed it would now be: version 0.15

Is this correct?

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

2006. Re: Hard disk question - strange

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 22:55:30 UTC
From: harold@alice.hobby.nl
Message-ID: <H.7j7qnADFJuM@alice.hobby.nl>
Source record: 44305

In <1992May15.212932.6279@galileo.cc.rochester.edu>, Ho Ling Cherd writes:
>I hook up my hard disk which has been working fine in an
>AT desktop case to a new tower case.
>And what I did was overturn the disk because I place
>it upside down last time.

Whe have a saying here in holland that says

'Als het niet kan zoals het moet dan moet het maar zoals het kan.'

which roughly translates as

'When it doesn't work as it should work let it work how it does work.'

in other words why no leave it upside down :-)

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

2007. Re: how to program reset?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 23:04:32 UTC
From: harold@alice.hobby.nl
Message-ID: <H.Pieju0SjXQo@alice.hobby.nl>
Source record: 44306

In <1992May14.022454.29386@mnemosyne.cs.du.edu>, Ian Lepore writes:
>
> > jumping through 0x00000004L to reset the ST, and the VBR
>
> I seriously doubt that any ST software revectors 0x00000004 to something
>other than a reset routine, since a lot of programs would break. On a

They can't it is in the hardware of the 68K documented by Motorala that
adress 0x4L contains the PC for an external reset and adress 0x0 contains
the initial stackpointer. The chip have to find them somewhere not so.

Even if atari wanted to revector 0x4L they can't unless the use another
type of CPU. (Haven't heard any rumours of any RISC used in ST compatibles
so I guess we can forget about that for the time being :-)

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

2008. Re: Running a program from TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 23:09:16 UTC
From: harold@alice.hobby.nl
Message-ID: <H.hsC&rODvT82@alice.hobby.nl>
Source record: 44307

In <BAMMI.92May7140756@acae127.cadence.com>, Jwahar R. Bammi writes:
>> Harold van Aalderen wrote:
> ...
> ...
> and others
>
>I have read enough of this thread already: enough talk and no action...
>

Hmm ehh what was the question eh I just expired it yesterday and can't
remember it.
--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

2009. Re: Mint scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-19 23:51:18 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7987@uqcspe.cs.uq.oz.au>
Source record: 44296

geoffc@zebedee.UUCP (Geoffrey Coan) writes:

>[bgacc] scrolling was [slow] until the zoo completed at which point
>the scrolling leapt up in speed - this leads me to wonder if some of
>the slowness of the scrolling is due to bgacc 'time slicing' all the
>time between tasks ?

I hope so.

Look at it this way:

Under TOS (Which MiNT is Not), when zoo prints its chit-chat to the screen,
EVERYTHING STOPS until that text is printed - zoo included. Once the text
is output, zoo continues on it's merry way.

This may LOOK fast to you, but it's actually slow. It's like running over
a modem and thinking your programs are running slowly just because there
output is arriving slowly at your end.

(this post makes some assumptions about bgacc that may not be true (re
buffering), but the result is probably certainly worth considering)
--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / aisled deasil /
/ * <-- Computer Science Department, / eliads ideals /
_.-._/ University of Queensland, / ladies sailed /
v Brisbane, Australia. / ------ ------ /

2010. Re: MiNT manpages (was Re: MiNT docs and MGR windows.)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-20 07:28:47 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992May20.072847.1686@daimi.aau.dk>
Source record: 44301

net.rule #1
Don't accuse net.gurus for faulty files before triple-checking

As indicated, Eric was correct that the MiNT manpages is correct and indeed they go through nroff without a hitch, which I verified last night by formatting them all.

The problem was a little real though, since it proved that the man page for csh in my version of the tcsh distribution contains mixcased formatting commands. Perhaps someone in charge of that (hint hint Eric) will fix it, even though the One and Only True Editor could easily take care of it, with a simple macro.

With humble apologies for any confusion caused

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

Hit the philistines three times over the head with the Elisp reference manual.

- petonic@hal.com (Michael A. Petonic)

2011. Re: UNKNOWN C CALLS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-20 08:04:20 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <0716.05.92@troja.stgt.sub.org>
Source record: 44310

mark.thomas@rose.com (mark thomas) writes:

>Date Entered: 05-18-92 03:32

> I am trying to convert a program for the ST from an unknown C version
>to Laser C. There are two calls that I m having difficulty with
>decoding. The first is
> setvbuf(stdin, ibuf, _IOFBF, sizeof(ibuf));
>
> This call has 4 paramenter. The closest call in Laser C only has 3
>paramenters. I tried:
>
> setbuf(stdin, ibuf, sizeof(ibuf);

Let me tell you, what my Turbo-C reference manual says about setbuf
and setvbuf:
void setbuf (FILE *fp, *void *buf) ;
int setvbuf (FILE *fp, void *buf, int type, size_t size) ;
setbuf sets the buffer related to FILE fp to buffer buf, rather than
to the automatic allocated buffer. The minimal size of buf is given
through the constant BUFSIZ (in stdio.h). setbuf may only be used on
open Files and before the very first I/O operastion!
If buf is a NULL-pointer, setbuf disables I/O buffering on FILE fp.
setvbuf performs a similar task, with the following additions and
differences:
type specifies the kind of buffering and should be one of the
following constands (defined in stdio.h)
_IOFBF - I/O fully buffered, every read operation on fp tries to read
a complete buffer of size 'size'. While writing only complete buffers
are physically written to the file.

_IOLBF - I/O line bufferd

_IONBF - I/O not buffered

if buf is a NULL pointer, setvbuf tries to allocate a buffer of size
'size' by calling malloc.

> The other call that I have problems with is:
>
> p = strrchr(s,"\\"); where s is a string
>
> Could it be the this function returns a value based on wheter or not a
>specific string is found?

char *strrchr (const char *s, char c) ;
strrchr scans the string s for the first occurance of the char c,

beginning with the last character of s. So strrchr finds the last
occurance of c in s.
strrchr results in a pointer to the position of c in s, or NULL, if
nothing could be found.

stefan

--
!! stenny@troja.stgt.sub.org !!
alias Stefan Schober, Stuttgart FRG, +49-711-681151

2012. THANK YOU

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-20 08:27:26 UTC
From: mark.thomas@rose.com
Message-ID: <1992May20.072729.10221@rose.com>
Source record: 44299

```
Date Entered: 05-20-92 03:26
Thank you to all those who responded with Email to my problem with
the C functions setvbuf() and strrchr(). Some of you set the UNIX
specifications for setvbuff() while others sent the C code for
strrchr().

Thank you

Mark

---
~ MaxiMiser*ST 1.06 UnRegistered Friends don't let friends use MS-DOS
```

2013. GCC 2.1 Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-20 09:37:36 UTC
From: jtreichl@iiic.ethz.ch
Message-ID: <1992May20.093736.18972@neptune.inf.ethz.ch>
Source record: 44303
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a problem with the new GCC V2.1.
Compiling one of the test example given in tests03.zoo give
always an strange error:

in include file time.h:60: parse error before charater 020
time.h:644: ......

what's going on?? the file time.h is never as long as 644 lines and
what means parser error in a include file.

Juerg Treichler

2014. c't listings on which site ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-20 10:00:57 UTC
From: ralph@prosun.first.gmd.de
Message-ID: <1760@bigfoot.first.gmd.de>
Source record: 44302

```
Hi,
in the past there exists an ftp site containing listings
of the c't magazin.
Who knowns where?

Thanks in advance

Ralph

email to ralph@first.gmd.de
```

2015. Spectrum512 format wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-20 10:22:43 UTC
From: jjjbokma@cs.ruu.nl
Message-ID: <1992May20.102243.29540@cs.ruu.nl>
Source record: 44300

Help, can somebody please mail info about the Spectrum512 format (or other picture formats like NEO) Please mail to me!!

John (jjjbokma@cs.ruu.nl)

2016. NeoDesk / Gemini comparison? and HSC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-20 12:25:03 UTC
From: tony@microware.co.uk
Message-ID: <957@mwuk.UUCP>
Source record: 44308
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

Can anyone provide a summary of the main differences between NeoDesk 3
and Gemini 1.21?

I have Gemini 1.21, and installed it on my hard disk OK, but with 1 meg
of RAM I don't have enough memory to run Heat'n'Serve C under it, so
currently I still use the standard TOS 1.4 desktop.

I guess I really need to upgrade my ageing STM to 2.5 meg.......

Gemini doesn't seem to be strictly a *replacement* desktop, but a
desktop program which is run or auto-run from the standard desktop.
Therefore both desktops are active and using memory. Is it possible to
set up Gemini so that after VDI and AES are setup, control goes straight
to Gemini *instead* of the standard desktop. This would surely save a
bit of memory. Which way does Neodesk operate in this respect?

Does NeoDesk have a CLI along the lines of Mupfel?

The Gemini docs warn of a problem with Sozobon C to do with a memcpy()
bug. Does this problem affect HSC 1.33i too?

Any other relevant comments gratefully received.

Tony.
--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

2017. Hardware Info.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-20 13:38:26 UTC
From: aball@vnet.ibm.com
Message-ID: <19920520.054323.493@almaden.ibm.com>
Source record: 44317

Hi there!

I`m desperately in need of hardware information for the Atari
range of computers. Also, I need diagnostic info/software. I have
a very sick machine!
If anyone can help, please e-mail me or send stuff to my home
address. I will gladly refund any postage costs incurred.

Thanks in anticipation.

Artie.

News-Software: Usenet 3.0
X-X-From: ABALL@vnet.ibm.com

```
==========================================================================
: /~/\ : Artie Ball :
: / / \ : 51a Cottage Grove :
: / /~~~~\ : Southsea :
: / / \tari - The one and only. : Hampshire PO5 1EH :
: : England. :
==========================================================================
```

2018. Re: gulam problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-20 16:53:39 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jun2003739@acae127.cadence.com>
Source record: 44218

In article <2124@csisles.Bristol.AC.UK> beaumont@CompSci.Bristol.AC.UK (Tony Beaumont) writes:
> I have noticed that 'if' does not work properly on my version of gulam.
> I have the following test.g file...
>
> if { -e d:\file }
> echo it is there
> ef
> echo it is not there
> endif
>
> assuming the file d:\file is actually present on this disk, when I run test.g
> the 'if' always evaluates to 0 and fails and the second echo writes to

i know its weird but the correct way to write the above is

```
if { -e d:\file } == 1
echo it is there
ef
echo it is not there
endif
```

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2019. Re: Vax Problems..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-20 19:04:21 UTC
From: ljdickey@math.waterloo.edu
Message-ID: <1992May20.190421.11832@math.waterloo.edu>
Source record: 44309

In article <92139.162717MEBEB@LIVERPOOL.AC.UK> MEBEB@LIVERPOOL.AC.UK writes:
>Unless I've completely misunderstood what you want, what's wrong with Uniterm?
>I used to use it a few years ago when I had a vax account, and it worked fine.
>Its got vt100 and vt220 emulation, plus others, though I've only ever used
>vt100.

I have used UNITERM, both in VT100 and in VT220 modes while connected
to our VAXes here, running BSD. I don't understand the reluctance of
our NZ friend to use one of the finest terminal emulators going.

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@math.UWaterloo.ca
ljdickey@math.waterloo.edu
UUCP: ljdickey@watmath.UUCP

2020. Looking for atari gut specs.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-20 22:32:09 UTC
From: barber@ad.enet.dec.com
Message-ID: <1992May20.223209.5964@e2big.mko.dec.com>
Source record: 44311

Is there anywhere out there where I can get my hands on some atari st hardware and software documentation. I am basically looking for atari specific assembly language trap codes etc. and the addresses of all interfaces, ports, rams, roms, and otherwise on an atari 520 STfm. If there is an ftp site that has some of this info, please point me to it. If there isn't anything lurking around on internet, can someone point towards any good books??

thanks in advance,
andrew

2021. Re: UNKNOWN C CALLS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-21 03:21:57 UTC
From: q92269@pbhrzx.uni-paderborn.de
Message-ID: <q92269.706418517@pbhrzx.uni-paderborn.de>
Source record: 44312

mark.thomas@rose.com (mark thomas) writes:

> I am trying to convert a program for the ST from an unknown C version
>to Laser C. There are two calls that I m having difficulty with
>decoding. The first is
> setvbuf(stdin, ibuf, _IOFBF, sizeof(ibuf));
>
> This call has 4 paramenter. The closest call in Laser C only has 3
>paramenters. I tried:
>
> setbuf(stdin, ibuf, sizeof(ibuf);
>
> However, this call results in an warning that sizeof is being promoted
>to a long. The documentation says the parameter is an int. What is
>wrong?

setbuf provides a subset of the functionality of setvbuf. The stream,
buffer pointer and buffer length are the same, the third parameter
to setvbuf is a constant that specifies the buffering mode:

_IOFBF full (block) buffering
_IOLBF line-oriented buffering
_IONBF no buffering (setbuf(stream,NULL) does the same)

sizeof returns size_t, and this is usually an unsigned long. The buffering
routines only accept buffer sizes so that the index can be stored in
an int -> a simple cast to int should be ok.

Daniel
--
Daniel Roedding "Dann wird am 1.3. also das Z-Netz geloescht? Denn das ist
Detmolder Str. 19 es ja, was mit laengeren Adressen nicht klar kommt :-)))"
D-4790 Paderborn -- Michael Keukert in de.comm.gateways
/ q92269@pbhrzx.uni-paderborn.de / danny@fiction.ms.sub.org / +49 5251 541965 /

2022. Re: how to program reset?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-21 07:00:48 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992May21.090049@disuns2.epfl.ch>
Source record: 44313

In article <H.Pieju0SjXQo@alice.hobby.nl>, harold@alice.hobby.nl (Harold van Aalderen) writes:
: In <1992May14.022454.29386@mnemosyne.cs.du.edu>, Ian Lepore writes:
: >
: > > jumping through 0x00000004L to reset the ST, and the VBR
: >
: > I seriously doubt that any ST software revectors 0x00000004 to something
: >other than a reset routine, since a lot of programs would break. On a
:
: They can't it is in the hardware of the 68K documented by Motorala that
: adress 0x4L contains the PC for an external reset and adress 0x0 contains
: the initial stackpointer. The chip have to find them somewhere not so.

That's true for the 68000 but not for the following ones (010, 020, ..):
the base address of exception vectors can be changed from 0 at start to
any other location: so it has to be 0x00..004 and 0x00..00 when starting
the processor (for each Hardware Reset) but can be elsewhere while running !

But that's generally true that you can expect to find resvect at 0x00..04 !

-- Stefan Monnier --

2023. Re: NeoDesk / Gemini comparison? and HSC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-21 07:07:55 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992May21.090755@disuns2.epfl.ch>
Source record: 44314

In article <957@mwuk.UUCP>, tony@microware.co.uk (Tony Mountifield) writes:
: Hi,
:
: Can anyone provide a summary of the main differences between NeoDesk 3
: and Gemini 1.21?
:

a few details and some more Dollars (or francs or whateve) (!!)

: I have Gemini 1.21, and installed it on my hard disk OK, but with 1 meg
: of RAM I don't have enough memory to run Heat'n'Serve C under it, so
: currently I still use the standard TOS 1.4 desktop.
:
: I guess I really need to upgrade my ageing STM to 2.5 meg.......
:

If you look carefully in Gemini docs you''l find that you can configure
it (Gemini) to start some or all programs in Overlay: when you launch the application,
Gemini quits (well, not really, it lets a little (<20K)
programm), starts the application and when you quit that app, Gemini automatically restart:
that's quite useful with 1M and a hard disk !
(but with today's mempory prices, that would be even better to get
to 2.5M or even 4M)

: Gemini doesn't seem to be strictly a *replacement* desktop, but a
: desktop program which is run or auto-run from the standard desktop.
: Therefore both desktops are active and using memory. Is it possible to
: set up Gemini so that after VDI and AES are setup, control goes straight
: to Gemini *instead* of the standard desktop. This would surely save a
: bit of memory. Which way does Neodesk operate in this respect?
:

No, you can't start Gemini before the desktop. But there are prgs that
let you autostart Gemini: you won't see the desktop any more. For the memory problem: the
desktop doesn't use so much memory (don't try to compare with Gemini) ! Neodesk starts
"exactly" the same way as Gemini (and has the same Overlay capability) !

: Does NeoDesk have a CLI along the lines of Mupfel?
:

I don't know much about Neodesk !

: The Gemini docs warn of a problem with Sozobon C to do with a memcpy()
: bug. Does this problem affect HSC 1.33i too?
:
: Any other relevant comments gratefully received.
:

Just one regret: Gemini's CLI misses some test and loop constructs !

-- Stefan Monnier --

2024. Re: How to use GDB with GCC 2.1 ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-21 11:18:19 UTC
From: bammi@hpa700.cadence.com
Message-ID: <BAMMI.92Jun2190219@hpa700.cadence.com>
Source record: 44230

In article <TIMM.92Jun1181309@mpii02017.mpi-sb.mpg.de>
timm@mpii02017.mpi-sb.mpg.de (Jan Timm) writes:

> I'd like to know if gdb 2.6 PL 18 is able to debug c++ program compiled
> by gcc 2.1 and if i have to use different switches for sym-ld.
>
> (I hope bammi has an answer to this questions :-))

oh good, an easy one! the answer is no. no c++ support in gdb PL*

--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2025. Re: GCC 2.1 Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-21 11:50:45 UTC
From: hohmuth@freia.freia.inf.tu-dresden.de
Message-ID: <HOHMUTH.92May21125045@freia.freia.inf.tu-dresden.de>
Source record: 44315
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
> I have a problem with the new GCC V2.1.
> Compiling one of the test example given in tests03.zoo give
> always an strange error:
>
> in include file time.h:60: parse error before charater 020
> time.h:644: ......
>
```

I have exactly the same problem: I tried to re-compile libg++: parse errors in builtin.h, on obviously correct source lines...

Any ideas?

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

2026. Re: Looking for atari gut specs.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-21 12:39:49 UTC
From: vince@sci.kun.nl
Message-ID: <1992May21.123949.21875@sci.kun.nl>
Source record: 44318

In article <1992May20.223209.5964@e2big.mko.dec.com> barber@ad.enet.dec.com (ANDREW BARBER) writes:
>
>Is there anywhere out there where I can get my hands on some atari st hardware
>and software documentation. I am basically looking for atari specific assembly
>language trap codes etc. and the addresses of all interfaces, ports, rams,
>roms, and otherwise on an atari 520 STfm. If there is an ftp site that has
>some of this info, please point me to it. If there isn't anything lurking
>around on internet, can someone point towards any good books??
>
>thanks in advance,
>andrew

1. Please fix your mailer. Use <80 columns; I had to manually adjust
your lines.

2. You want to get the Atari ST Profibuch. It's in German, but I know
of a translation in Dutch of one of the older prints (which probably
is of no interest to you since Dutch is even worse than German) som
maybe there's even an English version. One of the authors regularly
pops up in this newsgroup. It's Julian F. Reschke. For more info,
give the net a yell and he might hear you.

3. Well, why haven't you got the book yet? Hurry up!

BTW. It's dead cheap for those 1.5 Kpages!

Sander SToks
vince@sci.kun.nl

2027. Re: TeX ... HELP ME

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-21 13:06:03 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92May21150603@orion.laas.fr>
Source record: 44316

If you have the std. TeX 3.1 from atari.archive, then you should have
no problems. Have you set the env. variable TEXPOOL? Inittex needs
it.

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

2028. Re: Hard disk question - strange

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-21 13:56:36 UTC
From: malay@sae.com
Message-ID: <1992May21.135636.1755@sae.com>
Source record: 44321

In article 7j7qnADFJuM@alice.hobby.nl, harold@alice.hobby.nl (Harold van Aalderen) writes:
>In <1992May15.212932.6279@galileo.cc.rochester.edu>, Ho Ling Cherd writes:
>>I hook up my hard disk which has been working fine in an
>>AT desktop case to a new tower case.
>>And what I did was overturn the disk because I place
>>it upside down last time.
>
>Whe have a saying here in holland that says
>
>'Als het niet kan zoals het moet dan moet het maar zoals het kan.'
>
>which roughly translates as
>
>'When it doesn't work as it should work let it work how it does work.'
>
The 'ol American saying:
"If it ain't broke don't fix it!"

>in other words why no leave it upside down :-)
>
>
>--
>Harold van Aalderen | harold@alice.hobby.nl
> | {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
>alice: She's not the neighbour girl nor is she living in wonderland
> Who it is? For me to know for you to guess.

2029. zoo version 2.00

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-21 14:47:11 UTC
From: beaumont@CompSci.Bristol.AC.UK
Message-ID: <1859@csisles.Bristol.AC.UK>
Source record: 44320
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Could someone please email me (or tell me where to ftp it)
zoo version 2.00 please. I want this specific version because I have
a .zoo file which was created by zoo2.00 and zoo2.1 will not unpack it.
(I had unpacked that file several times with my old version of zoo, which I
recently deleted when I got zoo2.1.)
The .zoo file doesn't seem to be corrupted according to fiz.

-Tony Beaumont

==
email: beaumont@uk.ac.bristol.compsci
snail: Tony Beaumont,
Advanced Computing Research Center,
University of Bristol,
Bristol, BS8 1TR,
UK
==

2030. Re: Spectrum512 format wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-21 14:57:51 UTC
From: dmb@wam.umd.edu
Message-ID: <1992May21.145751.17612@wam.umd.edu>
Source record: 44319

In article <1992May20.102243.29540@cs.ruu.nl> jjjbokma@cs.ruu.nl (John Bokma) writes:
>Help, can somebody please mail info about the Spectrum512 format (or
>other picture formats like NEO) Please mail to me!!

Get a copy of atari/graphics/picfmts.doc from atari.archive.umich.edu.
I've stopped posting it here because it hasn't changed in so long. The
copy on a.a. is the most recent version.

Dave Baggett
dmb@wam.umd.edu

2031. Re: Floppies: Sun to Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-21 17:02:19 UTC
From: dcstuart@ee.fit.edu
Message-ID: <dcstuart.706467739@yacht>
Source record: 44323

In <3827@cod.NOSC.MIL> healy@cod.NOSC.MIL (Mike Healy) writes:

>In article <1992May13.095045.474@muppet.bt.co.uk> davidb@muppet.bt.co.uk writes:

>>
>>I can also write to this same disk on the Sun. The problem
>>arises on the atari when I try to read files written from the
>>Sun on to the disk. The files are corrupted. Not garbage, but
>>seriously screwed up. Looks to me like block size, but I may
>>be wrong. I feel sure one of you guys can sort it immediately,
>>or point me at a FAQ with the answer.
>>
>>David Baboulene (davidb@muppet.bt.co.uk)

I have run into the same problem. I have found that the second FAT is
blank. The first FAT appears to be ok. When I copy the contents of FAT
1 to FAT 2, then I can recover most of the files. This doesn`t make any
sense, since I thought FAT 2 was unused!? The first file written
to the disk is usually corrupted. I have tried formatting on the ST,
Sun, and a pc.

> Your floppy might be out of alignment. I know mine is (again)...

Not likely. My drive is aligned and functions normally with other disks.

> What are you using to read/write the disks on the SUN? Mtools?

Yes.

> Mike Healy
> healy@cod.nosc.mil

On a similar note, I have had zero success running a group of utils from
Atari.archive that supposedly let you convert raw->tar->st and vice-versa.
These little progs bomb when I try to run them. I have TOS 1.4 (1.2?). I
don't remember the name of the stuff or who wrote it except "unixflop"
sticks in my mind.

Bill Stuart

dcstuart@ee.fit.edu

2032. Re: GCC 2.1 Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-21 17:04:11 UTC
From: brian1@laforge.cs.byu.edu
Message-ID: <1992May21.170411.6837@hamblin.math.byu.edu>
Source record: 44324
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <HOHMUTH.92May21125045@freia.freia.inf.tu-dresden.de>
hohmuth@freia.freia.inf.tu-dresden.de (Michael Hohmuth) writes:
>
>> I have a problem with the new GCC V2.1.
>> Compiling one of the test example given in tests03.zoo give
>> always an strange error:
>>
>> in include file time.h:60: parse error before charater 020
>> time.h:644: ......
>
>I have exactly the same problem: I tried to re-compile libg++: parse
>errors in builtin.h, on obviously correct source lines...
>
When I ran into this problem, I assumed it to be caused by running out
of memory -- I only had 2 Meg. Isn't 4 Meg pretty much a requirement
for compiling large programs? I know I can do small programs, but large
ones didn't seem to like GCC.
--
coope@bert.cs.byu.edu
bcc@eyring.com
uunet.uu.net!lanai!bcc

2033. ROM info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-21 17:46:33 UTC
From: dud@cbnewsf.cb.att.com
Message-ID: <1992May21.174633.25485@cbfsb.cb.att.com>
Source record: 44322

Hi,

I haven't exactly been deluged with offers from people willing to sell their old TOS 1.4 ROM's. I got one comment from somebody who recommended something called a "DUALTOS EPROM set" that enables you to have two versions of TOS ROMs resident simultaneously. I can't imagine why you'd want to do that, I don't even have ONE set of ROMs, and the gentleman doesn't answer email requests about where do I get the bloody object code to put in the EPROMS on this hardware board.

Somebody else recommended Wes Newell's ROM adapter board. I called Wes up, he seems a nice sort, but he doesn't sell ROMs, only the adapter board.

So I'll try another tack.

There has been recent mention of a document in German that describes the internals of the ST. Where can I get a copy? In English, preferably, but if not, I'll ask a German co-worker if she can translate it for me.

In the mean-time, can someone e-mail me the address ranges of the various versions of EPROMS? I understand that early versions (1.4 and earlier) addressed from FC0000 to FFFFFF. Where does 2.x live?

Thanx,
Bill Dudley
mail to: dud@homxb.ho.att.com -or- 71631.737@compuserve.com

2034. Re: GCC 2.1 Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-21 18:20:58 UTC
From: nhk@informatik.uni-kiel.dbp.de
Message-ID: <9300@samson.informatik.uni-kiel.dbp.de>
Source record: 44325
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <HOHMUTH.92May21125045@freia.freia.inf.tu-dresden.de>
hohmuth@freia.freia.inf.tu-dresden.de (Michael Hohmuth) writes:

>> I have a problem with the new GCC V2.1.
>> Compiling one of the test example given in tests03.zoo give
>> always an strange error:
>>
>> in include file time.h:60: parse error before charater 020
>> time.h:644: ......
>>

>I have exactly the same problem: I tried to re-compile libg++: parse
>errors in builtin.h, on obviously correct source lines...

Maybe it's just the same problem I had one week ago:

I had misplaced a trailing backslash at the end of the env-var TEMP and
that caused strange error-messages in obviously correct header-files. After
deleting the backslash everything worked fine.

nils-henner

2035. Re: GCC 2.1 Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-21 18:23:59 UTC
From: ken@isgtec.com
Message-ID: <2595@isgtec.isgtec.com>
Source record: 44333
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992May20.093736.18972@neptune.inf.ethz.ch> jtreichl@iiic.ethz.ch (Juerg Treichler) writes:
> I have a problem with the new GCC V2.1.
> Compiling one of the test example given in tests03.zoo give
> always an strange error:
> in include file time.h:60: parse error before charater 020

I had a similar problem with gcc 1.40, indecipherable parse errors
in include files, and found that it was my Gulam environment variable
TEMP that it didn't like! The distributed example Gulam scripts give
TEMP with a trailing backslash, like

setenv TEMP g:\

this confuses gcc mightily, try

setenv TEMP g:

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2036. Program crashes on quitting.. help!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-21 19:23:54 UTC
From: chris@spuddy.uucp
Message-ID: <1992May21.192354.23480@spuddy.uucp>
Source record: 44330

I have written a sizable application using Laser C V2 on the Atari.
The application has a resource file containing a menu bar and some
dialog boxes (made with thhe Laser C RCP).

At present, the progam runs ok and does not crash. HOWEVER, if I modify
the menu bar in the resource file (using Laser RCP), save the
resource file, and recompile the application, it will crash with four
bombs when I quit.

More info:

The crash happens somewhere in the gemdos(4C) call that Laser makes when
the application quits (I have traced this far).

The crash ONLY happens under TOS 1.0 - not TOS 1.2 or above (however, my
application must be able to run under all versions of TOS).

The crash ONLY happens when running in low rez, not in medium or high.

Please can anybody suggest what is going on!!! It is driving me mad!

chris.

Reply to me in this newsgroup, or mail to the above address, or if
you are feeling really friendly, phone me on 0394 410459 and I'll
get you a pint or three :-)

2037. Re: RS232ENC.PRG dropping the DTR

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-21 19:50:04 UTC
From: rosenqui@ncs.dnd.ca
Message-ID: <1992May21.195004.28603@netfs.dnd.ca>
Source record: 44327

In article <A27524@HB.maus.de> Mick_Schmidt@hb.maus.de (Mick Schmidt) writes:
>genius@sys6626.bison.mb.ca , Mo, 18.05.92 14:00
>
>>DTR light will come back on and work as it should. How come RS232ENC is
>>dropping the DTR when it initially boots? My computer's a TT030/4
>>w/TOS 3.01. My modem's a ZyXEL U-1496E (14.4kbps). I've also heard of
>>someone else having the same problem with RS232ENC, so it's not just my
>>modem/computer. Any ideas?
>
>Yes. That's not a bug, it's a feature. ;-)
>[...stuff deleted...]
>So actually your problem is that Stalker obviously doesn't set DTR when it
>starts, because it depends on the TOS "bug" that DTR is always on.

At the request of some German users, this is been changed in STalker
3.02 (available real soon now), i.e., it raises DTR when it starts up.

Eric
--
Eric Rosenquist - Software Kinetics Limited
65 Iber Road, Stittsville Ontario Canada, K2S 1E7
Tel: (613) 831-0888, Fax: (613) 831-1836
email: Eric.Rosenquist@crc.sofkin.ca

--
Eric Rosenquist - Software Kinetics Limited
65 Iber Road, Stittsville Ontario Canada, K2S 1E7
Tel: (613) 831-0888, Fax: (613) 831-1836
email: Eric.Rosenquist@crc.sofkin.ca

2038. Copyright/spreading of C'T programs (question for Germans)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-21 19:53:20 UTC
From: jensting@ee.ic.ac.uk
Message-ID: <1992May21.205320.9107@cc.ic.ac.uk>
Source record: 44326

Hi

I have just found the FTP site(s) fpor c't source code (hint, the address is in the back of the magazine, on the pages listing DFU sites..).

Now, do *you* know what the status of source/binaries is? These programs are printed in source code form in a magazine which retains copyright. The readme files at the FTP server say that the source code is only intended for improved understanding of the articles.

I, for one, sure plan to try to compile/assemble some of this stuff. Then, can I give the binaries/source away? Maybe mergin in a *strong* copyright statement asserting c'ts claim to the rights..

If someone could give me a reason to believe that I wouldn't get blacklisted by the German police for it, I'd like to collect all the ST software and send it to terminator.cc.umich.edu (the server I found c't stuff on sure is *slow*)

In other words. some of you Germans who talk to c't people regularly on BIX (or whatever), please check, hmm?

Thanks

Jens
--
Mr Jens Tingleff, M.Sc.EE. PhD student at
Imperial College, Dept of EE, Exhibition Road, London SW7 2BT, England
jensting@titan.ee.ic.ac.uk or jensting@ee.ic... (used to be jensting@diku.dk)
S: "David, stop rocking from side to side" D: "SUSAN!" 'Bringing up Baby'

2039. Re: NeoDesk / Gemini comparison? and HSC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-21 21:14:51 UTC
From: cscullio@ncratl.AtlantaGA.NCR.COM
Message-ID: <53359@ncratl.AtlantaGA.NCR.COM>
Source record: 44331

In <957@mwuk.UUCP> tony@microware.co.uk (Tony Mountifield) writes:

[stuff deleted]
>I have Gemini 1.21, and installed it on my hard disk OK, but with 1 meg
>of RAM I don't have enough memory to run Heat'n'Serve C under it, so
>currently I still use the standard TOS 1.4 desktop.

>Gemini doesn't seem to be strictly a *replacement* desktop, but a
>desktop program which is run or auto-run from the standard desktop.
>Therefore both desktops are active and using memory. Is it possible to
>set up Gemini so that after VDI and AES are setup, control goes straight
>to Gemini *instead* of the standard desktop. This would surely save a
>bit of memory. Which way does Neodesk operate in this respect?
>Any other relevant comments gratefully received.

>Tony.
>--
>Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
>Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
>(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991
>--
>** Any opinions are mine, not Microware's - but you knew that anyway. **
>--

I don't know much about Neodesk, but I use Gemini all the time (I rarely go back to the standard desktop any more).

First, to my knowledge, there is no way to save any memory used by the Atari desktop. The code is in ROM (of course), but I don't think it uses all that much RAM. The only way I know of to prevent the desktop from taking its share of RAM would be to prevent GEM from loading (through an infinite \AUTO program), but this would make Gemini useless since it uses GEM.

You can make Gemini come up automatically at boot time simply by installing it as an automatic application in the "Install Application..." menu item on the Atari Desktop. That's how I do it and it works great.

I also have only 1 MByte of RAM, but have never had a problem with Sozobon C. I would imagine that HSC 1.33 is the same in this respect. Don't forget that Gemini gives you the option of loading programs as overlays (replaces Gemini in memory), or not (resides in any memory Gemini leaves available). I always have to use overlay mode since I only have 1 meg. It takes a little longer to load such programs, but it sure saves a bunch of memory.

Just my $0.02

--
Chris Scullion | NCR Corporation 2651 Satellite Blvd., Duluth, GA 30136 |
| (404)623-7352 | VoicePlus 751-7352 | cscullio@ncratl.AtlantaGA.NCR.COM |

2040. LISTSERV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-21 21:32:39 UTC
From: mallarin@loria.fr
Message-ID: <278@muller.loria.fr>
Source record: 44328
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello

I want to have a subscription on LISTSERV but I don't know the adresses for ATARI and the exact procedure. Could you help me ?

Thank you in advance

---------- Next time you feel perfect, try walking on water ! ----------
---

-- E-MAIL : mallarin@loria.fr --

2041. Problem with ATSpeed C16

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-21 22:19:03 UTC
From: sakari@laureline.cs.hut.fi
Message-ID: <1992May21.221903.26794@nntp.hut.fi>
Source record: 44329

I bought an ATSpeed C16 for my Mega ST about a year ago and have been using it regularly - I'm using it to post this, in fact.

After some months of usage, I started getting unexpected crashes under Windows (protected, a.k.a. standard mode). Also, the keyboard acted rather strangely while in protected mode under DOS. I wrote about this to my German supplier, who said they would have to check the setup at THEIR place. Natural, but just not on for me. Also, at about the same time I gained access to a 386 PC, and that became my Windows machine.

Now I'm starting to get keyboard problems under non-protected-mode DOS, too. Specifically, the Alt/Ctl/Shift status seems sometimes to stick, that is, I type Alt-F and G in succession, and it comes out as Alt-F and Alt-G. I also re-checked Windows; everything works but the mouse - the rodent just stays put at the center of the screen.

Things appear to center on the keyboard and the mouse. I wonder whether anybody else has had the same problems. Several people have recommended changing the 74LS373's on the motherboard to cure unexplained Mega ST problems. However, I have never had any problems with Spectre GCR, and Spectre is reputedly extra sensitive to precisely to those chips.

Thank you in advance,
s.a

--

Sakari Aaltonen Helsinki University of Technology
Email: sakari@cs.hut.fi
--- You can't keep a Finn down without him getting all red in the face ----

2042. Re: RS232ENC.PRG dropping the DTR

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-22 00:29:40 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.ERlGcKPIfw6@keep.fantasy.sub.org>
Source record: 44335

In <876ykB5w164w@sys6626.bison.mb.ca>, Trevor Cordes writes:
#When I boot up my TT, the DTR light on my modem lights up. When the
#computer gets to RS232ENC in the auto folder, the modem's DTR light goes
#off. If I go into STalker 3 and order a hang-up (dropping the DTR), the
#DTR light will come back on and work as it should. How come RS232ENC is
#dropping the DTR when it initially boots? My computer's a TT030/4
#w/TOS 3.01. My modem's a ZyXEL U-1496E (14.4kbps). I've also heard of
#someone else having the same problem with RS232ENC, so it's not just my
#modem/computer. Any ideas?

I donnot have the source, but i cloud imagine, that the programm turns the
DTR off while initializing the Traps and IRQ vectors so the outside world
knows DO NOT go and send DATA keep quiet. Soem Modems will ignore this, but
Your Zyxel shouldnt. This is quite a good feature, so in a case the machine
gets reseted by an bombing program, or something else, the modem will hangup.
If You don't need this just use at &d0 so the Modems will ignore the DTR totaly.
(This works with a DISCOVERY 2400 C, and conforms with HAyes as far as I know)

Gruss
Wolfgang
--
Use this signature-checker to find out if your signature is Virusinfected !
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: wong@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
NeXTMAIL: w271zrz.zrz.tu-berlin.de

2043. Re: SCSI-2 HD on a TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-22 00:37:18 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.zys47R&B5Eo@keep.fantasy.sub.org>
Source record: 44336

In <1992May19.090350.20320@rz.uni-karlsruhe.de>, "X - what else?" writes:
#
#I work with a NeXTStation and for this machine I have a Syqest HD.
#
#I want to connect sometimes the Syquest to my TT (via SCSI) but the
#Syquest-Cable I got is a SCSI-2-Cable, so my question is, if there
#is a commercial adaptor to connect SCSI-2 with SCSI-1 and where can I
#get it?
#
#Is it possible to connect two computers to one HD?

YES !
But both SCSI Adaptors (not the cable, the SCSI-buscontroler!) should be
able to work with multiinitiator, which just tells that each ID can start
a transfer (This is normal SCSI but is not always implemented,
due to the degration to an Harddisk Interface :-((( )
The next is able to do this (The internal Adaptor is ID 7, which is often used
for the Adaptor itself). But I don not know if the SCSI Adaptor in the TT
is able to handle this . is it a Sysquest 555 (this HD is used for the ST/TT too)
It shouldn't make any Problems.

Gruss
Wolfgang

--
Use this signature-checker to find out if your signature is Virusinfected !
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: wong@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
NeXTMAIL: w271zrz.zrz.tu-berlin.de

2044. Re: Spectrum512 format wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-22 00:56:29 UTC
From: warwick@cs.uq.oz.au
Message-ID: <8025@uqcspe.cs.uq.oz.au>
Source record: 44332

jjjbokma@cs.ruu.nl (John Bokma) writes:

>Help, can somebody please mail info about the Spectrum512 format (or
>other picture formats like NEO) Please mail to me!!

Something that isn't in the picfmts guide (and probably shouldn't be), is exactly how to DISPLAY one of these images. Other than using the spectrum slideshow program. Something like a C call would be ideal. Then we could generalise it to use TTLow on a TT or CPU munching hblanks on an ST[e].

--
Warwick.
--
_-_|\ warwick@cs.uq.oz.au / aisled deasil /
/ * <-- Computer Science Department, / eliads ideals /
_.-._/ University of Queensland, / ladies sailed /
v Brisbane, Australia. / ------ ------ /

2045. Re: GCC & getenv

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-22 05:04:53 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.KeY3SltQBBQ@keep.fantasy.sub.org>
Source record: 44334

In <7939@uqcspe.cs.uq.oz.au>, Warwick Allison writes:

#>Does anybody have a subroutine that converts the value returned by a
#>call to "getenv ("PATH")" to a path that looks "Atari-ish"?? The
#>string I get back looks like:
#
#> /dev/c//\bin:/dev/d//\dtp\wp
#
#>I would like it to look like:
#
#> c:\bin,d:\dtp\wp
#
#
#Sure this is necessary? The file routines may already understand such
#paths (I don't know, but it's worth looking at).

Actually this is done on purpose (I think it is POSIX which requires it)
with the MINT lib this will cause no Problem. Just call execvp and Your
Programm gets found, if it is along the Pathes on the PATH variable
prior starting a Program the Environment gets converted again, and insde
crtinit.o it gets into POSIX. This will do no Problem with the LIB, because
there are PATH converters (unx2dos & dos2unx) which will be called by the
Library if needed. With MINT and your (root) drive U:
there are actually /dev/a/ and such stuff :-)

So please let it as IS.

But my question still is Why is errno not set on EOF (with ttys) by the
fillbuf routine at MintLib Pl 19 (I haven't looked at PL 20)

Gruss
Wolfgang

--
Use this signature-checker to find out if your signature is Virusinfected !
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: wong@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
NeXTMAIL: w271zrz.zrz.tu-berlin.de

2046. Re: NeoDesk / Gemini comparison? and HSC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-22 05:15:58 UTC
From: ue@nathan.do.open.de
Message-ID: <H.RnrALB7yens@nathan.do.open.de>
Source record: 44242

In <957@mwuk.UUCP>, Tony Mountifield writes:
>Hi,
>
>Can anyone provide a summary of the main differences between NeoDesk 3
>and Gemini 1.21?
>
>I have Gemini 1.21, and installed it on my hard disk OK, but with 1 meg
>of RAM I don't have enough memory to run Heat'n'Serve C under it, so
>currently I still use the standard TOS 1.4 desktop.
What about running that C as an overlay programm? This would cause Gemini
to exit while you're running C and re-loading Gemini afterwards.

>I guess I really need to upgrade my ageing STM to 2.5 meg.......
Do yourself a favour: Get 4MB ;-)

>Gemini doesn't seem to be strictly a *replacement* desktop, but a
>desktop program which is run or auto-run from the standard desktop.
>Therefore both desktops are active and using memory. Is it possible to
>set up Gemini so that after VDI and AES are setup, control goes straight
>to Gemini *instead* of the standard desktop. This would surely save a
>bit of memory. Which way does Neodesk operate in this respect?
This is not possible (at least for Gemini)...

>Any other relevant comments gratefully received.
I *personally* think Gemini is a lot better than Neodesk. Gemini offers
a lot of features I've never seen in Neodesk (for example the XAcc and
AV/VA-protocols, not to mention ARGV-Support etc. pp). Furthermore,
Gemini is cheaper than Neodesk ;-)
/s/ Udo, registered Gemini User

--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de
"It's hard to bargle nawdle zouss with all these marbles in my mouth"
(Weird Al Yankovicz, Smells like Nirwana)

2047. Re^2: c't listings on which site ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-22 05:23:34 UTC
From: lp@shlink.hanse.de
Message-ID: <3641102@shlink.hanse.de>
Source record: 44337

```
Mail to server@shlink.hanse.de - send ct/ct9206
send ct/ct9205
etc.
```

2048. floppies encore

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-22 06:09:39 UTC
From: fnjlh1@acad3.alaska.edu
Message-ID: <21MAY92210939@acad3.alaska.edu>
Source record: 44338

I'm getting more "disk may be damaged" messages of late, and one disk drive (of 3) couldn't format a disk without giving this message (the other drive formatted without talking back).

Is there some sort of standard alignment disk that I can use to evaluate my drives? I assume a head stepper motor sometimes marches to some other tune and that's the reason I'm having trouble, but I'd like to know which one to shoot. The drives are the internal guys in 1040STs and one SF314 w/Epson mechanism.

Thanks for any information....
jharris/fairbanks

2049. Re: ? printer redirector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-22 08:06:00 UTC
From: Uli_Meyer@hb.maus.de
Message-ID: <A30786@HB.maus.de>
Source record: 44241

Hello,
r>What I would like to do is "print to a file".
r>Can it be done on Atari's ?
Jepp there's a little tool: ICCA (I Can Capture Anything)
don't know where to get it (ftp), try archive.cs.ruu.nl

Uli

2050. Re: NeoDesk / Gemini comparison? a

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-22 09:28:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A40967@MS.maus.de>
Source record: 44249

Tony Mountifield wrote:
>Gemini doesn't seem to be strictly a *replacement* desktop, but a
>desktop program which is run or auto-run from the standard desktop.
>Therefore both desktops are active and using memory.

No, they don't. The builtin desktop frees all it's memory when he's
launching programs.

2051. Re: Sversion() interpretation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-22 09:28:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A40968@MS.maus.de>
Source record: 44250

Harold van Aalderen (harold@alice.hobby.nl) wrote:
>I recently read somewhere that atari changed the interpretation of the return
>value of Sversion(). My documentation says it should be interpreted like
>
>highbyte = $15
>lowbyte = $00 --> version 0.21
>
>The article I saw claimed it would now be: version 0.15
>
>Is this correct?

Yes. Consider that:

TOS GEMDOS
0x0305 (3.05)? 0x1900 (0.19)
0x0306 (3.06) 0x2000 (0.20)

The last GEMDOS revision only contains very minor changes. Why should they
have incremented the version number from 0.25 to 0.32??

BTW: it's also documented in the TT TOS Release Notes.

2052. Re: MiNT manpages (was Re: MiNT docs and MGR windows.)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-22 10:26:44 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <9130008@hpbbrd.bbn.hp.com>
Source record: 44243

/ hpbbrd:comp.sys.atari.st.tech / lynbech@daimi.aau.dk (Christian Lynbech) / 1:28 am May 20, 1992 /

> The problem was a little real though, since it proved that the man page for csh
> in my version of the tcsh distribution contains mixcased formatting commands.
> Perhaps someone in charge of that (hint hint Eric) will fix it, even though the
> One and Only True Editor could easily take care of it, with a simple macro.

That won't help (I've tried it), since the macros are non-standard.

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2053. Re: Program crashes on quitting.. help!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-22 10:42:51 UTC
From: schmidt@arb-phys.uni-dortmund.de
Message-ID: <1992May22.104251.19154@arb-phys.uni-dortmund.de>
Source record: 44339

In article <1992May21.192354.23480@spuddy.uucp> chris@spuddy.uucp (Chris Allen)
writes:
> I have written a sizable application using Laser C V2 on the Atari.
> The application has a resource file containing a menu bar and some
> dialog boxes (made with thhe Laser C RCP).
> At present, the progam runs ok and does not crash. HOWEVER, if I modify
> the menu bar in the resource file (using Laser RCP), save the
> resource file, and recompile the application, it will crash with four
> bombs when I quit.
> The crash happens somewhere in the gemdos(4C) call that Laser makes when
> the application quits (I have traced this far).
> The crash ONLY happens under TOS 1.0 - not TOS 1.2 or above (however, my
> application must be able to run under all versions of TOS).
> The crash ONLY happens when running in low rez, not in medium or high.
> chris.

For the menu bar TOS 1.0 keep a background buffer of a third of the
screen buffer (~ 10k) to backup the image of the screen portion.
In med & hi rez the menu bars are tiny but in lo rez they are bigger in
mem amount.
It's possible that form_alert can also use this buffer!!
At this moment I don't now how to increase the amount (maybe alt buffer).
But i could try to look at my old documents for more information.

Harry

P.S.: don't worry about my english. I'll learn it sometime else.

==
Harry Schmidt, Ardeystrasse 67, 46 Dortmund 1, Germany, +49-231-1084380
** Registered NeXT Developer ** ** Registered Apple Developer **
Institut for Occupational Health at the University of Dortmund
NeXTmail: schmidt@next.arb-phys.uni-dortmund.de
==

2054. Re: Spectrum512 format wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-22 14:12:02 UTC
From: dmb@wam.umd.edu
Message-ID: <1992May22.141202.14148@wam.umd.edu>
Source record: 44340

In article <8025@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>jjjbokma@cs.ruu.nl (John Bokma) writes:
>
>>Help, can somebody please mail info about the Spectrum512 format (or
>>other picture formats like NEO) Please mail to me!!
>
>Something that isn't in the picfmts guide (and probably shouldn't be), is
>exactly how to DISPLAY one of these images. Other than using the spectrum
>slideshow program. Something like a C call would be ideal. Then we could
>generalise it to use TTLow on a TT or CPU munching hblanks on an ST[e].

Actually, I would like to put code for displaying Spectrum pics in an
appendix of the list. If anyone want to post or mail me code, I'll see
what I can do; this a very frequently asked question.

Dave Baggett
dmb@wam.umd.edu

2055. Re: Spectrum512 format wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-22 20:07:25 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1992May22.200725.13769@informatik.uni-erlangen.de>
Source record: 44244

Hi Dave!

You write:

>Actually, I would like to put code for displaying Spectrum pics in an
>appendix of the list. If anyone want to post or mail me code, I'll see
>what I can do; this a very frequently asked question.

I have some dirty assembler source for the ST. I disassebled it from
SPSLIDE.PRG. I didn't have the time yet to create a nice C interface,
but maybe there's someone willing to do that ...

I hope, this helps ...

------------------------------ cut here ------------------------------
------------------------------ cut here ------------------------------
Larry

+---+-----------------------+
| lsmichae@faui43.informatik.uni-erlangen.de | IRC: Pit (Mr. GIF) |
| Lars "Larry" Michael +---+-----------------------+
| Graduate Student of Computer Science | Live's a piece of shit, |
| at University of Erlangen/Germany | when you look at it. |
+---------------------------------------+--------------------------+

2056. Re: Copyright/spreading of C'T programs (question for Germans)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-22 20:51:49 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May22.205149.13583@mnemosyne.cs.du.edu>
Source record: 44245

> copyright status of C'T programs/source
> ...some of you Germans who talk to c't people on BIX...please check

I don't think any c't people are on BIX. At least, I've never seen the term "c't" before, and I moderate the atari.st conference on BIX. If you know the names of anyone, I can find them if they are there, and will be happy to rely messages.

- Ian
(void *) where prohibited by law

2057. Re: Looking for atari gut spec

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-22 21:39:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A41004@MS.maus.de>
Source record: 44251

V.G.J.M. Stoks (vince@sci.kun.nl) wrote:
>2. You want to get the Atari ST Profibuch. It's in German, but I know of a
> translation in Dutch of one of the older prints (which probably is of no
> interest to you since Dutch is even worse than German) som maybe there's
> even an English version. One of the authors regularly pops up in this
> newsgroup. It's Julian F. Reschke. For more info, give the net a yell
> and he might hear you.

Here I am. No, there's no english translation (yet). Ask your local Sybex
subsidiary, if you'd like to see a translation.

2058. Re: MiNT library for gcc 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-22 23:27:03 UTC
From: bigham@acpub.duke.edu
Message-ID: <3010@news.duke.edu>
Source record: 44246
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From the Holy Book of <1992May19.144905.1363@uwovax.uwo.ca>
as spake by 7103_2622@uwovax.uwo.ca (Eric Smith) :
>Arriving soon at atari.archive.umich.edu:

>Patchlevel 20 of the MiNT libraries. This version will support gcc 2.1,
>and incorporates Scott Bigham's patches for Sozobon 1.33i (thanks,
>Scott!). There are also miscellaneous bug fixes, including some
>very important fixes to osbind.h. (see my next message if you want
>details).

The Heat-n-Serve/Sozobon version is also at atari.archive, under the name
mnthlb20.zoo in either atari/mint or atari/new, depending on how soon you
look for it. You may have seen an announcement for version 19a; ignore it.
I released it about two days before Eric released version 20. If you actually
got the 19a release, replace it with this one.

Notable with version 20 is that the printf/scanf routines in libm1.a have
been merged into libm.a, so that you can once again include the floating
point library with just the `-f' flag.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

2059. Re: Copyright/spreading of C'T programs (question for Germans)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-23 00:08:23 UTC
From: sakari@laureline.cs.hut.fi
Message-ID: <1992May23.000823.9162@nntp.hut.fi>
Source record: 44247

In article <1992May22.205149.13583@mnemosyne.cs.du.edu> ilepore@isis.cs.du.edu (Ian Lepore) writes:
>
> > copyright status of C'T programs/source
> > ...some of you Germans who talk to c't people on BIX...please check
>
> I don't think any c't people are on BIX. At least, I've never seen the
>term "c't" before, and I moderate the atari.st conference on BIX. If you
....

c't is my favorite computer magazine. The editors can be contacted through Internet; try
ct@ix.de

Hope this helps,
s.a

--

Sakari Aaltonen Helsinki University of Technology
Email: sakari@cs.hut.fi
--- You can't keep a Finn down without him getting all red in the face ----

2060. Chaining hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-23 00:31:55 UTC
From: ra1cs220@troi.cc.rochester.edu
Message-ID: <1992May23.003155.5805@galileo.cc.rochester.edu>
Source record: 44248

I have a 64 Meg hard drive and a 44 Meg removeable hard drive and
each of them is in their own case with own power supply and
icd host adapter.
Could someone please tell me how I could copy some stuff from
one drive to another?

Thnaks
...
Ling cherd
.

2061. Re: Spectrum512 format wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-23 10:58:37 UTC
From: warwick@cs.uq.oz.au
Message-ID: <8054@uqcspe.cs.uq.oz.au>
Source record: 44252

lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael) writes:

>I have some dirty assembler source for the ST. I disassebled it from
>SPSLIDE.PRG. I didn't have the time yet to create a nice C interface,
>but maybe there's someone willing to do that ...

>I hope, this helps ...
>---
>----------------------------- cut here -----------------------------
>----------------------------- cut here -----------------------------

Oh well. Before we ask for a repost, I'm just wondering how legal this
would be. Sure SPSLIDE.PRG is distributable, but what are the exact
distribution permissions?

(I'd just hate to port it only to find it wasn't really usable)
--
Warwick.
--
_-_|\ warwick@cs.uq.oz.au / aisled deasil /
/ * <-- Computer Science Department, / eliads ideals /
_.-._/ University of Queensland, / ladies sailed /
v Brisbane, Australia. / ------ ------ /

2062. Re: Program crashes on quitting.. help!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-23 13:04:24 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <xbgkbwc7@csv.warwick.ac.uk>
Source record: 44253

In article <1992May21.192354.23480@spuddy.uucp> chris@spuddy.uucp (Chris Allen) writes:
>
>
>I have written a sizable application using Laser C V2 on the Atari.
>The application has a resource file containing a menu bar and some
>dialog boxes (made with thhe Laser C RCP).
>
>At present, the progam runs ok and does not crash. HOWEVER, if I modify
>the menu bar in the resource file (using Laser RCP), save the
>resource file, and recompile the application, it will crash with four
>bombs when I quit.
>
>More info:
>
>The crash happens somewhere in the gemdos(4C) call that Laser makes when
>the application quits (I have traced this far).
>
>The crash ONLY happens under TOS 1.0 - not TOS 1.2 or above (however, my
>application must be able to run under all versions of TOS).
>
>The crash ONLY happens when running in low rez, not in medium or high.
>
>
>Please can anybody suggest what is going on!!! It is driving me mad!
>
>chris.
>

Well done for describing the problem in such detail. As you probably know,
when a menu is drawn the screen memory underneath it is saved in a static
buffer. In TOS V1.00 this buffer is rather small and it is quite easy to
have a menu which is too big for the buffer which then overflows corrupting
god-knows-what. The problem is usually occurs in low resolution because
the same screen area takes more memory to save because of all the colours.
I think I read somewhere that the problems start when a menu is bigger than a
quarter of a low resolution screen. Incidently the same buffer is used for
form_alert()s so be careful with those as well.
There may be a patch available to increase the size of this buffer, but
failing that either
a) State in the documentation that the program doesn't work in low
resolution with TOS V1.0 - If it is a serious application then few people will
be using it with this setup anyway.
b) Split the menu bar up into more headings each with less entries
(Although it may then be too wide for low resolution anyway)

c) Abbreviate some menu entries in the biggest menu (Or have a special resource file with abbreviations which is only used with TOS 1.00 in low resolution).

- Leo Hendry

2063. Re: Mint scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-23 15:38:56 UTC
From: nox@jelal.north.de
Message-ID: <1965.05.92@jelal.north.de>
Source record: 44270

In <5825587@zebedee.UUCP> geoffc@zebedee.UUCP (Geoffrey Coan) writes:

>Some comments on the scrolling speed of mint, including some observations and
>a bug I've found with bgacc.acc.

>I should add first of all that these comments I'm making about scrolling
>have been made when I've been running 'rn' from the Mercury UUCP package
>- it's what I do quite a lot on my ST (and why I wanted Mint so that I
>could do other things as well).

yeah, i too often read news after i typed `make' in the other window...
(except that i prefer nn.)

>[slow scrolling with mgr and bgacc]

>However, both of these were slower than running rn directly from the desktop
>(or rather Neodesk) which fills the screen much faster. One time I did try
>launching mintshel from bgacc and doing 'zoo t mint094b' and then running
>rn from Neodesk (so that bgacc ran as a background task). The scrolling
>was then roughly as slow as running rn directly from bgacc, until the zoo
>completed at which point the scrolling leapt up in speed - this leads me to
>wonder if some of the slowness of the scrolling is due to bgacc 'time slicing'
>all the time between tasks ?

(btw i haven't tried mgr yet, only bgacc and mw2.)

if you run `top' in a window you can see that GEM (ie bgacc or mw2
in top's listing) is eating huge amounts of CPU time even when the
computer is otherwise completely idle. so i think the reason is not so
much the taskswitching itself but more that GEM and MiNT don't know each
other yet, ie GEM still `thinks' its alone and happily wastes cycles
busy-waiting for events from the user... :-(

so... if atari is doing their homework this should be fixed with
`multitos'. (at least i do hope so!!) until then you can a) either
simply stay away from GEM and use /dev/fasttext + a shell that knows
about job control (or better, has anyone thought about virtual consoles
or maybe `screen' for MiNT?), or b) try to improve things a little by
playing with bgacc/mw2's priority -- although screen updates will of
course be more `jerky' the lower you make it. (i ususally `renice -10'
it after opening all my windows, but the exact value surely depends on
your setup and taste.)

>Cheers

>Geoffrey
have fun!

Juergen (who hopes his english was understandable...)
--
J"urgen Lock / nox@jelal.north.de / UUCP: ..!uunet!unido!uniol!jelal!nox
...ohne Gewehr

2064. Re: NeoDesk / Gemini comparison? and HSC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-23 19:18:12 UTC
From: harold@alice.hobby.nl
Message-ID: <H.O5yyWu_NMsE@alice.hobby.nl>
Source record: 44259

In <957@mwuk.UUCP>, Tony Mountifield writes:
>Hi,
>
>Can anyone provide a summary of the main differences between NeoDesk 3
>and Gemini 1.21?
>
The really great thing of gemini is the console window with mupfel in it.
Neodesk has lots of neat features like desktop notes and displaying volume
labels (or their own format labels) in the window. Splitting the window in too
and builtin icon manager. If you are used to them you have a hard time to
work without them.

Unfortunately Neodesk is not so stable they use some pretty dirty tricks and
on some accounts are very inefficient. The protocol they developed for
communications with accessoires is not very usefull and not widely accepted
(can't say anything more
about it because of the non-disclosure acrement I signed). The gemini protocol
is PD and more robust (it works well in the acc's I've seen) and widely accepted.

>I have Gemini 1.21, and installed it on my hard disk OK, but with 1 meg
>of RAM I don't have enough memory to run Heat'n'Serve C under it, so
>currently I still use the standard TOS 1.4 desktop.

doesn't gemini have an option to unload itself when a program is started?
I think it is called 'overlay'.

>Gemini doesn't seem to be strictly a *replacement* desktop, but a
>desktop program which is run or auto-run from the standard desktop.
>Therefore both desktops are active and using memory. Is it possible to
>set up Gemini so that after VDI and AES are setup, control goes straight
>to Gemini *instead* of the standard desktop. This would surely save a
>bit of memory. Which way does Neodesk operate in this respect?
>
Exactly the same way because there is not other way. The TOS desktop program
is located in ROM the RAM that is taken by the system is for AES and is only
for screen buffers and some internal variables. Don't forget that the desktop
is just another program the runs under AES and is completely located in ROM.

TOS 1.4 lets you autostart a program so you can make it look like you have
a different desktop coming up automaticly.

>Does NeoDesk have a CLI along the lines of Mupfel?

Yes but it is a seperat product (not that expensive) it works but Mupfel
is much much more powerfull

>Any other relevant comments gratefully received.
>

My opinion of Neodesk is based on long practical experience on a 1040 STf with TOS 1.0. Currently I no longer use Neodesk because of the bugs I encountered and I now have TOS 2.06 in my Mega STE. Gemini I tried on several ST computers but never for long periods I now only use mupfel as a CLI for my UUCP software.

Just to point out where I stand.

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

2065. Re: GCC 2.1 Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-23 20:52:00 UTC
From: Christof_Stadler@s.maus.de
Message-ID: <A2980@S.maus.de>
Source record: 44261

b>>> I have a problem with the new GCC V2.1.
b>>> Compiling one of the test example given in tests03.zoo give
b>>> always an strange error:
b>>>
b>>> in include file time.h:60: parse error before charater 020
b>>> time.h:644: ......
b>When I ran into this problem, I assumed it to be caused by running out
b>of memory -- I only had 2 Meg.
You're so right. I tried to recompile libg++ on my TT and didn't succeed. Try
to compile without the optimizer (i.e.: don't use '-O'), as the optimizer needs
a great amount of RAM.

Bye

Christof

2066. Re: Chaining hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-23 21:09:44 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H._f8hwIxZX8Y@jonh.wimsey.bc.ca>
Source record: 44254

In <1992May23.003155.5805@galileo.cc.rochester.edu>, Ho Ling Cherd writes:
>I have a 64 Meg hard drive and a 44 Meg removeable hard drive and
>each of them is in their own case with own power supply and
>icd host adapter.
>Could someone please tell me how I could copy some stuff from
>one drive to another?

Well, if the cases have the second acsi port on the ICD host adapter
exposed, it should be easy. You have to take one drive apart and change the
ID number. I know the Syquest, so I'll describe hor to do it with it.
At the rear of the Syquest is a block with shorting resistors. Consult
your Syquest manual, and repin it to scsi id 1. When you're hooking the
dives up, put the Syquest first, and remove the terminating resistor pack.
(Actually, I'm not 100% sure this is necessary with the acsi connections,
but I think it is. It definately is for scsi.
Your ICD software will recognise both drives, and you're off and running.
If you want to seperate them again, you really only need to hook up the
terminating resistors, as ICD software will boot from a scsi id other than
0, unlike atari's.

--
John Henders " Only _my_ words are relevant to the issue "
T.K.O.O.C. <1992May11.073237.14684@rotag.mi.org>
kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

2067. Re: ? printer redirector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-24 06:08:36 UTC
From: jonc@status.gen.nz
Message-ID: <25FaLB5w164w@status.gen.nz>
Source record: 44255

Uli_Meyer@hb.maus.de (Uli Meyer) writes:

> Hello,
> r>What I would like to do is "print to a file".
> r>Can it be done on Atari's ?
> Jepp there's a little tool: ICCA (I Can Capture Anything)
> don't know where to get it (ftp), try archive.cs.ruu.nl
>
> Uli

I noted the lastest version of this on GEnie the other day. I also recommend it. I have used it to print my Calamus files to disk and then take them to work and print it out on the laser printer there with an IBM ie c:\> COPY A:CAL.PRN LTP1: and it works well to say the leaste.

Jon Clarke HSBC NZM EBD
GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz
Voice Mail (011+64)25-962-638 Phone (011+64)9-358-5589 Fax (011+64)9-309-6681
Member: NZEDIA Z*NET Global News Gateway in Parnell, Auckland, New Zealand

2068. Re: Chaining hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-24 13:11:52 UTC
From: harold@alice.hobby.nl
Message-ID: <H.n&T3eUzuj9A@alice.hobby.nl>
Source record: 44268

In <1992May23.003155.5805@galileo.cc.rochester.edu>, Ho Ling Cherd writes:
>I have a 64 Meg hard drive and a 44 Meg removeable hard drive and
>each of them is in their own case with own power supply and
>icd host adapter.
>Could someone please tell me how I could copy some stuff from
>one drive to another?
>
Two options:

1) use two computers connected over midi/rs232 with mx2net/anet installed
(note that anet is slow and unreliable , don't know about mx2net)
Software is available at atari.archive.
Maxspeed midi: 38K bps rs232: 19k bps

2) set unit number of 1 drive to 0 and the other to 1 and daisy chain then
over the DMA/ACSI port. (Assuming you have a ST lying around)
Use desktop to copy, speed about 600 Kbyte - 1,5 Mbyte per second

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

2069. HELP: how to detect carier

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-24 13:43:16 UTC
From: harold@alice.hobby.nl
Message-ID: <H.9ZUnkzPjH7w@alice.hobby.nl>
Source record: 44269

Hi,

I am trying to write a program that logs phonenumbers I dial trough
my modem and the connecttime for these calls. I think that should
be possible by installing my own routine in the MFP carrier detect
interrupt. (that is for the connecttime logging, catching the phonenumber
is another easy to solve problem I think)

QUESTIONS:

- How should I program a routine for the MFP interrupts should I return
with rts or rte.

- How can I check the status of the Carrier?

- Is the interrupt given on carrier detect raise/lower or both?

- Did anybode wrote such a program already? (No need to invent the wheel twice)

Please reply by email, I will post a summary later.

Thanks in advance for any help.

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

2070. Re: SST on STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-25 03:56:40 UTC
From: dsmall@well.sf.ca.us
Message-ID: <1992May25.035640.5777@well.sf.ca.us>
Source record: 44263
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

The posted question asks if we're going to do an SST for the Mega STE. (There are two radically different flavors of STE!)

While we've found a way, it's up to us to determine if we will sell enough to be worth the VERY expensive R&D. Remember, if we funnel money into this project, there are others that won't get done.

No decision "for sure" yet on Mega STE. Regular STE we have the board layout for done.

-- thanks, Dave / Gadgets

2071. Re: ? printer redirector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-25 07:17:11 UTC
From: wagg@zellweger.ch
Message-ID: <1992May25.071711.718@zellweger.ch>
Source record: 44262

r>What I would like to do is "print to a file".
r>Can it be done on Atari's ?

There is a CPX called spool from A. Mandel i believe. It lets you print
into a file.

Georg


```
_____________ _____________
/ __________() ()__________ \
/ /\________ Georg Wagner ________/\ \
/ /_/_______() Zellweger Uster ()_______\_\ \
/_____________ wagg@zellweger.ch _____________\
|___________() ()_____________|
```

2072. TOSBASH

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-25 08:34:37 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May25.083437.25884@mnemosyne.cs.du.edu>
Source record: 44260

Can anybody here help with this question, please?

==========
atari.st/main #5877, from erethakbe, 317 chars, Sun May 24 23:38:57 1992
There is/are comment(s) on this message.

TITLE: BASH
I recently downloaded BASH in my attempts to find a CLI I liked.
However, it wants files to be named .bash_login, which would be a
piece of cake on UNIX, but my ST truncates to .BAS. Has anybody
had any success setting this up on the ST? I'm probably overlooking
something obvious, but I can't find it.

The BASH referred to is from a file called TOSBASH.ZOO. Supposedly, it
is GNU's BASH shell, ported to run under the TOS filesystem. But, if it's
looking for names like that listed above, it isn't TOS-ish. Can anybody
offer suggestions or workarounds? Thanks.

--
- Ian
(void *) where prohibited by law

2073. Re: TeX ... HELP ME

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-25 13:04:47 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992May25.130447.16071@olymp.informatik.uni-bonn.de>
Source record: 44265

In article <273@muller.loria.fr> mallarin@loria.fr (Mallarino Didier) writes:
>I would like to install TeX31 on my Mega STE and I have a problem.

Didier,

You have to tell us which TeX version you use. If it's CS-TeX, just be sure
to have tex.poo in the same directory where the formats are/will be.

I suspect it isn't since you mentioned setenv.prg.

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

2074. Re: TOSBASH

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-25 13:40:04 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <H61BLB1w164w@ersys.edmonton.ab.ca>
Source record: 44267

ilepore@isis.cs.du.edu (Ian Lepore) writes:

>
> Can anybody here help with this question, please?
>
> ==========
> atari.st/main #5877, from erethakbe, 317 chars, Sun May 24 23:38:57 1992
> There is/are comment(s) on this message.
> ----------
> TITLE: BASH
> I recently downloaded BASH in my attempts to find a CLI I liked.
> However, it wants files to be named .bash_login, which would be a
> piece of cake on UNIX, but my ST truncates to .BAS. Has anybody
> had any success setting this up on the ST? I'm probably overlooking
> something obvious, but I can't find it.
> ----------
> The BASH referred to is from a file called TOSBASH.ZOO. Supposedly, it
> is GNU's BASH shell, ported to run under the TOS filesystem. But, if it's
> looking for names like that listed above, it isn't TOS-ish. Can anybody
> offer suggestions or workarounds? Thanks.
>
>
> --
> - Ian
> (void *) where prohibited by law
>

I can't be positive about this since I use mupfel when I use a CLI, but I
seem to remember trying out bash a few months ago. I think the file in
question was named bash.log in the archive I had. Remember, I can't be
sure about that, but I hope it helps.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>

<< "A penny saved is a penny to squander!" >>
<< -- >>

2075. Mint 0.94B (System Functions - Which are faster?) AND (Memory Mngmt.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-25 17:13:41 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <i2acLB1w164w@ersys.edmonton.ab.ca>
Source record: 44264
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello.

At last, I have managed to aquire MiNT 0.94, and now that I have it running, I have two questions. One relates to programming, which is why this message also appears in comp.sys.atari.st.tech, and the other relates to how BGACC works.

1. I have a terminal program that I have just about finished the second version of, but after installing MiNT I've noticed that the terminal mode is MUCH slower than before. I currently use Crawio() to put text on the screen and Bconin() to get text data from the modem. Does the ST have a faster output routine than Crawio()? If I would like to continue using my own program, I'd better make it faster. Up until now, it has handles V.42bis compression with an actual connection rate of 2400 baud.

2. Is there a way to prevent programs that BGACC.ACC starts from taking up all the memory the system has left? Also, is there a way to pass a command line to programs started in the same manner? I've noticed that BGACC.ACC doesn't wait for command lines at all. I like the windowing that it does, though.

I should mention that I uncommented the line "HARDSCROLL=25" in the MINT.CNF file so that hardware scrolling would be active. The desktop I am using is Gemini 1.21 for the moment, and my system has two megabytes of RAM. After everything is up and running I have 940K free. BIOS buffering is also set to ON.

I hope someone can help me out with either of these questions.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>

<< "A penny saved is a penny to squander!" >>
<< -- >>

2076. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-25 20:35:04 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992May25.163504.1390@uwovax.uwo.ca>
Source record: 44266
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <i2acLB1w164w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> 1. I have a terminal program that I have just about finished the second
> version of, but after installing MiNT I've noticed that the terminal mode
> is MUCH slower than before. I currently use Crawio() to put text on the
> screen and Bconin() to get text data from the modem. Does the ST have a
> faster output routine than Crawio()?

Fwrite() is enormously faster than Crawio, at least under MiNT (probably not under TOS; and TOS also doesn't provide any way to make Fwrite do raw output :-( ). The reason is simple -- you can transfer a whole lot more bytes per system call, and system calls are expensive.

> 2. Is there a way to prevent programs that BGACC.ACC starts from taking
> up all the memory the system has left? Also, is there a way to pass a
> command line to programs started in the same manner?

The answer to both questions is the same: run a CLI in BGACC windows. Then you can launch programs with the "limit" command (see the MiNT utility package) and/or use whatever builtin features the CLI has to limit program sizes.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2077. 1.44 meg floppy in a 1040 STE -> Specific installation instructions?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-25 23:14:05 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992May25.231405.26352@usenet.ins.cwru.edu>
Source record: 44272

Does anybody have the specific installation instructions for putting a 1.44 meg floppy drive in a 1040 STE? Please e-mail instructions, along with any graphic (or ascii) representations of the work entailed.
Thanks,
Steve <selick@csa.bu.edu>

2078. Re: Mint 0.94B (System Functions - Which are faster?) AND (Memory Mn

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-26 02:40:00 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <D01cLB1w164w@ersys.edmonton.ab.ca>
Source record: 44271
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

warwick@cs.uq.oz.au (Warwick Allison) writes:

> Under MiNT, just like under Unix, you should try to minimize the number
> of system calls you make, because these involve the expense of context
> switches and dispatch (approximately).
>
> Just use normal C fopen, fread, fwrite - as they are designed to efficiently
> use the OS. I guess
>
> fopen("/dev/aux","r")
>
> is all it takes (not sure on the "aux" part).
> --
> Warwick
> --
> _-_|\ warwick@cs.uq.oz.au / aisled deasil /
> / * <-- Computer Science Department, / eliads ideals /
> _.-._/ University of Queensland, / ladies sailed /
> v Brisbane, Australia. / ------ ------ /

This would be fine, except for one point of confusion on my part. Serial data (on output) must be one character at a time in most cases. For regular terminal mode, where the user types as I am typing now, each character is sent to the modem as it is typed, since the program would not be behaving correctly if it waited for an end of line. On serial data input, the problem is a little different. A routine could be used to do the following:

/* This is just a explanation, rather than a code fragment. */

Check to see if the serial port is waiting to give data to the computer.
If it is, add the data to the string about to be sent.
If it is backspace or delete, adjust the string accordingly.
If it is a CR/LF, send the string using Fwrite().

Check to see if the modem has more data to give to the computer.
If so, go back to the first (indented) step.
If not, send the string and start all over.

/* End of possibly incorrect explanation. */

The only real problem is determing what the end of the string is, since prompts from BBS systems and line number in their editors are not followed a a CR/LF. So, I guess a string could either be considered terminated when there is a break in the data from the serial port or a

CR/LF is received.

Does this seem right to anyone except me? :) Output while typing would still be one character at a time, but things like ASCII uploads and sending function key macros or the date or the time would be faster than it is now, I think.

If I have made some horrible, evil, insidious mistake in my reasoning, don't hesitate to tell me...:)

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>

<< "A penny saved is a penny to squander!" >>
<< -- >>

2079. Color Monitor Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-26 04:38:12 UTC
From: steveg@cseic.saic.com
Message-ID: <6677824@MVB.SAIC.COM>
Source record: 44273

I've got a circa 1986 Atari SC1224 color monitor that's beginning to have problems and was wondering if someone can help. I turned it on the other day and noticed the sides of the image were being 'pinched' inwards:

```
---
) (
---
```

I tried tweaking all of the pots inside that I could find to no avail. (Using a plastic tweak tool and staying far away from all nasty high voltage in there). Any suggestions? BTW, the picture tube says "Hitachi" if this makes a difference.

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.

--

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.

2080. Re: ROM info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-26 08:29:18 UTC
From: peter@rhrk.uni-kl.de
Message-ID: <1992May26.082918.17030@rhrk.uni-kl.de>
Source record: 44274

dud@cbnewsf.cb.att.com (William F. Dudley Jr.) writes:

>Hi,

>I haven't exactly been deluged with offers from people willing to sell
>their old TOS 1.4 ROM's. I got one comment from somebody who recommended
>something called a "DUALTOS EPROM set" that enables you to have two
>versions of TOS ROMs resident simultaneously. I can't imagine why you'd
>want to do that, I don't even have ONE set of ROMs, and the gentleman
>doesn't answer email requests about where do I get the bloody object
>code to put in the EPROMS on this hardware board.

Some older programs don't work with tos version 1.2 and higher, so it's
quite good to be able to switch back to tos 1.0.
The problem with the code itself is the fact that the tos is under copyright
of Atari. It is illegal to copy any tos-version and burn it into eproms !!
So contact your local Atari dealer, he can sell you ready-for-use roms

>In the mean-time, can someone e-mail me the address ranges of the various
>versions of EPROMS? I understand that early versions (1.4 and earlier)
>addressed from FC0000 to FFFFFF. Where does 2.x live?
Not quite correct. The versions 1.4 and older are located from
$fc0000-$fefff (192 KB)
Tos 2.xx is from $e00000-$e3ffff (256 KB)
So if you have a 'normal' 520/1040 ST or Mega ST you'll need a special board
to install tos 2.06 in your computer. (In germany these boards are sold for
about $100, including the roms. But it won't help you, because it's the german
version of the tos)
The older tos versions are sold as
a) 6 roms with 256 kbit
b) 2 roms with 1 Mbit
You can put the 6 roms in every ST, but the 2 1Mbit roms only in newer STs.
(Or you have a bit of work to do, soldering a 74LS11 (or 12 ??) and some
wires.....)

Gunter Bitz
e-mail: peter@rhrk.uni-kl.de

2081. C'T program source code. Answer(s) from c't editor(s)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-26 13:32:16 UTC
From: jensting@ee.ic.ac.uk
Message-ID: <1992May26.143216.5625@cc.ic.ac.uk>
Source record: 44275

OK, Damen und Herren (girls and boys)

The answer from the c't editor(s) is that while the stuff is available for anon FTP, c't still has copyright and insists that the stuff on the FTP servers is only made available as a service to readers of c't. (Non-readers will have a hard time figuring out how to use the source code, anyway..)

My conclusion is that if the maintainers of the terminator.cc.umich.edu archive were to write to c't (address at end of reply 2), they should be able to get a mirror directory up and running with the official blessing of c't . Of course, no-one said that using the programs is going to be easy, *and* any posting by us c't readers of extracts from the c't articles would be very clear-cut violations of the copyright on the magazine.

When you do dive into it, note that the comments are often in German, with very strange schemes for storing non-american chars. This will probably screw up compilers/assemblers (it even screwed up the printer program on our SUN4 for an Atari ST assembler program!).

I haven't looked much into the code available yet, but the f-line emulator in ct9004 clearly stands out as a nice program to have, I'll get a co-processor and report back in, say, two months ;-)

Jens

Mr Jens Tingleff, M.Sc.EE. PhD student at
Imperial College, Dept of EE, Exhibition Road, London SW7 2BT, England
jensting@titan.ee.ic.ac.uk or jensting@ee.ic... (used to be jensting@diku.dk)
Lea: "I love you!" Han Solo : "I know." 'The empire strikes back'

Here is my original letter to c't, and the responses

========== letter ==========

Hello

(excuse me for mailing in english, but my german only stretches to reading)

What is the excact status of program sourcecode from c't, with respect to copying of source and binaries? I know that material printed in the magazine is copyright c't, but what restrictions are c't putting on copying of electronic copies of listings from disks or FTP-servers ?

The reason I'm asking is that some of the Atari ST programs deserve a wider audience, e.g. the extremely active groups in the USENET

community. Virtually no american enthusiasts have the required knowledge of German, so c't remains practically unheard of.

While there is a case for preventing commercial expolitation of the programs, non-commercial use would seem fairly harmless.

Jens

---------- reply 1 ----------

>What is the excact status of program sourcecode from c't, with respect >to copying of source and binaries? I know that material printed in the >magazine is copyright c't, but what restrictions are c't putting on >copying of electronic copies of listings from disks or FTP-servers ?

All material from c't and also the listings are strictly copyright by our publishing house Verlag Heinz Heise.

>While there is a case for preventing commercial expolitation of the >programs, non-commercial use would seem fairly harmless.

Right! But we do not want to work for anyone else but for our readers. Many of the programs cannot be used properly without the knowledge of the c't arcticle they are based upon. We would have to expect an overflow of our telephone hotline if we gave the listings into public domain.

So, any form of broadcasting the listings is prohibited with the exception of the sources authorized by c't. We do not mind if listings are passed to single other persons in the private environment. But we expect those person to read the respective c't article.

Readers may of course use algorithms and library functions as part of their own applications even if they are commercial.

Best regards
Christian Persson

---------- reply 2 ----------

>*Are* the sources on the FTP server authorised for broadcasting ?? Not >being a lawyer I don't know, but what prevents a person from the USA >from setting up a mirror image of the ct directory from one of the FTP >sites?

There is always a difference between what's legal and what's possible.

The respective FTP Servers are authorized. To apply for authorization just send a message to Michael Wilde (mw@ix.de). It is not a problem - only a little formal act to make clear who is the owner of the copyright.

>Do you mind if I send this letter to the USENET group >comp.sys.atari.st.tech ? I'd also post the result of `archie ct` which >gives a rather solid hint as to where the stuff *is* available.

I don't.

>PS With the USENET community there isn't too much risk of them getting
>on your telephone hot-line, most of the people are in the USA anyway..

We know that. But Email questions would be just as bad. we are 22
editors and each of us is already spending at least 1 hour per day
in the average with technical support of readers and non-readers!

Best regards
Christian Persson
========================== end of correspondence ====================

Here is the outputof "archie ct"

================ `archie ct` ==============================

Host athene.uni-paderborn.de

Location: /doc/magazin
DIRECTORY drwxr-xr-x 512 May 5 15:12 ct
Location: /pcsoft/msdos/magazin
DIRECTORY drwxr-xr-x 512 May 5 08:10 ct

Host faui43.informatik.uni-erlangen.de

Location: /mounts/cyber/pcd/freeware
DIRECTORY drwxr-xr-x 24576 Apr 13 04:14 ct
Location: /mounts/cyber/pcd/freeware2/magazine
DIRECTORY drwxr-xr-x 8192 Apr 13 04:15 ct

Host kth.se

Location: /unsupported/src/ASPinfo
FILE -rw-r--r-- 498 May 27 1986 ct

Host pascal.math.fu-berlin.de

Location: /pub/pc/magazines
DIRECTORY drwxr-xr-x 1024 Sep 25 1991 ct

Host ramses.cs.cornell.edu

Location: /pub
DIRECTORY drwxr-xr-x 512 Feb 18 21:13 ct

Host wayback.cs.cornell.edu

Location: /pub
DIRECTORY drwxr-xr-x 512 Feb 18 16:13 ct

Host wowbagger.pc-labor.uni-bremen.de

Location: /pub/doc/magazin
DIRECTORY drwxrwxr-x 512 Jan 29 01:44 ct

==

--
Mr Jens Tingleff, M.Sc.EE. PhD student at
Imperial College, Dept of EE, Exhibition Road, London SW7 2BT, England
jensting@titan.ee.ic.ac.uk or jensting@ee.ic... (used to be jensting@diku.dk)
Lea: "I love you!" Han Solo : "I know." 'The empire strikes back'

2082. Re: SST on STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-26 14:45:46 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <87535.2A228AB0@psycho.fidonet.org>
Source record: 44112

Well, hello, Dave. I've never talked to a famous person before (grin!).

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to
root@psycho.fidonet.org.

2083. Re: TOSBASH

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-26 15:42:26 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.4WDBGVBacmA@jonh.wimsey.bc.ca>
Source record: 44279

>ilepore@isis.cs.du.edu (Ian Lepore) writes:
>> Can anybody here help with this question, please?
>> -------------------------
>> TITLE: BASH
>> I recently downloaded BASH in my attempts to find a CLI I liked.
>> However, it wants files to be named .bash_login, which would be a
>> piece of cake on UNIX, but my ST truncates to .BAS.

HANDY HINT #1 for all experimenters with different software
packages. Get a copy of Sysmon, with English docs, and learn how
to use it. It can be set to watch fsfirst, fopen and setpath, and
you can figure where and what files a program is actually looking
for.
For debugging your own programs, it looks also very handy, though
I haven't used it for that yet. All in all, an invaluable addition to
the hacker's toolbox.

The checks in the mail Karsten, I promise. (Sysmon is shareware,
and written by Karsten Isakovik(sp?). It is very professional, reliable,
an supports all system calls up to the TT. Hopefully, a multitos version
will come out, but maybe there are bettter ways to do it under a multi-
tasking environment. Eric's debugging code does a similar function.

--
" I'll endeavor to be more ploddingly, stupefyingly LITERAL "
John Henders <1992May24.032444.29089@rotag.mi.org>
T.K.O.O.C. kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

2084. Weird shellp behavior with Gemini

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-26 15:47:08 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.XUT2M0mnROg@jonh.wimsey.bc.ca>
Source record: 44280

Perhaps someone could help me with a slight poroblem. I have a
program that shells out to the shell registered in shellp. However
it immediately asks for another shell from that shell, file sh.ttp.
Is ths some program quirk? If there's a shell in shellp, why
would a programmer hardwire a call to another shell in there?

--
" I'll endeavor to be more ploddingly, stupefyingly LITERAL "
John Henders <1992May24.032444.29089@rotag.mi.org>
T.K.O.O.C. kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

2085. Re: how to program reset?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-26 18:38:05 UTC
From: wabe@ukc.ac.uk
Message-ID: <1039@eagle.ukc.ac.uk>
Source record: 44276

```
In article <H.Pieju0SjXQo@alice.hobby.nl> harold@alice.hobby.nl writes:
>In <1992May14.022454.29386@mnemosyne.cs.du.edu>, Ian Lepore writes:
>>
>> > jumping through 0x00000004L to reset the ST, and the VBR
>>
>> I seriously doubt that any ST software revectors 0x00000004 to something
>>other than a reset routine, since a lot of programs would break. On a
>
>They can't it is in the hardware of the 68K documented by Motorala that
>adress 0x4L contains the PC for an external reset and adress 0x0 contains
>the initial stackpointer. The chip have to find them somewhere not so.
>
>--
>Harold van Aalderen | harold@alice.hobby.nl

True!, Perfectly true! - No more to be said
but

[ Added Note: Many early programs written before TOS 1.4 came out
would do a warm start simply by

Supexec(0xfc0000);

where 0xfc0000 is the RESET subroutine address. When later TOSes came out
this address changed to something like 0xe00000 (I am here quoting from
memory) so the early programs then failed to work (they would "bomb out").
The "sure way(?)" to effect a warm reset on 68000 machines is to "look-up"
(in Supervisor mode) the reset subroutine pointer (long) at memory address
0x4L and then to Supexec() it. Here is some suitable C-code that will do
either a cold (or warm) reset - depending on your keyboard response to a
prompt. Compile with Mark Williams C with

cc -Nrcrtsg.o -VSMALL -o reset.tos reset.c

for a really tiny reset utility. Actually you can get it off atari-archive
where it is named RESET. W. Alan B. Evans
[ wabe@ukc.ac.uk ]
]

#include <osbind.h>
main()
{ register long ssp; char c;
Cconws("\r\n COLD-RESET:x QUIT:q WARM-RESET:[default] ? ");
if ((c=Cconin()) == 'q' || c == 'Q') Pterm0();
/* We must be in Supervisor Mode to look up priviledged locations */
ssp= Super(0L);
```

```
if (c == 'x' || c == 'X') *((int *)0x420) = 0;
if ( *((long *)0x426) == 0x31415926L)
/* Now do the reset */
Supexec(*((long *)0x4));
/* If all works we'll never get to here - but if we do it is wise
to cancel Supervisor mode */
Super(ssp);
}
```

2086. Re: Mint 0.94B (System Functions - Which are faster?) AND (Memory Mn

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-26 18:56:23 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992May26.145624.1393@uwovax.uwo.ca>
Source record: 44277

In article <D01cLB1w164w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> warwick@cs.uq.oz.au (Warwick Allison) writes:
>> [suggestion to use the C stdio library to reduce the number of system
>> calls]

> This would be fine, except for one point of confusion on my part. Serial
> data (on output) must be one character at a time in most cases. For
> regular terminal mode, where the user types as I am typing now, each
> character is sent to the modem as it is typed, since the program would
> not be behaving correctly if it waited for an end of line.

Yes, that's true. But in fact, the simplest way to think of the problem is as follows:
if (the user typed anything) {
read(everything s/he typed)
write(it to the modem)
}
if (the modem has data waiting) {
read(a whole bunch of characters, preferably all that are there)
write(what we just read to the screen)
}

Under MiNT, there are a variety of options for doing these things. A simple option is the Finstat() system call, which tells you whether there are bytes waiting to be read. If so, you would use an Fread system call to attempt to read a whole bunch of bytes (say, 32K). Fread will return the actual number of bytes read.

Some important points:
(1) I suggested the use of Fread (the GEMDOS system call) rather than fread (the C stdio library function); the latter does some extra buffering that will probably only get in your way.
(2) The modem file must be set to RAW mode before making any Fread system calls; this is done with the Fcntl system call.
(3) Your program must be a "MiNT domain" program. This just tells MiNT that it's OK to do the right thing with Freads from terminal devices, so that it doesn't try to do the compatible (and brain damaged) things that TOS does. You can do this in one of two ways:
(a) use the MiNT library; it's done automatically for you
(b) use the Pdomain() system call: put
Pdomain(1)
somewhere before any Freads.

If you really want to get fancy, you could use Fselect or the O_NDELAY option to Fcntl in order to eliminate unnecessary Finstat() calls, but

in practice I don't think this would be necessary even at 9600 baud.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2087. How to program a tsr

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-26 20:24:20 UTC
From: rdf@pinet.aip.org
Message-ID: <1992May26.202420.5442@pinet.aip.org>
Source record: 44281

I am trying to write a program that will use a tablet through the RS232 port. I have figured out how to read the tablet and convert the info to x,y and a button press. Can someone point me to either an example source file or some documentation on how to feed this information to the mouse pointer so that writing on the tablet will act as if the mouse was moved?

In addition what is the best way to make this a tsr or da so that it always traps the data from the RS232. I realize that I can't use the serial port for a modem when this is installed, but the port is physically in use anyway so I don't think this will be a drawback. I assume that something like a mouse accelerator would be a good model. Thanks...

2088. PC-DITTO.....?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-26 21:38:37 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992May26.213837.17175@unlinfo.unl.edu>
Source record: 44278

I'd like your opinions, please, on PC-DITTO and PC-DITTO II.

I've got PC-DITTO (the software version) and have been, on the whole, unsuccessful with it. Is PC-DITTO II (the hardware version) any better, or should I junk the ST and buy an IBM? (Say it ain't so...)

I don't necessarily want to run graphics-heavy arcade games with it, but would like to run, say, a CIVILIZATION or a B-17 (both MicroProse games and both--they just informed me today--games which will NOT be ported to the ST).

Thanks awfully.

Gary Anderson
ghanderso@unlinfo.unl.edu

2089. Problem upgrading ST with 1M*4bit chips

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-26 22:26:34 UTC
From: winfrvk@dutiws.tudelft.nl
Message-ID: <1697@dutiws.tudelft.nl>
Source record: 44283

A problem for the hardware people:

I just upgraded my ST from 2 to 4Mb using 4 chips of the 1M*4bit kind. The problem is that the upper 2Mb only work correctly if the display memory is not located in that area. If the display is located there, the screen shows a lot of blinking garbage. Everything seems to work fine if the display is in the lower 2Mb.

Has anyone else made a memory expansion using 4Mbit chips?

I sure would like this to work. My ST would then have 64 chips for 2Mb and another 4 for the other 2Mb :-) BTW: It used to be a 1040STf.

Bart Schuller.

2090. Re: Color Monitor Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-27 00:49:41 UTC
From: dogbowl@acme.gen.nz
Message-ID: <i2NeLB3w164w@acme.gen.nz>
Source record: 44098

steveg@cseic.saic.com (Stephen Harold Goldstein) writes:

> I've got a circa 1986 Atari SC1224 color monitor that's beginning to have
> problems and was wondering if someone can help. I turned it on the other day
> and noticed the sides of the image were being 'pinched' inwards:
>
> ---
>) (
> ---
>
> I tried tweaking all of the pots inside that I could find to no avail.
> (Using a plastic tweak tool and staying far away from all nasty high
> voltage in there). Any suggestions? BTW, the picture tube says
> "Hitachi" if this makes a difference.

This is a classic TV fault - don't touch ANY pots inside as it will add
to your repair bill to have to reset them to where they should be.

Any competent TV technician should be able to fix it, although they may
be a little reticent if they can't get a service manual.

BTW : The fault is called 'pincushioning' and it's usually caused by
component failure. Why pincushioning? Take a look at the shape of an
overstuffed pincushion sometime! :-}

Alan Brown dogbowl@acme.gen.nz ACME BBS +64-6-355 1342

" Get that Atari outta here! This is IBM country!!!! "

Palmerston North, New Zealand - A great place if you're a duck!

2091. Turbo-C -> MWC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-27 03:22:08 UTC
From: jmw@lad.med.utas.edu.au
Message-ID: <jmw.706936928@lad>
Source record: 44282

Can anyone tell me what the Mark Williams C compiler equivalent of

_GemParBlk.global

is? It is presumably specified in the include files tos.h or aes.h which
are part of the Turbo-C package.

Many Thanks in advance,
--
John M Williams, Faculty of Medicine, University of Tasmania
J.M.Williams@med.utas.edu.au

2092. Re: Weird shellp behavior with Gemini

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-27 07:54:24 UTC
From: jeroen@phil.ruu.nl
Message-ID: <jeroen.706953264@groucho.phil.ruu.nl>
Source record: 44284

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

> Perhaps someone could help me with a slight poroblem. I have a
>program that shells out to the shell registered in shellp. However
>it immediately asks for another shell from that shell, file sh.ttp.
> Is ths some program quirk? If there's a shell in shellp, why
>would a programmer hardwire a call to another shell in there?

One can use _shell_p to install a shell's command routine; that way, you can give system() calls by writing to _shell_p. If you want a listing, you perform system("ls"), if you want to have fun (well, not really) you issue system("\rm -fr /").

However, if you want to enter an interactive shell which system() call do you make? Correct, you start a shell... Mind you, programs should of course call for the thing written in the environment variable SHELL, not bluntly "sh.ttp".

Hope this helps, J.

2093. MiNT select() (was: Re: Mint 0.94B (System Functions...))

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-27 10:26:16 UTC
From: d09c@alf.zfn.uni-bremen.de
Message-ID: <d09c.706960815@alf.zfn.uni-bremen.de>
Source record: 44285

7103_2622@uwovax.uwo.ca (Eric Smith) writes:

>[serial io under MiNT]
>If you really want to get fancy, you could use Fselect or the O_NDELAY
>option to Fcntl in order to eliminate unnecessary Finstat() calls, but
>in practice I don't think this would be necessary even at 9600 baud.

ah, does that mean that Fselect now does work for BIOS devices? i
remember some BUGS comment about that in it's manpage... :-)

(yes, maybe it isn't necessary re. dropping characters, but it sure
would be nice to other processes, wouldn't it? i mean _i_ wouldn't
want my programs to eat more CPU time than necessary...)

>--
>Eric R. Smith email:
regards,
Juergen

2094. Re: Mint scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-27 10:49:00 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <9130009@hpbbrd.bbn.hp.com>
Source record: 44289

/ hpbbrd:comp.sys.atari.st.tech / nox@jelal.north.de (Juergen Lock) / 9:38 am May 23, 1992 /

> if you run `top' in a window you can see that GEM (ie bgacc or mw2
> in top's listing) is eating huge amounts of CPU time even when the
> computer is otherwise completely idle. so i think the reason is not so
> much the taskswitching itself but more that GEM and MiNT don't know each
> other yet, ie GEM still `thinks' its alone and happily wastes cycles
> busy-waiting for events from the user... :-(

At least with MW (don't know about BGACC), this is the result of MW's polling strategy. Basically, MW runs in a tight loop doing evnt_multi() calls, waiting for GEM and timer (!) events. If a GEM event arrives, MW processes it (doing nothing else). If a timer event occurs, MW does an Fselect() to see if any of its children has pending output, and then reads from their pseudoterminals.

It should be immediately obvious where all these cycles are going ...

Apparently, with the current MiNT-unaware GEM, there's no better way to do things like this.

> so... if atari is doing their homework this should be fixed with
> `multitos'. (at least i do hope so!!) until then you can a) either

I hope so too ... but I'm not so sure that I will get MultiTOS, since the next computer I'll by probably won't have an Atari label on it. (To keep off the flamers: I have owned my ST since 1985, and I intend to keep it until I can get a decent UN*X workstation for the same price I paid for the ST).

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2095. AT-SPEED...PC-SPEED...SUPERCHARGER...?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-27 16:04:08 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992May27.160408.9076@unlinfo.unl.edu>
Source record: 44287
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

First, thanks to all who responded to my PC-DITTO post.

Regarding PC emulators, most of those who responded
recommended either AT-SPEED, PC-SPEED or SUPERCHARGER.

For those of you who have used one or more of the
above -- what's the good news, and what's the bad news?
I welcome any and all information, opinions, factoids
and rumors.

Gary Anderson
ganderso@unlinfo.unl.edu

2096. Converting files from atari to IBM.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-27 17:31:32 UTC
From: jhs@mentor.cc.purdue.edu
Message-ID: <49858@mentor.cc.purdue.edu>
Source record: 44288

My father has been using Atari 8-bit computers for years. He uses
LJK Letter Perfect for word processing. Recently he bought a 486
with Word Perfect on it. He has a ton of documents remaining in
the Letter Perfect format that he would like to convert to Word
Perfect format. We are pretty sure that we can get the files onto an
ibm computer. However, we don't know how to convert the files. Is
there a utility somewhere in some archive that can help us out?
We don't even have to go directly to Word Perfect. It would be nice
to convert them just to straight text. Please send answers to the
E-mail address below. Thanks for your help.

--

Later. -John.

| Power, n: The only narcotic regulated by the SEC instead of the FDA.|

John H. Sublette E-mail: jhs@mn.cc.purdue.edu
Computer Technology Voice-Mail: (317) 743-0935
Purdue University Snail-Mail: 102 MSC #7
West Lafayette, Indiana West Lafayette, IN 47906

2097. Re: Problem upgrading ST with 1M*4bit chips

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-27 18:45:42 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992May27.184542.132670@rrz.uni-koeln.de>
Source record: 44099

In <1697@dutiws.tudelft.nl> winfrvk@dutiws.tudelft.nl (P. Bart Schuller) writes:

>I just upgraded my ST from 2 to 4Mb using 4 chips of the 1M*4bit kind. The
>problem is that the upper 2Mb only work correctly if the display memory is
>not located in that area. If the display is located there, the screen shows
>a lot of blinking garbage. Everything seems to work fine if the display is
>in the lower 2Mb.

I've had similar symptoms when I upgraded my Atari 520STfm from
0.5 to 1 MB. When the video area was in the newly added RAM, it
showed a lot of flickering pixels. Further testing showed that it
was not the video that didn't work, but the memory contents were
changing, i.e. I really saw my bits flickering on the screen.
The solution was to shorten the 0V cable and to add a second 0V
cable. After I did that according to the recommendations I got
from the company that produced the memory expansion, it worked
flawlessly.

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2098. Re: MiNT select() (was: Re: Mint 0.94B (System Functions...))

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-27 19:34:21 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992May27.153421.1398@uwovax.uwo.ca>
Source record: 44100

In article <d09c.706960815@alf.zfn.uni-bremen.de>, d09c@alf.zfn.uni-bremen.de (Juergen Lock) writes:
> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>>[serial io under MiNT]
>>If you really want to get fancy, you could use Fselect or the O_NDELAY
>>option to Fcntl in order to eliminate unnecessary Finstat() calls, but
>>in practice I don't think this would be necessary even at 9600 baud.

> ah, does that mean that Fselect now does work for BIOS devices? i
> remember some BUGS comment about that in it's manpage... :-)

Oops, sorry. You're right, Fselect isn't yet reliable on the rs232 port, unless you put a timeout on it (an Fselect on one of the modems, with no time out, will hang forever if no data is available :-( ).

Another way to do the read without taking up much CPU time would be to use two separate processes, one which reads from the keyboard and one which reads from the rs232. But I'm not sure it's really worth going to that much trouble. A loop with an Fselect and a 20 millisecond time out won't eat up very much CPU time.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2099. Re: Turbo-C -> MWC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-27 19:57:26 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May27.195726.15885@mnemosyne.cs.du.edu>
Source record: 44101

```
> Can anyone tell me what the Mark Williams C compiler equivalent of
>
> _GemParBlk.global
>
> is? It is presumably specified in the include files tos.h or aes.h which
> are part of the Turbo-C package.
```

In MWC and Sozobon/HSC it's just 'global'. When using GemFast (under Sozobon/HSC), each of the fields in the global[] array are also aliased to gl_whatever names, such as gl_apid, gl_apversion, etc. Here's a little piece of code I use to be compatible with Turbo, MWC, HSC, etc....

```
/*------------------------------------------------------------------------
* Link rshdr and rs_trindex into the AES global array.
*------------------------------------------------------------------------*
{
#ifdef __TURBOC__
extern GEMPARBLK _GemParBlk;
register long *plwrk = (long *)(&_GemParBlk.global[5]);
#else
extern int global[];
register long *plwrk = (long *)(&global[5]);
#endif
*plwrk++ = (long)(&rs_trindex[0]); /* -> gl_apptree */
*plwrk = (long)phdr; /* -> gl_aprsrvd */
}
```

```
--
- Ian
(void *) where prohibited by law
```

2100. Re: Vax Problems..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-27 22:12:56 UTC
From: dogbowl@acme.gen.nz
Message-ID: <0R9gLB2w164w@acme.gen.nz>
Source record: 44117

Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG (Timothy Miller) writes:

>
> There is INDEED a VERY good VT-100/VT-102/"IBM ANSI" emulator out for
> the ST. It's called ANSITERM, and it supports 16-color VT-102,
> blinking text, etc. If anyone it interested in getting this
> shareware program please send a stamped, self-addressed envelope to:
>
> Timothy Miller
> 7519 Winging Way Drive
> Tampa, FL 33615 (USA)
>
> And I will be happy to mail you the complete package.
>

OK that's not a problem if you live in the USA,

But how in the hell are we suppoesd to do this from outside the 50
states?

Alan Brown dogbowl@acme.gen.nz ACME BBS +64-6-355 1342

" Get that Atari outta here! This is IBM country!!!! "

Palmerston North, New Zealand - A great place if you're a duck!

2101. emacs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-27 22:17:34 UTC
From: ericco@ssl.berkeley.edu
Message-ID: <ERICCO.92May27221734@superego.ssl.berkeley.edu>
Source record: 44104

Does anyone have a post-dump version of emacs. My machine
doesn't have enough memory to do the dump.

Thanks,
Eric
--
Eric
ericco@ssl.berkeley.edu

2102. re: Program crashes on quitting.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-27 22:50:18 UTC
From: chris@spuddy.uucp
Message-ID: <1992May27.225018.9870@spuddy.uucp>
Source record: 44107

[I posted a message about a program that crashed when quitting if
a menu was too big].

Many thanks to Leo Hendry and the many people who mailed me about this.
It does appear that the ST was crashing due to the GEM screen buffer
not being big enough. I have trimmed my menus and the problem has gone
away.

I am amazed that a bug such as this could slip though into the
production operating system of the ST!

--
Chris Allen
chris@spuddy.uucp

Call 0203 638780 for free access to Usenet in the UK

2103. Hard Drive problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-27 23:42:53 UTC
From: ehood@hydra.acs.uci.edu
Message-ID: <2A241E7D.4974@noiro.acs.uci.edu>
Source record: 44102
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a 80MB SCSI hard drive w/ICD Host adaptor. I ran CleanUp ST on my D partition and it showed that some of my files had bad characters. The files were located only in 2 subdirectories of the root and the characters in the files were changed from upper case to lower case (eg. CC.TTP -> cC.tTP) while some files were named: llllllll.lll. Plus, some of the directory data within the 2 subdirectories of the root was corrupted. Has anybody ever came across this problem and knows what causes it. I'd like to avoid this situation again.

I eventually just killed the 2 directories, copied the other directories to another partition and zeroed the D partition; then I put the other directories back (the 2 bad ones I can recover from floppy).

Other pertinent info: TOS 1.2; Running NeoDesk 3.02.

The only thing different from my normal usage is that I recently tried out the XCONTROL.ACC for awhile (any connection??).

Any help is appreciated,

--ewh
--

Earl Hood | Office of Academic Computing
ehood@uci.edu | University of California: Irvine
ehood@UCI.BITNET | Irvine, CA 92717

2104. Re: Problem upgrading ST with 1M*4bit chips

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-28 00:30:32 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May28.003032.4800@kosmos.wcc.govt.nz>
Source record: 44286

In article <1697@dutiws.tudelft.nl>, winfrvk@dutiws.tudelft.nl (P. Bart Schuller) writes:
> A problem for the hardware people:
>
> I just upgraded my ST from 2 to 4Mb using 4 chips of the 1M*4bit kind. The
> problem is that the upper 2Mb only work correctly if the display memory is
> not located in that area. If the display is located there, the screen shows
> a lot of blinking garbage. Everything seems to work fine if the display is
> in the lower 2Mb.
>
> Has anyone else made a memory expansion using 4Mbit chips?
>
> I sure would like this to work. My ST would then have 64 chips for 2Mb and
> another 4 for the other 2Mb :-) BTW: It used to be a 1040STf.
>
> Bart Schuller.

Its far better to use SIMMS, I have coverted some 4 machines so far with out
any problems...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2105. Pure C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-28 07:55:44 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92May28025544@leidecker.gsfc.nasa.gov>
Source record: 44103
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am interested in the Pure C compiler, formerly Turbo C. Fans of Pure C
are invited to email me their opinions regarding the following:

1. Is it fast?
2. How fast?
3. What is your impression of the debugger?
4. Can you set breakpoints with the mouse?
5. Will all features work on a 2.5 MB system?
6. There is no question 6.
7. Can you build the MiNT libs with it?
8. Can you use your own editor in the IDE?
9. Can you use GNU make in the IDE?
10. If not, how good are the editor and make facilities?
11. Can you launch the compiler from a CLI, or does it have to
be run from the desktop?

Thanks for any and all responses.

--
Doug
dstailey@leidecker.gsfc.nasa.gov

I am NOT an arthropod!

2106. Re: How to program a tsr (graphics tablet driver)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-28 12:35:31 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <BoyoB7.KJr@newcastle.ac.uk>
Source record: 44109

This exact subject was covered in an issue of ST APPLICATIONS
(Published by The ST Club in the UK). It was this year some time,
but I cann't remember which issue.

CRAIG GRAHAM

2107. Re: Weird shellp behavior with Gemini

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-28 13:28:04 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.GxFckWjXRco@jonh.wimsey.bc.ca>
Source record: 44111

In <jeroen.706953264@groucho.phil.ruu.nl>, Jeroen Scheerder writes:
>
>However, if you want to enter an interactive shell which system() call do you
>make? Correct, you start a shell... Mind you, programs should of course call
>for the thing written in the environment variable SHELL, not bluntly "sh.ttp".
>
Exactly. I thought if there was a shell hooked to shellp. it would be
obvious that you'd call the shell pointed to by the shell variable.
As I'm using Mupfel, maybe I'll try changing argument styles. Maybe
the othe progtram ind't getting the argument list in a form it can
understand.
Is there a real official argument passing scheme, or are people still
split between Xargs, and Argv?

--
" I'll endeavor to be more ploddingly, stupefyingly LITERAL "
John Henders <1992May24.032444.29089@rotag.mi.org>
T.K.O.O.C.C. kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

2108. Heat-n-Serve/Sozobon MiNTlibs version 20a

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-28 14:14:30 UTC
From: bigham@hercules.acpub.duke.edu
Message-ID: <3047@news.duke.edu>
Source record: 44106
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Version 20a of the Heat-n-Serve/Sozobon MiNT libraries have just appeared at atari.archive, and can be found in atari/new or atari/mint (depending on when you look) in mnthl20a.zoo. This release fixes some nasty bugs and omissions in versions 19 and 20; if you have a previous version of this library, I strongly encourage you to upgrade.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

2109. Hard Disk Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-28 15:01:40 UTC
From: "Gerry O'Rourke"
Message-ID: <1992May28.150140.20700@nt.com>
Source record: 44116

I have a problem with my Atari 1040FM + Hard Disk that someone may have encountered before. The disk is a RHODIME RT300T, connected to a Supra adapter. I am using Version 3.11 of the driver software.

The disk is partitioned into two 16 Meg & one 10 Meg sections. Things were fine until partition C: began to fill up. I noticed that files I had copied onto C: last month were missing when I looked a few days ago.

I had previously used Reorg to compact & reorganise the partition. This gave me no problems until there was about 7-8 Megs on the C: partition, when Reorg freaked out & thrashed the FAT. I re-formatted the disk & copied the files back. Now I find that utilities I used last month are gone.

GET INFO reports that there is 8.13 Meg used, with 2.9 Meg free. I used DLII to check the partition & it reported that the directories were bad. It also found 1552 lost or crosslinked clusters. It looks like the files are/were there, but the directory entries were wiped over by new files. When I tried to recover (using DLII), the prog reported that there was not enough entry space?.

Is there a known bug with the Supra software that causes this problem?
I have tried to get newer versions of the Supra utilities, but Supra are really hard to contact, & I can't find them on any sites.

I am using TOS 1.2, are there known bugs which can cause this ?

Please post all replies here, as I don't have an E-mail address (yet).

Regards

Gerry O'Rourke

2110. Re: How do I drop the DTR so that the modem drops the connection?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-28 17:26:24 UTC
From: steve@thelake.mn.org
Message-ID: <A1665931452@thelake.mn.org>
Source record: 44118

[In article <82918.2A17ECA7@psycho.fidonet.org>,
Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG (Timothy Miller) writes ...]

> SORRY! I've tried that method!!!!! just telling it to set or reset the
> bits doesn't work unless you tell it it can have write access to the port.
> but once you do that, on and off gibit cause the drive lights to flicker,
> the printer strobe to be asserted, and other irritating things like that.
> Perhapse I was doing something wrong, but for the first time in over a year,
> I have a routine that hangs up properly. See my assembly/C hybrid listing.

The code I posted came from a program that has been running for several
years, and is identical to the code that I included in my Atari Explorer
series on serial port programming. If it were broken, surely I would have
heard before now.

My suspicion is that either you didn't call Ongibit/Offgibit with the same
arguments I did, or your copy of Laser C has a bad entry in its osbind.h
file. (Bugs in Laser C are not unheard-of.) If you were making the drive
lights flicker, you definitely were tampering with something other than
bit 4. Are you sure you were using Ongibit/Offgibit and not Giaccess?

The whole point of the Ongibit/Offgibit calls is that you don't have to
worry about details of getting read/write access to the port registers. No
assembly language is required.

Ongibit readers the contents of register A, ORs it with the value you
supply, and writes the result back to port A. Offgibit reads the value,
ANDs it with the mask you supply, and writes the result back to port A.

To drop the DTR signal and hang up the modem, Offgibit(0xEF) reads the
value of the register, ANDs it with 0xEF, and writes back a value that is
identical to the original except that bit 4 (DTR) is turned off.

Ongibit(0x10) reads the value, ORs it with 0x10, and writes back a value
that is identical except that DTR bit 4 is turned on.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

2111. re: Program crashes on quitting.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-28 18:38:58 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992May28.143858.1406@uwovax.uwo.ca>
Source record: 44113

In article <1992May27.225018.9870@spuddy.uucp>, chris@spuddy.uucp (Chris Allen) writes:
[about crashes because menus were overrunning the GEM menu/alert buffer
in TOS 1.0]

> I am amazed that a bug such as this could slip though into the
> production operating system of the ST!

To be fair to Atari, this bug was fixed a long, long time ago; TOS 1.0
is ancient history. I know, people hate to pay money to upgrade; but
my TOS 1.4 upgrade was the second best investment I ever made in my ST
(the first best being expanding to 4 megabytes) and I would *strongly*
encourage everyone who still has TOS 1.0 to upgrade to a newer version.
TOS 1.2 isn't quite so buggy, but upgrading to 1.4 or 2.X will still
bring a very noticeable speed benefit to hard disk users.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2112. SCSI problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-28 18:38:59 UTC
From: anhalt@curtiss.seas.ucla.edu
Message-ID: <7248@lee.SEAS.UCLA.EDU>
Source record: 44114

Hi there, I just bought a 200MB Maxtor LXT200S SCSI hard disk and I have not been able to get it to work on my atari 520ST. I have tried two different SCSI adapters (supra and the one inside the Atari megafile 44 removeable). Atari's formatting software gives me fatal errors and will not let me select the drive to format it, supra's software returns "SCSI error", and ICD's tells me dma time out. I know the drive works (I was able to get it working on my friend's amiga, with his supra adapter, worked great), I know the adapters I have work, and I know the cables works, so why doesn't IT work? Please send email if you have any ideas about why this is and how to fix it.

Thanks,

James Edward Anhalt, III
anhalt@seas.ucla.edu

2113. Class 1 fax software

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-28 19:05:51 UTC
From: torrance@ai.mit.edu
Message-ID: <TORRANCE.92May28150551@oreo.ai.mit.edu>
Source record: 44115

Does anyone know of fax software for the Atari ST which will support a
Class 1 fax modem?

--Mark Torrance
torrance@ai.mit.edu
--

Mark C. Torrance torrance@ai.mit.edu o:(617)253-8829 h:868-2597

2114. Tandberg TDC 3360 tape drive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-28 19:32:32 UTC
From: geoffc@zebedee.UUCP
Message-ID: <6318414@zebedee.UUCP>
Source record: 44138

I've got the possible opportunity to buy a tape drive but before I do
so I'd like to work out if I can interface it to my ST and use either tapebios
or mt_bin recently posted to do streamer backups of my ST.

The device in question is an ICL S1 streamer tape unit, a modular set of
parts for a DRS300 minicomputer (there are separate boxes for processor,
power supply, hard disk, etc).

On the rear of the box is a connector marked 'SCSI' which certainly looks
like a standard SCSI connector. Also on the rear is a power supply socket
for daisy chaining all the power together (from the K3 power supply unit).
On the front is a set of DIP switches which (I think) are for changing the
SCSI address.

Inside the box is a fan, a fairly large circuit board (not proprietry - it's
(c) ICL) and a Tandberg TDC 3360 streamer tape. Unplugging the streamer
tape inside reveals that it has a standard hard-disk type power connector
and a 17x2 IDC cable socket - it's this cable socket that confuses me !

I figured I could just remove all the innards to just plug the streamer tape
mechanism straight into my hard disk drive. The hard disk setup I have is:

```
---------------------- -------------------------
| ICD DMA->SCSI board |-----SCSI--------------| NEC 114Mb SCSI h/d id 0 |
---------------------- | -------------------------
|
-------------------------- --------------------
| ICD SCSI->RLL board id 1 |---| 30Mb RLL h/d LUN 0 |
-------------------------- --------------------
```

The ICD board is connected to the RLL drive with 2 IDC cables (one data,
one control - I think) and the cable that went into the streamer tape is
the same size as the wider of the cables that goes into the RLL drive.
However, on the RLL board the only spare socket is the smaller size (so I guess
I would have to daisy chain the wider cable if I had another RLL drive).

Any ideas as to what I've found and whether I could wire it up ????

AdvThanks,

Geoffrey
--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!uunet!nstar!jshark!zebedee!geoffc

2115. Re: Hard Drive problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-28 19:48:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May28.194800.4806@kosmos.wcc.govt.nz>
Source record: 44105
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2A241E7D.4974@noiro.acs.uci.edu>, ehood@hydra.acs.uci.edu (Earl Hood) writes:
>
> I have a 80MB SCSI hard drive w/ICD Host adaptor. I ran CleanUp ST on
> my D partition and it showed that some of my files had bad characters.
> The files were located only in 2 subdirectories of the root and the
> characters in the files were changed from upper case to lower case (eg.
> CC.TTP -> cC.tTP) while some files were named: llllllll.lll. Plus,
> some of the directory data within the 2 subdirectories of the root was
> corrupted. Has anybody ever came across this problem and knows what
> causes it. I'd like to avoid this situation again.
>
> I eventually just killed the 2 directories, copied the other directories
> to another partition and zeroed the D partition; then I put the other
> directories back (the 2 bad ones I can recover from floppy).
>
> Other pertinent info: TOS 1.2; Running NeoDesk 3.02.
>
> The only thing different from my normal usage is that I recently tried
> out the XCONTROL.ACC for awhile (any connection??).
>
> Any help is appreciated,
>
> --ewh
> --
> --
> Earl Hood | Office of Academic Computing
> ehood@uci.edu | University of California: Irvine
> ehood@UCI.BITNET | Irvine, CA 92717

For one thing don't use the Long drive cable that ICD push, use a 18" one,
also get one of the newer DMA chips, Part No. C398739-001A, I don't trust the
older DMA chips Part No. C025913-38 , these are the ones that cause all the
problems with the STE...

Also turn off write caching, I also get the same problems, but these are just
my suggestions to fix the problem, you could also try a different booter,
ala Atari HDX5 or Supra, I do have some doubts about the ICD one, even though
its the best there is....

The DMA chip would be about $15us....

Roger..... sheppard_r@kosmos.wcc.govt.nz

2116. Re: Pure C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-28 20:18:22 UTC
From: gfarrell@fraser.sfu.ca
Message-ID: <1992May28.201822.16763@sfu.ca>
Source record: 44110
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <DSTAILEY.92May28025544@leidecker.gsfc.nasa.gov>
dstailey@leidecker.gsfc.nasa.gov (Douglas Stailey) writes:
>
>I am interested in the Pure C compiler, formerly Turbo C. Fans of Pure C
>are invited to email me their opinions regarding the following:
>

Could someone post this info, too?
Oh, and one more question: Can you figure out the shell and debugger if you
can't read German?

>
>Thanks for any and all responses.
>
>--
>Doug
>dstailey@leidecker.gsfc.nasa.gov
>
>I am NOT an arthropod!

Gordon Farrell e-mail:gfarrell@sfu.ca
Computing Science Major gfarrell@cs.sfu.ca
Simon Fraser University
Burnaby, B.C., Canada

2117. TOS release notes? (was: Re: Sversion() interpretation)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-28 20:57:26 UTC
From: nox@jelal.north.de
Message-ID: <2001.05.92@jelal.north.de>
Source record: 44123

In <A40968@MS.maus.de> Julian_Reschke@ms.maus.de (Julian Reschke) writes:

>...
>BTW: it's also documented in the TT TOS Release Notes.

btw: where can J. Random User get things like TOS Release Notes?

just curious...
Juergen (who just installed new firmware on his modem: EPROM
images are up for ftp, release notes included. why can't it be as easy
with atari? :-)
--
J"urgen Lock / nox@jelal.north.de / UUCP: ..!uunet!unido!uniol!jelal!nox
...ohne Gewehr

2118. Re: SCSI problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-28 21:46:37 UTC
From: sakari@sandman.cs.hut.fi
Message-ID: <1992May28.214637.1650@nntp.hut.fi>
Source record: 44119

In article <7248@lee.SEAS.UCLA.EDU> anhalt@curtiss.seas.ucla.edu (James E. Anhalt III) writes:
>Hi there, I just bought a 200MB Maxtor LXT200S SCSI hard disk and I have not
>been able to get it to work on my atari 520ST. I have tried two different
>SCSI adapters (supra and the one inside the Atari megafile 44 removeable).
>Atari's formatting software gives me fatal errors and will not let me select
>.........

Have you checked that parity checking is off on the Maxtor? The ST doesn't
like drives that check parity.
Hope this helps,
s.a

--

Sakari Aaltonen Helsinki University of Technology
Email: sakari@cs.hut.fi
--- You can't keep a Finn down without him getting all red in the face ----

2119. VMS NEWS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-28 21:49:06 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May28.214906.4807@kosmos.wcc.govt.nz>
Source record: 44108

Well do any of you chaps out there know if there is a port of rn to a VAX/VMS system, the VMS News V6.0-3 is have a lot of problems with this system here..

Thanks....

Roger..... sheppard_r@kosmos.wcc.govt.nz

2120. SOZOBON QUERY

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-28 23:35:40 UTC
From: Rick Applegate <rapple@cix.compulink.co.uk>
Message-ID: <1992May28.233540.18717@demon.co.uk>
Source record: 44120

A question or two on Sozobon -

Background:
I have Ian L's Heat & Serve version. I downloaded for a cheap way to learn C. The docs on the compiler are OK, but there are quite a few gaps that my experience cannot fill.

While extending a program one day that was running happily I obtained the error message Stack Overflow. Didn't seem unlikely, I had a lot of open files and was going down about 4/5 levels of subroutine with large variables. (Now that may not be good style, but I am learning. However, no matter what the style the compiler should serve, not dictate.) No problem I thought, I'll increase the stack size. Errr. how?? Maybe I'm being unobservant but I couldn't find any way of doing this in the docs.

In the process of trying to overcome this I found a newer version of the compiler on the atari archive at umich.edu. I downloaded this in the hope that either the docs would be better or that the compiler would deal with the code in a better fashion. Well, docs were no better so I just tried to install the compiler over the top of the existing setup. That didn't work either. Make didn't seem to drive it correctly at all. So... is there an easy way to install version 2 of the compiler over the heat & serve version? Is there a newer version of the heat & serve? Incidentally Ian if you read this I thought it a VERY good install process, better than a lot of commercial installs I've come across. Well worth the effort.

Thanks in advance for any help

Rick Applegate.

2121. Re: C'T program source code. Answe

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-29 00:43:00 UTC
From: Martin_Rogge@ki.maus.de
Message-ID: <A1216@KI.maus.de>
Source record: 44124

>Mr Jens Tingleff, M.Sc.EE. PhD student at
> Imperial College, Dept of EE, Exhibition Road, London SW7 2BT, England
writes on May 26th
>I haven't looked much into the code available yet, but the f-line
>emulator in ct9004 clearly stands out as a nice program to have, I'll
>get a co-processor and report back in, say, two months ;-)

That I can help you with, having a coprocessor for a month now. The story so far: At first I was a kind of shocked by the little gain of speed: last term's project about finite elements (mainly multiplications and additions) sped up to 50%. This was done using the normal Pure C library which in case of the presence of a 68881 uses it instead of having the calculations performed by the 68000. Obviously that means a permanent loading/unloading of FP0 (and FP1) from/to memory, so the FPU is used very unefficiently. Next I discovered that by switching on the 68881 option I could convince the compiler to produce lovely code which uses all the FPU registers and generates nice line F calls. Not knowing about c't 4/90 I started to write my own line f emulator, but didn't finish it because of lack of knowledge about the 68020/68881 protocol. When I read your message I immediately downloaded the mentioned file and tried to get it running. (I did even find the appropriate magazine in the heap.) Unfortunately the code dealing with FMOVEM commands is buggy, I had to fix quite a bit and there is still a good chance that not everything is allright. Anyway, it worked fine in the end, but it is definitely slower than the standard Pure C library. I have to admit that my own emulator is a bit quicker (and longer) than the one from the magazine but you can still see that the standard library beats it.
Here's a table of benchmarks for the afore mentioned program (or do you spell it "programme"?):

without cache	with cache
68000 used by library	3'17''	2'11''
FPU used by library	1'33''	0'58''
line F & emulator	2'17''	1'20''

The CPU's & FPU's clock is always 16MHz (I'm using the speeder HBS 240).

cu Martin

PS: I can't post the emulator, otherwise the gateway people get angry.

```
=====================================================================
= Martin_Rogge@ki.maus.de = no binaries & no messages >16 kB please =
=====================================================================
```

2122. Re: Hard Drive problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-29 04:42:36 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.V1EQkPPJO0k@jonh.wimsey.bc.ca>
Source record: 44122
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992May28.194800.4806@kosmos.wcc.govt.nz>,
sheppard_r@kosmos.wcc.govt.nz writes:

in response to Earl Hood's hard drive problems.
>
>For one thing don't use the Long drive cable that ICD push, use a 18" one,
>also get one of the newer DMA chips, Part No. C398739-001A, I don't trust the
>older DMA chips Part No. C025913-38 , these are the ones that cause all the
>problems with the STE...
>
>Also turn off write caching, I also get the same problems, but these are just
>my suggestions to fix the problem, you could also try a different booter,
>ala Atari HDX5 or Supra, I do have some doubts about the ICD one, even though
>its the best there is....

Just a bit of a disagreement here. I've been using the ICD cable
for over 4 years without a problem. Also, have used the write caching
for almost a year. No problems there unless you forget how it works and
turn off/reboot, before the write is finished.

--
" I'll endeavor to be more ploddingly, stupefyingly LITERAL "
John Henders <1992May24.032444.29089@rotag.mi.org>
T.K.O.O.C.C. kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

2123. Re: SOZOBON QUERY

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-29 07:08:02 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May29.070802.4001@mnemosyne.cs.du.edu>
Source record: 44125

> Is there an easy way to install Sozobon v2.x over the HSC version?

There's no easy way to install Sozobon (the real one, from the Sozo crew), that's why HSC was born in the first place. My make will run their compiler, but it probably won't work well the other way around. Other than make, there isn't any interchangability between their programs and mine. (Oh, AR is interchangable too). Thanks for the compliment on the install program, btw. It's the only part of HSC that I can truly take credit for.

> setting the stacksize

It should be documented in DLIBS.DOC (it certainly is in the upcomming v1.40 HSC release, but I think it was there already). Basically, you just define a variable in one of your source code modules. For example:

```
long _STKSIZE = 10240L; // set stack to 10k
```

If you're used to msdos or other compilers, this is counter-intuitive, as stack size setting is typically a linker option.

Speaking of that, I've been thinking of MAKING it a linker option in future releases. On thing this would buy would be the elimination of APSTART.O and MINSTART.O, because if I had the linker involved in setting the stack size, I could do it in such a way that the stack could be dynamically resized at startup time, even in a DA. But, a lot of existing code that uses the _STKSIZE method would stop working. Thoughts?

> stack overflow

In current versions, you'll get a spurious stack overflow error if you call GEMDOS, BIOS, or XBIOS functions while in supervisor mode. That'll be fixed in the upcoming release.

(Er, that is, you *can* get spurious stack overflows when in super mode; it doesn't always happen.)

--
- Ian
(void *) where prohibited by law

2124. problems with Teac drive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-29 08:17:21 UTC
From: tester@bra.isnet.inmos.co.uk
Message-ID: <1992May29.081722.10@bra.isnet.inmos.co.uk>
Source record: 44049

I'm having problems using a TEAC 3.5" external drive on my Mega ST2, and I was wondering if anybody out there can help.

Most of the time the drive works fine, but now and then it shows the current disk/folder as having no contents. This happens on disks formatted on this drive and on disks formatted on my internal Cumana drive.

I get this problem both when using a fileselector from within an application, and from the desktop. Pressing ESCAPE from the desktop sometimes fixes things, but sometimes doesnt.

For the record I'm using TOS 1.2 with Neodesk 3.?.

Any ideas?

Thanks

Paul Robins
email: svrobins@isnet.inmos.co.uk

2125. Re: Pure C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-29 09:00:50 UTC
From: jeroen@phil.ruu.nl
Message-ID: <jeroen.707130050@groucho.phil.ruu.nl>
Source record: 44121
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

dstailey@leidecker.gsfc.nasa.gov (Douglas Stailey) writes:

>I am interested in the Pure C compiler, formerly Turbo C. Fans of Pure C
>are invited to email me their opinions regarding the following:

>1. Is it fast?
>2. How fast?

Yes, it is blazingly fast - and it uses file caching to minimize (slow) I/O.
Benchmarking it is a waste of time: a source of 10.000 lines compiles in 20-30
seconds tops.

>3. What is your impression of the debugger?

It's not as cool as Think C's debugger for the Mac, but apart from that it's
the most useful debugger I've ever seen.

>4. Can you set breakpoints with the mouse?

Of course you can.

>5. Will all features work on a 2.5 MB system?

All features will work on a 1 MB system.

>7. Can you build the MiNT libs with it?

Dunno, but guesso.

>8. Can you use your own editor in the IDE?
>9. Can you use GNU make in the IDE?

There are two versions of all the stuff, a commandline as well as an
integreated version.

>10. If not, how good are the editor and make facilities?

The 'make' (called project) is not as powerful as normal make; the editor is
ok, and the environment has online help for Pure C, C, ANSI libs, TOS/AES/VDI
libs, and a nifty thing called 'project help': if you've compiled your file
once you can press HELP while on a user-defined function and the editor will go
to the definition of that function, etc. etc.

>11. Can you launch the compiler from a CLI, or does it have to
> be run from the desktop?

You can run it from anything.

Gr., J.

2126. Re: How do I drop the DTR so that the modem drops the connection?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-29 09:13:00 UTC
From: ivan@erich.triumf.ca
Message-ID: <29MAY199202131660@erich.triumf.ca>
Source record: 44126

In article <A1665931452@thelake.mn.org>,
steve@thelake.mn.org (Steve Yelvington) writes...

>The whole point of the Ongibit/Offgibit calls is that you don't have to
>worry about details of getting read/write access to the port registers. No
>assembly language is required.
>
>Ongibit readers the contents of register A, ORs it with the value you
>supply, and writes the result back to port A. Offgibit reads the value,
>ANDs it with the mask you supply, and writes the result back to port A.
>
>To drop the DTR signal and hang up the modem, Offgibit(0xEF) reads the
>value of the register, ANDs it with 0xEF, and writes back a value that is
>identical to the original except that bit 4 (DTR) is turned off.
>
>Ongibit(0x10) reads the value, ORs it with 0x10, and writes back a value
>that is identical except that DTR bit 4 is turned on.
A big problem with On/Off-gibit is that the original documentation in
the developers' kit was wrong, and every set of docs I have seen slavishly
repeats this wrong documentation. It says something like Ongibit(n) "where n
is the bit you want to set", and identical wording for Offgibit(). What Steve
has written above is correct; I worked it out myself by reading the ROM
listing after a terminal programme I was working on would crash whenever I
tried to do it a la documentation.

Ivan Reid, Paul Scherrer Institute, CH. ivan@cvax.psi.ch

2127. Re: Weird shellp behavior with Gemini

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-29 09:43:39 UTC
From: r0mill01@ulkyvx.louisville.edu
Message-ID: <1992May29.094339.24772@vlsi.louisville.edu>
Source record: 44129

In article <H.GxFckWjXRco@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>In <jeroen.706953264@groucho.phil.ruu.nl>, Jeroen Scheerder writes:
>>
>>However, if you want to enter an interactive shell which system() call do you
>>make? Correct, you start a shell... Mind you, programs should of course call
> Is there a real official argument passing scheme, or are people still
>split between Xargs, and Argv?
>
>
>--
> " I'll endeavor to be more ploddingly, stupefyingly LITERAL "
> John Henders <1992May24.032444.29089@rotag.mi.org>
> T.K.O.O.C.C. kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)
>
Some Software looks in the Envir table for
SHELL_P=yes
in addition to all the other nifty stuff.

r. royar

2128. Re: SOZOBON QUERY

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-29 09:54:40 UTC
From: ramaer@cs.utwente.nl
Message-ID: <1992May29.115440@cs.utwente.nl>
Source record: 44128

In article <1992May28.233540.18717@demon.co.uk>, Rick Applegate
<rapple@cix.compulink.co.uk> writes:
|> style the compiler should serve, not dictate.) No problem I thought, I'll
|> increase the stack size. Errr. how?? Maybe I'm being unobservant but I
|> couldn't find any way of doing this in the docs.

include the following definition somewhere

unsigned long _STKSIZ = <new_size>;

I beleive default is 8K, however I would not know where to find that.

|> ...

Version 1.33i and version 2.0 both descent from version 1.2 but they
are not entirely compatible. 2.0 has object code with identifiers
of unlimited length, 1.33i has some bug fixes in the compiler.

Hope this helps,
Mark

2129. Re: Hard Disk Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-29 10:20:31 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92May29122031@orion.laas.fr>
Source record: 44127

>>>>> Regarding Hard Disk Problems; Gerry O'Rourke adds:

Gerry> When I tried to recover (using DLII), the prog reported that
Gerry> there was not enough entry space?.

It seems that DLII does not appreciate weird directory entries, and
then gives the above answer (repeated quite often, actually). That is
why I wrote my own disk traversal routine. What I found out?
Parition C:'s root directory has one cluster beyond the normal end of
my files with junk on it! Virtually no one sees it, eg. gulam or
desktop, but DLII balks and my program works.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

2130. Gemini 1.21 problem with HSC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-29 13:57:45 UTC
From: tony@microware.co.uk
Message-ID: <964@mwuk.UUCP>
Source record: 44134

Hi,

I have a problem trying to use the Heat'n'Serve C in conjunction with Gemini 1.21 in 1Mbyte of RAM.

Because of the limited RAM, I need to specify that MAKE.TTP should be run in overlay mode. However, by doing that, MAKE does not inherit any of my environment variables.

Just to be doubly sure, I have defined the env vars I need both in ROOT.ENV, for use by GEMENV, and also in MUPFEL.MUP. Mupfel confirms that I do indeed have the required values, and if I call MAKE without using overlay mode, it inherits them successfully. However, I then have insufficient RAM for the C compiler. :-(

It appears that RUNNER.APP is the culprit - either it is not receiving environment vars from Gemini, or is not passing them on. Or perhaps, even worse, Gemini does not pass them out to RUNNER.APP.

The Gemini manual does say that environment variable are lost when using overlay mode. I can understand that temporary env vars will not be preserved, since Gemini starts up from scratch after the overlay program finished, but I do need the overlay program to inherit them.

Does anyone have a solution to this problem (apart from more RAM! :-), such as a modified RUNNER.APP ?

--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

2131. Re: TOS release notes? (was: Re: Sversion() in

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-29 15:51:38 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May29.155138.12248@newshost.lanl.gov>
Source record: 44131

In article 92@jelal.north.de, nox@jelal.north.de (Juergen Lock) writes:

>
> btw: where can J. Random User get things like TOS Release Notes?

Juergen, you can get TOS Release Notes (and about anything else from the ST or TT Developers package) directly from Atari. You no longer have to be a registered developer to get most of the stuff. In the US, contact Gail Bacani at Atari Developer Support at (408) 745-2022. Mail address is 1196 Borregas Avenue, Sunnyvale, CA 94089.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2132. Executable file formats

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-29 16:44:32 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <22045@castle.ed.ac.uk>
Source record: 44132

Does anybody out there have any information about the TOS executable file format and the formats of GNU, Lattice and GST object files.
Thanks in advance.

Simon.

2133. How can I get wind_set(h, WF_KIND, .. to work?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-29 16:53:35 UTC
From: prissi@marie.physik.tu-berlin.de
Message-ID: <prissi.707158415@marie>
Source record: 44136

Has anyone ever gotten wind_set(<handle>, WF_KIND, <new-components>) to work properly? (WF_KIND is defined to 1).

I have had no succcess, neither compenets (ie Slider, sizer, ...)have disappeared nor they appeared.

In the Pure C - Onlinehelp is one description, but in the "Profibuch" not.

2134. Re: Pure C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-29 19:22:56 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992May29.192256.22993@donau.et.tudelft.nl>
Source record: 44133
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992May28.201822.16763@sfu.ca> gfarrell@fraser.sfu.ca (Gordon James Farrell) writes:

>In article <DSTAILEY.92May28025544@leidecker.gsfc.nasa.gov>
dstailey@leidecker.gsfc.nasa.gov (Douglas Stailey) writes:
>>
>>I am interested in the Pure C compiler, formerly Turbo C. Fans of Pure C
>>are invited to email me their opinions regarding the following:
>>

>Could someone post this info, too?
>Oh, and one more question: Can you figure out the shell and debugger if you
>can't read German?

Only if you can read english :-) (The program menus are in english,
but the online help text is in german).
As I've said before on the net, don't let the german language deter you.
For most german texts an english equivalent can be found (for example,
for the ANSI C libraries there are obvious english replacements).
For the remainder some guessing and perhaps a dictionary will suffice.

I am no wizzard in german, but it has never been an obstacle in using
the program.

=-=-=-

2135. Re: Vax Problems..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-29 21:21:16 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May29.212116.4818@kosmos.wcc.govt.nz>
Source record: 44130

In article <0R9gLB2w164w@acme.gen.nz>, dogbowl@acme.gen.nz (Alan Brown) writes:
> Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG (Timothy Miller) writes:
>
>>
>> There is INDEED a VERY good VT-100/VT-102/"IBM ANSI" emulator out for
>> the ST. It's called ANSITERM, and it supports 16-color VT-102,
>> blinking text, etc. If anyone it interested in getting this
>> shareware program please send a stamped, self-addressed envelope to:
>>
>> Timothy Miller
>> 7519 Winging Way Drive
>> Tampa, FL 33615 (USA)
>>
>> And I will be happy to mail you the complete package.
>>
>
> OK that's not a problem if you live in the USA,
>
> But how in the hell are we suppoesd to do this from outside the 50
> states?
>
>
> Alan Brown dogbowl@acme.gen.nz ACME BBS +64-6-355 1342
>
> " Get that Atari outta here! This is IBM country!!!! "
>
> Palmerston North, New Zealand - A great place if you're a duck!

Well use CityNet and get it yourself, or call the Main Atari support BBS
in New Zealand Z-Net BBS x64 4-476-2852...

Has all the latest suff well all most I still have to upload Rufus 1118 and
LZH201l...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2136. ST boot sector missing

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-30 01:09:46 UTC
From: JoelES@cup.portal.com
Message-ID: <59797@cup.portal.com>
Source record: 44135

Help!!! Lost communication with Megafile 30 hard drive with Mega 2 computer. A read-only sector editor shows the boot sector (sector 0) to be all 00's. All files and directories appear intact, but the drive icon never appears, and the Atari Hard Disk utilities V 5 reports device 0 as "identification unavailable." Maybe a virus cleaned out the boot sector. Anyway, lots of critical files are inaccessible. Yes, I admit it! I failed to back them up!!! If anyone knows what needs to be in the boot sector of a Mega 30, and has any idea where I can get a sector editor that will let me rewrite the boot sector, I will be in your debt. PS: it seems the computer cannot recognize the drive, since another utility reports cylinders to be zero, sectors per track to be zero, etc. The drive is otherwise OK, and I can read any of its sectors with utilities I have. I just can't access it from the desktop, and it will not boot from the hard drive anymore. Again, thanks to any Atari tech expert out there who knows the intimate details of their disk format!

2137. GCC 2.1 - Can't compile desk accessories???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-30 04:54:49 UTC
From: warwick@cs.uq.oz.au
Message-ID: <8129@uqcspe.cs.uq.oz.au>
Source record: 44139

This should "work" as a desk accessory (but freeze the machine):

```
main()
{
while (1);
}
```

Correct?

When I compile this with GCC 2.1, it bombs (2 bombs) at boot (ie. run) time.

Has anyone SUCCESSFULLY created a desk accessory with GCC 2.1 ?

```
--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / aisled deasil /
/ * <-- Computer Science Department, / eliads ideals /
\_.-._/ University of Queensland, / ladies sailed /
v Brisbane, Australia. / ------ ------ /
```

2138. AES: How to use appl_trecord() & appl_tplay() ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-30 05:28:00 UTC
From: warwick@cs.uq.oz.au
Message-ID: <8131@uqcspe.cs.uq.oz.au>
Source record: 44140

Is anyone familiar with the use of the play and record features
of the AES?

(This is for the gem++ library)
--
Warwick.
--
_-_|\ warwick@cs.uq.oz.au / aisled deasil /
/ * <-- Computer Science Department, / eliads ideals /
_.-._/ University of Queensland, / ladies sailed /
v Brisbane, Australia. / ------ ------ /

2139. Re: How do I drop the DTR so t

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-30 05:36:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A41425@MS.maus.de>
Source record: 44195

Ivan D. Reid (ivan@erich.triumf.ca) wrote:
> A big problem with On/Off-gibit is that the original documentation in
>the developers' kit was wrong, and every set of docs I have seen slavishly
>repeats this wrong documentation.

Except for the 'Atari Profibuch ST-STE-TT' (and earlier editions) :-)

2140. Re: Gemini 1.21 problem with HSC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-30 07:00:11 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May30.070011.5379@mnemosyne.cs.du.edu>
Source record: 44192

> Gemini's RUNNER.APP doesn't pass env vars to MAKER

I've never used Gemini, so I can't supply a direct solution. A workaround might be to use MAKE's $(SETENV) command in the .INICMDS: section of the MAKE.INI file. The delivered MAKE.INI has some commented-out $(SETENV) commands to use as an example, have a look. This won't allow you to set env vars differently for each run (like setting CFLAGS= in the env and accessing it from within makefiles), but it will let you set the PATH, INCLUDE, and LIB vars so that the compiler will run from MAKE. (The .INICMDS and $(SETENV) combo is a holdover from the days before I had written GEMENV to handle things.)

--
- Ian
(void *) where prohibited by law

2141. Re: GCC 2.1 - Can't compile desk accessories???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-30 07:10:28 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May30.071028.5628@mnemosyne.cs.du.edu>
Source record: 44191

```
> This should "work" as a desk accessory (but freeze the machine):
> main()
> {
> while (1);
> }
> Correct?
```

Nope, that should do just what it did, lock up the machine. For accessories to multitask with the rest of the system, you have to have AES calls, since the AES is the dispatcher for multitasking. The minimum DA would look like:

```
main()
{
int msgbuf[8];
appl_init();
while (1) {
evnt_mesag(msgbuf);
}
}
```

```
--
- Ian
(void *) where prohibited by law
```

2142. Re: Hard Drive problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-30 14:18:37 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May30.141837.4814@kosmos.wcc.govt.nz>
Source record: 44137
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.V1EQkPPJO0k@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> In <1992May28.194800.4806@kosmos.wcc.govt.nz>,
> sheppard_r@kosmos.wcc.govt.nz writes:
>
> in response to Earl Hood's hard drive problems.
>>
>>For one thing don't use the Long drive cable that ICD push, use a 18" one,
>>also get one of the newer DMA chips, Part No. C398739-001A, I don't trust the
>>older DMA chips Part No. C025913-38 , these are the ones that cause all the
>>problems with the STE...
>>
>>Also turn off write caching, I also get the same problems, but these are just
>>my suggestions to fix the problem, you could also try a different booter,
>>ala Atari HDX5 or Supra, I do have some doubts about the ICD one, even though
>>its the best there is....
>
> Just a bit of a disagreement here. I've been using the ICD cable
> for over 4 years without a problem. Also, have used the write caching
> for almost a year. No problems there unless you forget how it works and
> turn off/reboot, before the write is finished.
> " I'll endeavor to be more ploddingly, stupefyingly LITERAL "
> John Henders <1992May24.032444.29089@rotag.mi.org>
> T.K.O.O.C.C. kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)
>

I do sugest you have a read of a TTL logic book, you will find that with
standard TTL logic, they only recomend logic lines of no longer that 12"..?

Also go check with ICD, they don't recomend there 36" cable with STE's..

Please I am a Electronic/Computer Engineer of some 40 years standing,
I don't post false technical infomation here, I do have my virginity
to think about..?

I might have a dig about Atari, but that me, you don't have to live here,
and the complete lack of Atari support, if you don't like what I post
close your eyes I won't tell..-:)...

Roger..... sheppard_r@kosmos.wcc.govt.nz

2143. ROM Chip placement

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-30 14:35:46 UTC
From: cfaehl@vesta.unm.edu
Message-ID: <626k6wf@lynx.unm.edu>
Source record: 44193

I have an acquaintance who's got a 1040ST rev D sans ROM chips. He's got access to chips alright, but no way to determine where they go. I figured somebody here *has* to know, so please, help me out with this. Thanks.

cfaehl@vesta.unm.edu
Chris Faehl

NOTE: DO NOT MAIL ME! I'll be history come Monday :< but I've got a friend who subscribes.

2144. Re: Executable file formats

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-30 16:09:11 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <1992May30.160911.4742@gmuvax2.gmu.edu>
Source record: 44196

In article <22045@castle.ed.ac.uk> Simon Kinahan writes:
>
> Does anybody out there have any information about the TOS executable
>file format and the formats of GNU, Lattice and GST object files.
> Thanks in advance.
>
> Simon.

The following is what I pulled out the last time this thread came up.
This is pretty long, and some of the information is repeated, but some
isn't, so look through it carefully.

From: dba@jet.uk (dennis armstrong)
Subject: Re: Executable file format request (again)
Date: 23 Apr 92 15:50:33 GMT

An executable program file (.PRG, .TOS, .TTP) is divided into four segments.
These segments are the file header, program with data field, symbol table,
and relocation data.

file header.
byte # contents
$00,$01 $601A (bra $+1A) branch to program start
$02-$05 Length of the program segment (text)
$06-$09 Length of the data segment (data)
$0A-$0D Length of the additional storage segment (bss)
$0E-$11 Length of the symbol table
$12-$1B 00,Reserved
$1A Program start address

The text, data and bss segments are those segments defined in standard 68000
assemblers.

Each entry in the symbol table is seven words long and contains the name, type
and value of the symbol.
byte contents
$0-$7 symbol name
$8-$9 Symbol type relocatable, global or external
$A-$C Value (address, register number, direct value etc).

The symbol table may be 0 length if the symbols have not been included.

Following the symbol table is the relocation table, this table contains the
distances between the longwords which must be relocated. The first longword
in this table specifies the offset of the first longword to be changed from
the start of the program. After this bytes are used whose value gives the
distance from the current longword to the next longword to be changed. If

the distance is greater than 254, bytes of value 1 will be inserted untill
the distance is less than 255. The first byte to contain 0 indicates the end
of the relocation table.

When the program is loaded into memory the relocation table is no longer
availiable, this means that relocation of a memory image of the program is
not possible (unless of course you write it pc relative!). The memory
image is not the same as the file image.

From: ramaer@cs.utwente.nl (Mark Ramaer)
Subject: Re: Executable file format request (again)
Date: Fri, 24 Apr 1992 08:09:41 GMT

|> file header.
|> byte # contents
|> $00,$01 $601A (bra $+1A) branch to program start
|> $02-$05 Length of the program segment (text)
|> $06-$09 Length of the data segment (data)
|> $0A-$0D Length of the additional storage segment (bss)
|> $0E-$11 Length of the symbol table
|> $12-$1B 00,Reserved
|> $1A Program start address
|>

Almost correct, the text segment starts at 0x1C .
An alternative description is the function below that
reads and relocates text and data:

```
typedef struct {
short magic;
long textLength,
dataLength,
bssLength,
symbolTableLength;
char reserved[10];
} headerType;

/* sizeof(header_type) == 28 */
/* magic == 0x601A */

/* the relocation table follows the symbol table upto the special value
EORELTAB */

typedef struct {
char name[8];
short kind;
long value;
} symbol;

/* special relocation values: */
#define EORELTAB 0
#define EXTENSION 1
```

```
load_and_relocate(fd)
int fd;
{
extern char *lalloc();
headerType header;
long valueToAdd;
char *textAndData;
long currentOffset;
unsigned char relVal;

fread(fd,&header,sizeof(header));
textAndData = lalloc(header.textLength + header.dataLength);
read(fd, textAndData, header.textLength + header.dataLength);

/* the program in the file has absolute addresses as if it */
/* were loaded at address 0, so add the start of the text */
/* to the absolute addresses. */

valueToAdd = (long) textAndData;

/* skip the symbol table */

lseek(fd, header.symbolTableLength, SEEK_CUR);

/* the relocation table starts with a single long which is the */
/* offset of the first address to relocate. The rest of the */
/* table are unsigned char's, offsets from the previous address*/

read(fd, &currentOffset, sizeof(long));
*(long*)(textAndData+currentOffset) += valueToAdd;

read(fd, &relVal, 1);
while (relVal != EORELTAB) {
while (relVal == EXTENSION) {
currentOffset += 254;
read(fd, &relVal, 1);
}
currentOffset += relVal;
*(long*)(textAndData+currentOffset) += valueToAdd;
read(fd, &relVal, 1);
}

free(textAndData); /* :-) */
}
```

From: cse0507@desire.wright.edu
Subject: Re: Executable file format (finally)
Date: 23 Apr 92 05:29:51 GMT

Hmmm...here's some info excerpted from Abacus' disk drives book.

On disk, it's the file header, program with data field, symbol table (if present), and relocation data (if present)
Header first:
2 bytes, = $601a (BRA $1a)

4 bytes, the length of the program segment
4 bytes, length of the data segment
4 bytes, length of the bss
4 bytes, length of the symbol table
10 bytes, reserved, should all be zero (unless...fastload bit? TT RAM?)
Immediately after is the program. "All addresses which the program uses are
set up so that the start of the program is taken as address zero"
The relocation table contains the distances between the longwords which
must be relocated. The first longword specifies the offset of the first
longword needing changed, starting from the beginning of the program. All
subsequent values in the reloc table specify offsets from the previous
value; a linked list of values, if you will. If the next longword needing
relocated is too far (>254) to be expressed properly, the value 1 gets
inserted until the distance is <255.

From: bammi@acae127.cadence.com (Jwahar R. Bammi)
Subject: Re: Executable file format question
Date: Mon, 13 Apr 1992 05:37:39 GMT

Ok here is one for the N'th time, along with the gcc-lib include file:
==========

The format for a .prg, .tos or .ttp file is as Follows (word = 16 bits).
- 16 bit relocatable objects are not supported by Gem Dos.

14 Word Header
Text Segment Image
Data Segement Image
Symbol Table (Optional)
Relocation Info (Optional)

Header Format:
Byte Size(words) Contents
0 1 Contains 601A H Denoting Contiguous
text, data and block storage segments
2 2 Size of Text Segment - Bytes
6 2 Size of Data Segment - Bytes
10 2 Size of Block Storage Segment - Bytes
14 2 Size of Symbol Table - Bytes
18 2 Reserved - Always Zero
22 2 Reserved - Always Zero
(This is supposed to contain the
Begining of the Text Segment and
execution, but execution always begins
at the top of the Text segement, hence 0)
NOTE: In TOS 1.4 or greater these are the program load flags.

26 1 If Zero then Relocation info IS
present, No relocation info otherwise.
Always Zero for Gem Dos.

Symbol Table Format: (this is the DRI format, other formats exist)
Each entry is 7 words.

Byte Size(words) Contents
0 4 Name - zero padded to 8 characters
8 1 Type
10 2 Value

Type Value
defined 8000 H
equated 4000 H
global 2000 H
equated register 1000 H
external reference 800 H
data based reloc. 400 H
text based reloc. 200 H
bss based reloc. 100 H

where:
reloc. == relocatable

A symbol with multiple characteristics has the bits OR'ed in
the type field.
The value field is the value of the symbol (address, register
number, value of an expression or some other value). When the value
field is non-zero AND the type field contains an External Symbol, the
linker interprets the value to be a common region in which the size of
the region is the value in the value field. Multiple such entries may
be present, and the size of common that the linker ultimately decides
on is the one with the greatest value in the value field of the same
symbol.

The nm68 utility provided with the development system can be
used to dump the symbol table.

Relocation Information:
If the last word in the header is Zero the relocation info is
present in the following format: (following symbol table if present)

Byte Size (BYTES) Contents
0 4 Offset from the beginning of the Text
Segment of the first longword needing
relocation.
4 1 Relocation offset byte
5 1 " " "
.....

xx 1 A byte containing Zero terminates

Relocation offset byte - Gives the offset to the Next longword
in the Text Segment to relocate (offset from the First Offset) and so
on. When an offset of Zero is encountered the relocation info
is terminated. The bytes of Relocation offset give succeeding offsets.
(so the smallest legal value is 4 (size of long word)). If a

succeeding offset is greater than 254, then a byte containg One (1)
will be encountered, signifying add 254 to the previous total.

I hope that I explained the above clearly. I guess an example
is appropriate to say what i mean.
Suppose that the first longword to be relocated is at offset
128 from the begining of the text segment. The next one is at offset
132 from the begining. The next is at offset 390 from the begining
of the text segment (ie. 258 bytes from the second longword to be
relocated), Then the relocation info looks like

byte Size(BYTES) Contents
0 4 128
4 1 4
5 1 1 (add 254)
6 1 4 (128 + 4 + 254 + 4 = 390)

and so on.

/* EOF */
==========

```
/* atst.out.h .1 24Dec85 */
/*
* Header prepended to each Atari ST .prg file
*/
#ifndef _STAOUT_H
#define _STAOUT_H

#if defined(__cplusplus)
extern "C" {
#endif

struct aexec {
short a_magic; /* magic number */
unsigned long a_text; /* size of text segment */
unsigned long a_data; /* size of initialized data */
unsigned long a_bss; /* size of uninitialized data */
unsigned long a_syms; /* size of symbol table */
unsigned long a_AZero1; /* always zero */
unsigned long a_ldflgs; /* program load flags */
#define a_AZero2 a_ldflgs /* compatibility */
unsigned short a_isreloc; /* is reloc info present */
};
#define CMAGIC 0x601A /* contiguous text */
#define ISRELOCINFO 0 /* relocation information is present */
/* any other value - no reloc info */
/*
* Macros which take exec structures as arguments and tell whether
* the file has a reasonable magic number or offsets to text|symbols|strings.
*/
#define A_BADMAG(x) (((x).a_magic)!=CMAGIC)
```

```
/* this is busted...
#define A_TXTOFF(x) ((x).a_magic==ZMAGIC ? 1024 : sizeof (struct exec))
*/
#define A_TXTOFF(x) (sizeof (struct aexec))
#define A_DATOFF(x) (A_TXTOFF(x) + (x).a_text)
#define A_SYMOFF(x) (A_TXTOFF(x) + (x).a_text+(x).a_data)
#define A_STROFF(x) (A_SYMOFF(x) + (x).a_syms)

/*
* Format of a symbol table entry
*/
struct asym
{
char a_name[8]; /* symbol name */
unsigned short a_type; /* type flag, i.e. N_TEXT etc; see below */
unsigned long a_value; /* value of this symbol (or sdb offset) */
};

/*
* Simple values for a_type.
*/
#define A_UNDF 0 /* ?? for gas */
#define A_BSS 0x0100 /* bss */
#define A_TEXT 0x0200 /* text */
#define A_DATA 0x0400 /* data */
#define A_EXT 0x0800 /* external */
#define A_EQREG 0x1000 /* equated register */
#define A_GLOBL 0x2000 /* global */
#define A_EQU 0x4000 /* equated */
#define A_DEF 0x8000 /* defined */
#define A_LNAM 0x0048 /* gst compat long name */

#if defined(__cplusplus)
}
#endif

#endif /* _STAOUT_H */
```

2145. Tempus II under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-30 16:34:03 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <11909@chalmers.se>
Source record: 44194

Yes, it's really possible to run Tempus II under MiNT!

I've never believed the people who blame Tempus's crashes under MiNT on the way
Tempus does its window scrolling. Tempus has always been my favorite editor
so, finally, a few weeks ago I started looking for the real problem.

Two hours later the problem had been found and fixed!
Tempus II now runs happily even with a few BGACC-shells on screen.

To patch your Tempus II executable, follow the instructions below (it's easy!).

In the executable file, search for the first occurrence of the word $04a2.
The word directly before this should be $2f38.

The instruction is: move.l $4a2.w,-(a7) $4a2.w = savptr

This is the start of some code that calls the operating system to get the state
of the capslock key. Unfortunately it's done from within an interrupt (the same
one that updates the clock in the corner).
Without MiNT the code works because of some fiddling with the 'savptr' system
variable. I don't remember exactly what's done, but you could look at the code
if you're interrested. ;-)

MiNT crashes when this code has been called a couple of times!

I'm not sure what the problem is, but it can be fixed by changing the $2f38
mentioned above into $602a.
This is a branch instruction that simply skips the offending code.

With this patch, Tempus runs fine under MiNT, but you lose the capslock
indicator. :-(

Editing executable files can be a problem, since normal editors can't handle
the strange characters and long "lines". I usually load the file into some sort
of assembly language debugger, for example DevPac2.
Whatever means you use, you have to make sure that the length of the file you
save after patching is equal to the length of the original file (of course).

There is no guarantee that this patch will work with your version of Tempus,
but it does with the three I've tried it on.

If there's any problem, mail me at the address given below.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

2146. Re: How do I drop the DTR so t

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-30 17:45:08 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1992May30.174508.7928@informatik.uni-erlangen.de>
Source record: 44197

Julian_Reschke@ms.maus.de (Julian Reschke) writes:

>Except for the 'Atari Profibuch ST-STE-TT' (and earlier editions) :-)

Earlier editions of what?

Nice advertisement for your book, hu? You should at least say that
this book in written in german. So bad luck for our english speaking
friends.

If you post something, think before. Or post your book 8-)

I *have* thought before, but I just can't leave your article without
any comment.

This is not a flame, since the original article wasn't a flame too.

------------------------------ cut here ------------------------------
------------------------------ cut here ------------------------------
Larry

+---+-----------------------+
| lsmichae@faui43.informatik.uni-erlangen.de | IRC: Pit (Mr. GIF) |
| Lars "Larry" Michael +---+-----------------------+
| Graduate Student of Computer Science | Live's a piece of shit, |
| at University of Erlangen/Germany | when you look at it. |
+-------------------------------------+--------------------------+

2147. Re: GCC 2.1 - Can't compile desk accessories???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-30 20:05:07 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <7287@lee.SEAS.UCLA.EDU>
Source record: 44198

```
In article <8129@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>
>This should "work" as a desk accessory (but freeze the machine):
>
>main()
>{
> while (1);
>}
>
>
>Correct?
>
>When I compile this with GCC 2.1, it bombs (2 bombs) at boot (ie. run) time.
>
>Has anyone SUCCESSFULLY created a desk accessory with GCC 2.1 ?
>
>--
>Warwick

If Gcc 2.1 is similar to previous ST versions of gcc, you have to do
some stack fiddling to run an accessory. I did this recently and it
worked, but the following is from memory:

/* gcc init code needs a special stack convention for DA code; the
* following is an excerpt from crtinit.c:
*
* Acc convention:
* user sets _heapbase to bottom of stack + heap area
* sets _stksize to the size of this area
* at startup, sp will be set to top of this area
* (_heapbase + _stksize ) and malloc()'s will happen from heap.
* (note malloc() and *not* Malloc())
*
*/
char myheap[HEAP_SIZ+10];
void *_heapbase = (void *)myheap;
long _stksize = (long)HEAP_SIZ;

...

I hope this helps.

-- Scott Willingham // willing@icsl.ucla.edu
```

2148. Parts NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-31 00:51:13 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992May31.005113.19934@a.cs.okstate.edu>
Source record: 44212

My Mega ST has a fried DMA chip and a fried Floppy controller chip
I really need these chips, and would appreciate hearing from ANYONE who has ordered and PROMPTLY received Atari chips lately. I've waited 3 months twice lately (ordered from 2 friendly vendors) and have NOTHING to show for it.

Please help me find a vendor with parts in stock!

jc

2149. Using vs_color on STe/TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-31 02:34:34 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992May31.023434.17571@newton.ccs.tuns.ca>
Source record: 44199

I have a MEGA ST2 and I need some information on the vs_color() VDI function as it applies to the STe and TT.

On the ST/MEGA vs_color(handle,pen,rgb) is used to set the colour of a drawing pen and rgb is a three element array holding a value 0-1000. Since the ST/MEGA only has a colour palette of 512 (8x8x8) the rgb values passed to vs_color and be 0,142,285,428,571,714,857 and 1000.

My question is: Since the STe/TT have a colour palette of 4096 (16x16x16), what are the sixteen values that vs_color will use?

==========

Kenneth Hartlen (hartlenk@newton.ccs.tuns.ca)

School of Computer Science
Technical University of Nova Scotia
Halifax, Canada

==========

2150. Re: Gemini 1.21 problem with HSC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-31 11:18:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A41486@MS.maus.de>
Source record: 44208

Tony Mountifield (tony@microware.co.uk) wrote:
>It appears that RUNNER.APP is the culprit - either it is not receiving
>environment vars from Gemini, or is not passing them on. Or perhaps, even
>worse, Gemini does not pass them out to RUNNER.APP.

This will be fixed in the next Gemini release. Until then, you could
(a) install more RAM :-) or (b) set the environment from within the AUTO
folder (so that GEM programs started with shel_write inherit it).

2151. Re: How do I drop the DTR so t

Newsgroup: comp.sys.atari.st.tech
Date: 1992-05-31 14:31:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A41522@MS.maus.de>
Source record: 44209

Mick Schmidt (Mick_Schmidt@hb.maus.de) wrote:
>But the C deklaration and the assembler call example still say "bitno" as
>parameter not "bitmask", which might be a little bit confusing (and lead me
>to the false conclusion that even the Profibuch is wrong ;-))

Ups. That's confusing, I agree. Will be changed in future editions :-)

2152. Re: Setting up GCC 2.1 with gulam ? (How ?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-01 06:13:27 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jun13135727@acae127.cadence.com>
Source record: 44022

In article <1992Jun11.181251.11302@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
> Can anybody tell me what I should be doing to get gcc up and running ?

you should firstly read the documentation (in the doc/ sub directory the file gcc-st.tex)., and the README files sprinked with various part of the compiler.

then you need to set up your environment variables: (use syntax as appropriate to your shell)

```
setenv GNUINC 'g:\include,e:\include'
setenv GNULIB 'e:\lib,g:\lib'
setenv GCCEXEC e:\bin\gcc-
setenv GXXINC 'e:\g++-inc'
setenv TEMP h: <<<<< note no trailing backslash
```

if you are using gulam, then in gulam.g add
set env_style mw

GNUINC is a comma seperated list of directories where you put the include files for the library.

GXXINC is a comma seperated list of directories where you put the libg++ include files.

GNULIB is a comma seperated list of directories where you put the lib binaries (*.olb and crt0.0 and gcrt0.o)

GCCEXEC is the directory\gcc- (a minus at the end) where you put the compiler executables gcc-cc1.ttp gcc-cpp.ttp. gcc-as.ttp, gcc-ld.ttp and gcc-cc1plus.ttp (this may look like gcc-cc1p.ttp if you dont use UNIXMODE).

TEMP directory for the compiler to use for temporary files. a ramdisk works best for this.

Now to you PATH add the directory where you put gcc.ttp (this may or may not be the same has the directory where you put the other compiler binaries).

that should do it. to check your setup try (in gulam make sure you have env_style set to mw):

```
gcc -v hello.c
```
then try
```
gcc -v -mshort hello.c
```
if you want to try compiling for MiNT and have installed the MiNT libs
```
gcc -v -mint hello.c
```

```
gcc -v -mint -mshort hello.c

and try
gcc -v hello.cc -lg++

to see exactly what the compiler is doing. if you see forward slashes, dont
be alarmed, the libraries handle forward slashes in pathnames even if
UNIXMODE is not set.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155
```

2153. How to upload to atari.archive?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-01 06:25:49 UTC
From: neuhaus@vier.informatik.uni-kl.de
Message-ID: <neuhaus.707379949@vier>
Source record: 44201

Hello.

I have recently ported the 4.4BSD version of the bourne shell and less
v177 to mint, and have already uploaded them onto our local ftp
server, ftp.uni-kl.de. While ftp'ing from a.a, I noticed that,
despite numerous requests to do so, nobody had uploaded the files. I
wanted to upload them myself, but could not, since the only directory
I found that was world-writeable was atari/new, which, in turn, was
not world-readable. Since I didn't want to overwrite equally-named
files by accident, I did not put the files there.

So my question is: Is there a standard operating procedure by which to
upload files to atari.archive? Please answer by mail.

If you reply, please send mail to neuhaus@informatik.uni-kl.de, not
neuhaus@vier.informatik.uni-kl.de. This is a bug in our news software,
and I'm not sure when we'll get it fixed. Thank you.

--
+------- No .sig? OH, COME ON! --------+-"The derivative snuggles close to-+
email: neuhaus@informatik.uni-kl.de	the function---whatever to snuggle
snail mail: Stephan Neuhaus/Hilgard-	means; I'm too old for that"
ring 32/6750 Kaiserslautern/Germany	-- Math Prof

2154. Re: MiNT Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-01 06:30:25 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jun13141425@acae127.cadence.com>
Source record: 44023

In article <A1305@KI.maus.de> Nils-Henner_Krueger@ki.maus.de (Nils-Henner Krueger) writes:

> m>Second, the UNIXMODE setting doesn't seem to be documented anywhere, how
> m>does one use it, and how does it work?
>
> That's a question I'm dealing with for weeks now, because this UNIXMODE-stuff
> ist documented in a file that comes with the sources of the library of the
> GNU-C compiler. So people without ftp-access are not able to get it at all.

people,
please download the documentation too in doc/doc.zoo (or some
filename like that) and not just the binaries. yes, contrary to
popular belief there is documentation, if people would just download
it!!!!

--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2155. Re: Gemini 1.21 problem with HSC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-01 09:20:12 UTC
From: Joshua Kronengold <JOKHC@CUNYVM.BITNET>
Message-ID: <92153.052012JOKHC@CUNYVM.BITNET>
Source record: 44203

I suppose the problem is caused by gemini using an appl_exit(file);
(or whatever) to run runner.app. Gemini exits, telling the desktop to run
runner.app, and runner.app inherits the desktop's enviroment, rather than
Gemini.
Solution? Use an autoboot enviroment setter for any universal enviroment,
then use mupfel.mup for mupfel specific var's.

2156. gulam problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-01 09:27:20 UTC
From: beaumont@CompSci.Bristol.AC.UK
Message-ID: <2124@csisles.Bristol.AC.UK>
Source record: 44202

I have noticed that 'if' does not work properly on my version of gulam.
I have the following test.g file...

```
if { -e d:\file }
echo it is there
ef
echo it is not there
endif
```

assuming the file d:\file is actually present on this disk, when I run test.g
the 'if' always evaluates to 0 and fails and the second echo writes to
the screen. The problem seems to be that the whole line is not being read in.
When I change the if line to...

```
if 1 + { -e d:\file } == 2
```

the if always succeeds, regardless of whether d:\file exists or not. But if I
have...

```
if { -e d:\file } + 1 == 2
```

then this always fails. It appears to me that 'if 1 + ...' is read as 'if 1'
and always succeeds whatever file I am testing for (I get the same problem
for -d -f etc).

The version of gulam that I am using starts up with:
beta-test version 1.03.05.05 032588

I have TOS version 1.2. and my 520STFM is upgraded to 2.5 megabytes with
XtraRam Delux.

Can anyone give me any advice, or point me in the direction of a gulam that
works properly.

-Tony Beaumont

==
email: beaumont@uk.ac.bristol.compsci
snail: Tony Beaumont,
Advanced Computing Research Center,
University of Bristol,
Bristol, BS8 1TR,
UK
==

2157. Re: AT-SPEED...PC-SPEED...SUPERCHARGER...?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-01 15:53:33 UTC
From: gipmgr6@sci.kun.nl
Message-ID: <1992Jun1.155333.9269@sci.kun.nl>
Source record: 44204
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992May27.160408.9076@unlinfo.unl.edu> ganderso@unlinfo.unl.edu (gary anderson) writes:

[...]

>Regarding PC emulators, most of those who responded
>recommended either AT-SPEED, PC-SPEED or SUPERCHARGER.

>For those of you who have used one or more of the
>above -- what's the good news, and what's the bad news?
>I welcome any and all information, opinions, factoids
>and rumors.

[...]

I have an AT-SPEED at 8MHz. It works fine, except for harddisk acces. Once every few minutes (using turbo pascal 6.0) a read error occurs. I don't know where the errors are coming from. I suspect that the driver software tries to read through SCSI, without retrying itself. I never have problems like that using TOS. (I use ICDBOOT 5.3.0, and a Quantum drive.)

janwh@sci.kun.nl (Jan-Willem Hubbers)

2158. How to use GDB with GCC 2.1 ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-01 16:13:09 UTC
From: timm@mpii02017.mpi-sb.mpg.de
Message-ID: <TIMM.92Jun1181309@mpii02017.mpi-sb.mpg.de>
Source record: 44205

```
Hallo,

I tried to debug a C++ Program, that I compiled with the newest version
of GCC 2.1 for the atari with GDB PL 18.
I did the following:

gcc -xc++ -c -g foo1.c
gcc -xc++ -c -g foo2.c
gcc -xc++ -c -g foo.c
gcc -o foo.tos foo.o foo1.o foo2.o -lX -lY -lm -lg++
sym-ld foo.sym c:\gnu\lib\crt0.o foo.o foo1.o foo2.o -lX -lY -lm -lg++ -lgnu

This gave me the TOS executable and the Symbolfile (sym-ld was PL 27).
I was able to run the executable, to run gdb and load the executable and
even start it (with r and c), but when i tried to load the symbol file
(or even the symbolfile alone to gdb), gdb gave an error message like
'Unknown symbol ':' in symtab at position 123' or something similar.

I'd like to know if gdb 2.6 PL 18 is able to debug c++ program compiled
by gcc 2.1 and if i have to use different switches for sym-ld.

( I hope bammi has an answer to this questions :-))

Jan

--
mail: Jan-G. Timm email: Jan.Timm@mpi-sb.mpg.de
Sulzbachstr.1 timm@cs.uni-sb.de
D-6600 Saarbruecken
West-Germany
```

2159. Re: AT-SPEED...PC-SPEED...SUPERCHARGER...?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-01 19:02:00 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Jun1.150200.23473@newstand.syr.edu>
Source record: 44206
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jun1.155333.9269@sci.kun.nl> gipmgr6@sci.kun.nl (gipmgr cursus) writes:
>In <1992May27.160408.9076@unlinfo.unl.edu> ganderso@unlinfo.unl.edu (gary anderson) writes:
>>Regarding PC emulators, most of those who responded
>>recommended either AT-SPEED, PC-SPEED or SUPERCHARGER.
>>For those of you who have used one or more of the
>>above -- what's the good news, and what's the bad news?
>>I welcome any and all information, opinions, factoids
>>and rumors.
>
>I have an AT-SPEED at 8MHz. It works fine, except for harddisk
>acces. Once every few minutes (using turbo pascal 6.0) a read
>error occurs. I don't know where the errors are coming from.
>I suspect that the driver software tries to read through SCSI,
>without retrying itself. I never have problems like that using
>TOS. (I use ICDBOOT 5.3.0, and a Quantum drive.)
>janwh@sci.kun.nl (Jan-Willem Hubbers)
>
Jan,
Are you using an ms-dos disk cache? That is a definate no-no
for ATSpeed. I've got the 8mhz version and have no problems
with it at all...other than certain hardware-access problems,
like disk caches, which must be avoided...Oh, yeah, I cannot
seem to configure Kermit to work with my mainframe properly,
but that is most likely NOT a problem with ATSpeed (as others
have told me they can use terminal programs on it).
--Gerry
ggreenbe@rodan.acs.syr.edu

2160. Re: How to use GDB with GCC 2.1 ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-01 20:59:14 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <22139@castle.ed.ac.uk>
Source record: 44210

Simple, you've missed a bit of the gdb docs I think. The version I have says that gdb 'will get horribly confused' if you give it C++ code to debug.

Simon

2161. GCC : broken up file on a.a

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-01 21:04:11 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <22140@castle.ed.ac.uk>
Source record: 44211

On atari.archive there are (I think) two forms of the zoo files
holding the source and binaries.
I have downloaded the broken up form (gcc21b02.za[a-d] I think) of
the binaries but my problem is I cannot put the files back togethe
again. Can anyone help ?

Thanks in advance.

Simon.

2162. Re: AT-SPEED...PC-SPEED...SUPERCHARGER...?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-01 21:59:56 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1992Jun1.215956.16862@pbhya.PacBell.COM>
Source record: 44207
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>In <1992May27.160408.9076@unlinfo.unl.edu> ganderso@unlinfo.unl.edu (gary anderson)
writes:
>
>[...]
>
>>Regarding PC emulators, most of those who responded
>>recommended either AT-SPEED, PC-SPEED or SUPERCHARGER.
>
>>For those of you who have used one or more of the
>>above -- what's the good news, and what's the bad news?
>>I welcome any and all information, opinions, factoids
>>and rumors.

I have used the super charger for about a year. It works fine with most
programs. It occasionally locks up when a program tries to use com1:. You
see, com1 is the mouse, and it just doesn't work well as a modem.

I also (occasionally) get a repeated character at the com port. No idea
why.

The good news: I have successfully coded, compiled and tested C programs
that were to be used for telecommunications in a MS-DOS environment. Hundreds
of users never knew it was compiled on an Atari 1040 STe. :-)

Dan Suthers, Technology Consultant, PCS & IN Development Lab, Pac Bell
(510) 671-1325
UUCP: pacbell!pbeos!dbsuthe
==========
= Youth is a difficult time... it gets tougher the longer you draw it out. =
==========

2163. C encryption routine

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-01 23:44:47 UTC
From: ssw9@aber.ac.uk
Message-ID: <1992Jun1.234447.12891@aber.ac.uk>
Source record: 44213

Greetings,
I am looking for a piece of C source for the ST which performs fast(ish)
DES encryption along the lines of the UNIX crypt() command. Ideally, the routine
should take two parameters, the first being the string to be encrypted, and
the second to be a two character 'key'.

Does anyone have such a routine, or can anyone give me a hint as to where I
could get such a routine or how I could write one myself.

Thanks in advance,

Simon.

2164. Telebit modem + ST problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-02 00:12:44 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <73224@ut-emx.uucp>
Source record: 44214

Hi,

I recently acquired an old (1988, but has latest ROMS) Telebit Trailblazer Plus modem that I would like to use to connect at high speed to a similar modem at work (the modem at work has 1988 ROMS). The connection works fine at 2400 baud, but is very jerky at high speed (9600 - 19200). A few lines will blast quickly to the screen, then there will be a long pause, then a few more lines appear very quickly, another pause, ...

The pauses are so long that the total throughput is about the same as at 2400 baud. It looks like a flow control problem, but turning off flow control in Uniterm doesn't help. I also increased the size of Uniterm's buffers, with no effect. The new serialfx program on a.a also had no effect, but I am not sure that it installed itself properly (it seems to run OK from the auto folder, but the cpx module tells me it isn't installed).

I have seen this modem work fine with two telebits connecting two sun workstations, so I suspect something about my ST is messing up the flow of data. Does this problem sound familiar to anyone. I would certainly like to be able to use the full potential of the modem.

Can this be related to the problem that serialfx is supposed to cure? If so, are there any known compatibilities that keep serialfx from working? I tried moving around my TSR's a bit, but was never able to get the cpx to recognize serialfx.

Any help will be appreciated.

Tim Gallivan
timg@landau.ph.utexas.edu

2165. Re: GCC : broken up file on a.a

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-02 02:31:21 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Jun2.023121.23819@oz.plymouth.edu>
Source record: 44215

guess I'm not the only person who had this problem..... the
solution (given to me by Jwar Bammi [sorry :-(, I know I've spelled
it wrong]) is to cat the files together and then un-zoo them.....

Cat'ted together you end up with a 1.4+meg file.....

It would be nice if they where uue'd into smaller pieces instead of
chopping a binary file into that many pieces. The only problems I had
were because of a corrupted piece... so I had to d/l the thing twice.

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

2166. rom failures

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-02 04:27:06 UTC
From: valluri@cco.caltech.edu
Message-ID: <1992Jun2.042706.21539@cco.caltech.edu>
Source record: 44216

```
It came to my attention that there was a listing for M failures which
```

2167. Re: Tandberg TDC 3360 tape drive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-02 08:21:24 UTC
From: tony@microware.co.uk
Message-ID: <967@mwuk.UUCP>
Source record: 44222

In article <6318414@zebedee.UUCP> uunet!sharkey!nstar!jshark!zebedee!geoffc writes:
> I've got the possible opportunity to buy a tape drive but before I do
> so I'd like to work out if I can interface it to my ST and use either tapebios
> or mt_bin recently posted to do streamer backups of my ST.
>
> The device in question is an ICL S1 streamer tape unit, a modular set of
> parts for a DRS300 minicomputer (there are separate boxes for processor,
> power supply, hard disk, etc).
>
> On the rear of the box is a connector marked 'SCSI' which certainly looks
> like a standard SCSI connector. Also on the rear is a power supply socket
> for daisy chaining all the power together (from the K3 power supply unit).
> On the front is a set of DIP switches which (I think) are for changing the
> SCSI address.
>
> Inside the box is a fan, a fairly large circuit board (not proprietry - it's
> (c) ICL) and a Tandberg TDC 3360 streamer tape. Unplugging the streamer
> tape inside reveals that it has a standard hard-disk type power connector
> and a 17x2 IDC cable socket - it's this cable socket that confuses me !

This is probably a QIC connection. It looks like the tape drive is NOT
an "embedded-SCSI" kind of drive (it would probably have an 'S' suffix
if it were), but instead requires the ICL board to interface it to SCSI.

> I figured I could just remove all the innards to just plug the streamer tape
> mechanism straight into my hard disk drive. The hard disk setup I have is:
>
> ---------------------- -------------------------
> | ICD DMA->SCSI board |-----SCSI--------------| NEC 114Mb SCSI h/d id 0 |
> ---------------------- | -------------------------
> |
> ------------------------- --------------------
> | ICD SCSI->RLL board id 1 |---| 30Mb RLL h/d LUN 0 |
> ------------------------- --------------------
>
> The ICD board is connected to the RLL drive with 2 IDC cables (one data,
> one control - I think) and the cable that went into the streamer tape is
> the same size as the wider of the cables that goes into the RLL drive.
> However, on the RLL board the only spare socket is the smaller size (so I guess
> I would have to daisy chain the wider cable if I had another RLL drive).

As I understand it, that SCSI-RLL board will have one 34-way connector,
which should be daisy-chained to both the RLL hard drives in parallel
(these are the control signals), and two 20-way connectors, which are
wired individually one to each drive (these are the data signals).

The 34-way to the tape drive will not be the same as the 34-way to the disks.

> Any ideas as to what I've found and whether I could wire it up ????

Possibly. You would need both the tape drive AND the ICL board, and
connect the ICL's SCSI to the SCSI bus in your HD setup. Make sure you
get the terminators correct (only install on the device at each end of
the SCSI bus), and that the SCSI ID's are all different (you probably
know this anyway).

Whether the recently-posted tape software would work, I have no idea,
but I guess there's a good chance it will, provided the ICL board
understands "standard" SCSI, and is not an older SASI-style board.

Hope this helps.

Tony.
--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

2168. Re: TOS release notes? (was: Re: Sversion() in

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-02 12:10:49 UTC
From: d09c@alf.zfn.uni-bremen.de
Message-ID: <d09c.707486359@alf.zfn.uni-bremen.de>
Source record: 44219

hutch@bellman.lanl.gov (John Hutchinson) writes:

>In article 92@jelal.north.de, nox@jelal.north.de (Juergen Lock) writes:

>>
>> btw: where can J. Random User get things like TOS Release Notes?

>Juergen, you can get TOS Release Notes (and about anything else from the ST or
>TT Developers package) directly from Atari. You no longer have to be a
>registered developer to get most of the stuff. In the US, contact Gail Bacani
>at Atari Developer Support at (408) 745-2022. Mail address is 1196 Borregas
>Avenue, Sunnyvale, CA 94089.

tnx, some people mailed me this too. now does anyone know if this is
true for atari germany as well?

cheers,
Juergen

2169. Re: gulam problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-02 13:40:13 UTC
From: wabe@ukc.ac.uk
Message-ID: <1119@eagle.ukc.ac.uk>
Source record: 44221

```
In article <2124@csisles.Bristol.AC.UK> beaumont@CompSci.Bristol.AC.UK (Tony Beaumont)
writes:
>I have noticed that 'if' does not work properly on my version of gulam.
>I have the following test.g file...
>
> if { -e d:\file }
> echo it is there
> ef
> echo it is not there
> endif
>
>assuming the file d:\file is actually present on this disk, when I run test.g
>the 'if' always evaluates to 0 and fails and the second echo writes to
>
stuff deleted
>
>The version of gulam that I am using starts up with:
> beta-test version 1.03.05.05 032588
>
>I have TOS version 1.2. and my 520STFM is upgraded to 2.5 megabytes with
>XtraRam Delux.
>
>Can anyone give me any advice, or point me in the direction of a gulam that
>works properly.
>
>
>-Tony Beaumont
>
>=========================================================
>email: beaumont@uk.ac.bristol.compsci
>snail: Tony Beaumont,
> Advanced Computing Research Center,
> University of Bristol,
> Bristol, BS8 1TR,
> UK
>=========================================================
In my gulam.g file I regularly use these kinds of tests. Here is a
small portion that has never given me any trouble

if -e o:\gulam.hlp
set sdir o:
ef -e c:\gulam.hlp
set sdir c:
ef
```

```
set sdir a:
endif

if -e o:\rde.ttp
set rdx rde
ef
set rdx rdy
endif

set aux a:
if -d g:\bin
set aux g:
ef -d c:\mwc30\bin
set aux c:\mwc30
endif
```

etc. etc. Note that I do not have the curly brackets {..} that
you have. Perhaps if you removed these your problems would dissappear?
O, I forgot, I also use a machine with TOS 1.2 at present - but have an
STE (at home) where the same gulam.g file also works. The version of
GULAM I use is the latest (version 4.05, I think, from memory).

W. Alan B. Evans
[wabe@ukc.ac.uk]

2170. Re: Wierd Assembly Code

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-02 13:50:51 UTC
From: bammi@galaxy1.cadence.com
Message-ID: <BAMMI.92Jun14213451@galaxy1.cadence.com>
Source record: 43944

here is the output of perl g2m foo, the section within #ifdef __MSHORT__
is for 16 bit integers the other section is for 32 bit integers:

```
;
; Translation of foo by g2m.
; checking the translation is HIGHLY recommended.
;
;
; tapebind.cpp definitions for the library.
; With these it is now compatible with 16 bit integers
;
#ifdef __MSHORT__
.globl _tapebios

.text
.even

_tapebios:
lea 20(sp), a0
; 4 bytes for ret addr + 16 for parameters
movem.l d2/a2, -( sp)
; save registers that TOS clobbers
move.l -(a0), -( sp)
move.l -(a0), -( sp)
move.l -(a0), -( sp)
move.l -(a0), -( sp)
trap #10
add.l #16, sp
movem.l (sp)+, d2/a2
rts
#else
.globl _trap_10_wwll

_trap_10_wwll:
movem.l d2/a2, -( sp)
move.l 28(sp), a1
move.l 24(sp), a0
move.l 20(sp), d1
move.l 16(sp), d0
move.l a1, -( sp)
move.l a0, -( sp)
move.w d1, -( sp)
move.w d0, -( sp)
trap #10
add.l #12, sp
```

```
movem.l (sp)+, d2/a2
rts
;endif
```

```
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155
--
```

--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2171. Command line parameters in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-02 14:40:50 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Jun2.144050.23580@newton.ccs.tuns.ca>
Source record: 44217

I'm having a problem getting command line parameters on my ST. The following program works fine in Turbo C (for the PC), on the HP 9000 at the university. However, it doesn't work with Lattice C v5.06 or Sozobon C v2.0. argv[0] has a null string instead of the path and program name. Sozobon also doesn't handle a quoted parameter such as "This is one parameter" properly, it breaks it into four pieces.

Can anyone tell why this won't work on the ST properly?

```
#include <stdio.h>

int main(argc, argv)
int argc;
char *argv[];
{
int i;

printf("argc = %d\n",argc);

for(i=0;i<argc;i++)
printf("argv[%d]: %s\n",i,argv[i]);

return;
}
```

```
==============================================================================
```

Kenneth Hartlen (hartlenk@newton.ccs.tuns.ca)
Technical University of Nova Scotia
Halifax, Nova Scotia Canada

2172. Re: Executable file formats

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-02 17:18:25 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <707505505.17644@minster.york.ac.uk>
Source record: 44223

In article <1992May31.062523.1543@mnemosyne.cs.du.edu> ilepore@isis.cs.du.edu (Ian Lepore) writes:
>
>> object module formats
>
> I don't have any info on GNU, Lattice, or GST object modules (what's
>GST anyway?), but for the record, here's info on DRI-standard and Laser C
>object formats. (The laser data is a a bit dated, it may not apply to
>recent versions.)

I have the GST Object File format documented in my Metacomco assembler manual. It's long, but I can type it in if nobody else has it...

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
Summer: lodge%alsys@uknet	-- Blackadder II

2173. Re: C encryption routine

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-02 17:21:14 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <707505673.17667@minster.york.ac.uk>
Source record: 44224

In article <1992Jun1.234447.12891@aber.ac.uk> ssw9@aber.ac.uk (Simon Ward) writes:
>Greetings,
> I am looking for a piece of C source for the ST which performs fast(ish)
>DES encryption along the lines of the UNIX crypt() command. Ideally, the routine
>should take two parameters, the first being the string to be encrypted, and
>the second to be a two character 'key'.
>
>Does anyone have such a routine, or can anyone give me a hint as to where I
>could get such a routine or how I could write one myself.

Check out 'Cryptography and Data Security' by Dorothy Denning. It's the
bible of computer-based cryptography and coding theory, so your library
should have a copy. It has a chapter on how DES is implemented.

If you're interested in a more humourous discussion of whether DES is
actually safe or not, check out 'Computer Networks' by Andy Tanenbaum. It's
an interesting read...

>Thanks in advance,
>
>Simon.

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
Summer: lodge%alsys@uknet	-- Blackadder II

2174. Re: Command line parameters in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-02 19:48:08 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992Jun2.194808.20119@mnemosyne.cs.du.edu>
Source record: 44220

> Lattice C v5.06 Sozobon v2.0 argv[0] contains an empty string

This a problem with TOS, not the compilers. TOS doesn't have a standard
way to pass the program name to the program; there are some non-standard
ways of digging it out of the parent's address space, but these will
likely fail on future (multitasking, protected) OSes. Recently, Atari
defined the ARGV standard which lets programs (especially shells) pass
a proper argv[0] to a program. TOS itself won't use this standard tho.

> Sozobon also doesn't handle a quoted parameter such as
> "This is one parameter" properly.

Should it? I've never seen anything in writing that says it should
behave that way. Does MSDOS work like that (I've never tried it)? Does
Unix work like that? I'd be willing to change the next release of HSC
to work like that if there was a clear concensus that that's the right
way to do things and existing programs won't break. (Although, now that
I think about it, under the ARGV standard, that is something that the
caller has to worry about, since the args are pre-parsed in ARGV parm
passing.)

--
- Ian
(void *) where prohibited by law

2175. Re: Command line parameters in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-02 22:14:09 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <707523249.25474@minster.york.ac.uk>
Source record: 44226

In article <1992Jun2.144050.23580@newton.ccs.tuns.ca> hartlenk@newton.ccs.tuns.ca (Kenneth W Hartlen) writes:
>I'm having a problem getting command line parameters on my ST. The following
>program works fine in Turbo C (for the PC), on the HP 9000 at the university.
>However, it doesn't work with Lattice C v5.06 or Sozobon C v2.0. argv[0] has
>a null string instead of the path and program name. Sozobon also doesn't
>handle a quoted parameter such as "This is one parameter" properly, it breaks
>it into four pieces.
>
>Can anyone tell why this won't work on the ST properly?

argv[0] is null because it is impossible to determine, in general, what
command line was used to launch a given program on the ST. This is due to the
semantics of the Pexec call, which starts child processes. Some shells put
the name of the executed program into its environment, but if you aren't
running one of those shells...

>Kenneth Hartlen (hartlenk@newton.ccs.tuns.ca)
>Technical University of Nova Scotia
>Halifax, Nova Scotia Canada

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
Summer: lodge%alsys@uknet	-- Blackadder II

2176. Re: re: Program crashes on quitting.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-02 22:16:56 UTC
From: geoffc@zebedee.UUCP
Message-ID: <2412286@zebedee.UUCP>
Source record: 44170

In article <1992May28.143858.1406@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca
(Eric Smith) writes:
> In article <1992May27.225018.9870@spuddy.uucp>, chris@spuddy.uucp (Chris Allen) writes:
> [about crashes because menus were overrunning the GEM menu/alert buffer
> in TOS 1.0]
>
> > I am amazed that a bug such as this could slip though into the
> > production operating system of the ST!
>
> To be fair to Atari, this bug was fixed a long, long time ago; TOS 1.0
> is ancient history. I know, people hate to pay money to upgrade; but
> my TOS 1.4 upgrade was the second best investment I ever made in my ST
> (the first best being expanding to 4 megabytes) and I would *strongly*
> encourage everyone who still has TOS 1.0 to upgrade to a newer version.
> TOS 1.2 isn't quite so buggy, but upgrading to 1.4 or 2.X will still
> bring a very noticeable speed benefit to hard disk users.

I'm still on 1.0 (:-( ) but with the impending release of MultiTOS I figured
it is worth hanging on until Atari release it later this year (or next year,
or the year after ....).

Interesting, under MiNT when I tried to do 'F'ollowup in Mercury rn I got
the error 'Illegal argument' and nothing happened. Works fine (as you can
see) without MiNT installed - odd !

> --
> Eric R. Smith email:
> Dept. of Mathematics eric.smith@uwo.ca
> University of Western Ontario
>
Geoffrey
--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!uunet!nstar!jshark!zebedee!geoffc

2177. Term emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-03 03:55:00 UTC
From: frecks@bluemoon.rn.com
Message-ID: <D3XRLB2w164w@bluemoon.rn.com>
Source record: 44225

Could anyone tell me the specs for Ansi, Kermit, VT-220 or any
other fairly widespread protocol... ATASCII too...
And when I refer to Ansi, I'm not wanting the IBM specs. My
terminal program already supports that variety, however, this system does
some wierd things with it's ANSI <-sysop sayz is real MacKoy. I would ask
him but he seems to be ignoring me lately?

Wot have you fried on your unventilated Atari today?
Mah 520 makes excellent fondue... '-)

This is from
frecks@bluemoon.rn.com
who doesn't have their own obnoxious signature yet

2178. Re: C encryption routine

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-03 10:22:58 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <9130010@hpbbrd.bbn.hp.com>
Source record: 44149

/ hpbbrd:comp.sys.atari.st.tech / ssw9@aber.ac.uk (Simon Ward) / 5:44 pm Jun 1, 1992 /
> I am looking for a piece of C source for the ST which performs fast(ish)
> DES encryption along the lines of the UNIX crypt() command. Ideally, the routine
> should take two parameters, the first being the string to be encrypted, and
> the second to be a two character 'key'.

You may not be able to use DES - that one takes an 8-byte key.

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2179. Re: ANSITERM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-03 11:24:15 UTC
From: branch_delft@utrtsc.enet.dec.com
Message-ID: <1992Jun3.092525.7338@rdg.dec.com>
Source record: 44229

In article <83700.2A1B1490@psycho.fidonet.org>,
Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG (Timothy Miller) writes...
>The new version of ANSITERM is out.
> Features include:
> 16 color text
> blinking text
> full featured auto-dialer
> file transfers using XYZ 2.01
> pull-down menus
>
>If anyone is interested in getting this shareware program, please send
>a stamped, self-addressed envelope, with 50 cents (U.S.) for the disk to:
>
> Timothy Miller
> 7519 Winging Way Drive
> Tampa, FL 33615-1519
> U.S.A.
>
>Don't forget the 50 cents for the disk... even if it has to be the
>equivalent in a foreign currency.
>
>--
>Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
>UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
>Note:psycho is a free gateway between Usenet & Fidonet. For info write to
> root@psycho.fidonet.org.

2180. Re: TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-03 11:43:51 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <1629@sheoak.bcae.oz.au>
Source record: 44228
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Could someone please tell me which versions of TOS are available on
disk? Where can I get them?
Also, on which FTP sites are Atari programs/files available (apart from
a.a.umich)

Replies by e-mail to
i921652@redgum.ucnv.edu.au
(Hope it works properly)

Thanks in advance,

Jared

2181. MS Mouse on an ST - How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-03 12:10:02 UTC
From: fnsgs@alf.uib.no
Message-ID: <1992Jun3.121002.11917@alf.uib.no>
Source record: 44233

This is probably a FAQ, so mail replies might be appropriate....
(BTW, where is the FAQ for this group?)

I would like to connect a Microsoft mouse to my 1040 ST. Is this
possible? If so, how? (Rather detailed description preferred; I'm quite
a novice when it comes to techie matters on the ST...)

And while I'm at it: Is it possible to connect a standard PC keyboard
to the ST? Anybody know how?

Thanks!

--Gunnar
--

Gunnar Sylthe Phone: +47-5-212125 (voice)

2182. Re: Command line parameters in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-03 13:33:30 UTC
From: steve@thelake.mn.org
Message-ID: <A1143937219@thelake.mn.org>
Source record: 44227

[In article <1992Jun2.194808.20119@mnemosyne.cs.du.edu>,
ilepore@isis.cs.du.edu (Ian Lepore) writes ...]

>> Sozobon also doesn't handle a quoted parameter such as
>> "This is one parameter" properly.
>
> Should it? I've never seen anything in writing that says it should
> behave that way. Does MSDOS work like that (I've never tried it)? Does
> Unix work like that? I'd be willing to change the next release of HSC
> to work like that if there was a clear concensus that that's the right
> way to do things and existing programs won't break. (Although, now that
> I think about it, under the ARGV standard, that is something that the
> caller has to worry about, since the args are pre-parsed in ARGV parm
> passing.)

I don't think it should.

Having the startup code become sensitive to special characters would just
lead to confusion. The ARGV standard provides a way for the parent process
to arrange arguments to its liking, and that's plenty of flexibility.

Of course, we'd all take ARGV a lot more seriously if Atari supported it
with software, not just words.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

2183. Re: Command line parameters in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-03 14:27:59 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Jun3.142759.7092@newton.ccs.tuns.ca>
Source record: 44232

In article <1992Jun2.194808.20119@mnemosyne.cs.du.edu> ilepore@isis.cs.du.edu (Ian Lepore) writes:
>
> > Lattice C v5.06 Sozobon v2.0 argv[0] contains an empty string
>
> This a problem with TOS, not the compilers. TOS doesn't have a standard
>way to pass the program name to the program; there are some non-standard
>ways of digging it out of the parent's address space, but these will
>likely fail on future (multitasking, protected) OSes. Recently, Atari
>defined the ARGV standard which lets programs (especially shells) pass
>a proper argv[0] to a program. TOS itself won't use this standard tho.
>
>> Sozobon also doesn't handle a quoted parameter such as
>> "This is one parameter" properly.
>
> Should it? I've never seen anything in writing that says it should
>behave that way. Does MSDOS work like that (I've never tried it)? Does
>Unix work like that? I'd be willing to change the next release of HSC
>to work like that if there was a clear concensus that that's the right
>way to do things and existing programs won't break. (Although, now that
>I think about it, under the ARGV standard, that is something that the
>caller has to worry about, since the args are pre-parsed in ARGV parm
>passing.)
>
When I ran that short program on the PC and the HP 9000 the quoted argument was left as one argument so I assumed a problem with Sozobon. Would be nice if quoted arguments were left alone in Sozobon, but others may disagree.

As for the argv[0] problem, I'll resist any temptation to use it in my programs!

Thanks Ian, and everyone else that has replied here or through mail.

2184. Music sources?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-03 15:07:43 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.707584063@vega>
Source record: 44231

I would like to see some sample sources for music players on ST.
C preferable, but this is not a requirement. If somebody can
provide titles of archives from a.a:/atari/music this would be
just great. Unfortunately Index does not indicate a presence
of sources and I do not feel like grabbing everything in sight
just to find out that there is nothing which I would like to see.

Thanks,
Michal Jaegermann
ntomczak@vm.ucs.ualberta.ca
ntomczak@vega.math.ualberta.ca

2185. Re: Telebit modem + ST problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-03 19:03:26 UTC
From: rts@polari.com
Message-ID: <1992Jun3.190326.16195@polari>
Source record: 44142

timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:

>Hi,

>I recently acquired an old (1988, but has latest ROMS) Telebit
>Trailblazer Plus modem that I would like to use to connect at high speed
>to a similar modem at work (the modem at work has 1988 ROMS). The
>connection works fine at 2400 baud, but is very jerky at high speed
>(9600 - 19200). A few lines will blast quickly to the screen, then there
>will be a long pause, then a few more lines appear very quickly, another
>pause, ...

I use a t2500 on my st, I have found that 19200 will not work that well.
I have had to change alot of the S=registers in the modem to get things to
run smoothly. You will find that 9600 will work better due to the flow control
problem with the st. Make sure you use the manual for the modem, and set up
everything correctly. Try this for starters

AT S50=9 S66=1 This will lock the modem 19200 operation.

Again, try to get the ST flow control fixer to work. It will. I have no
trouble downloading at 19200, but I CANNOT upload at that speed.

Make sure you set the S=Registers correctly, play around with them.

--
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/|
| rts@polari.uucp Dont think about moving here! |
| Seattle Online Public Unix Everyone else is thinking about it! |
| Seattle Washington, USA The rest already have! |

2186. Re: MS Mouse on an ST - How?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-03 19:09:56 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Jun03.190956.172307@rrz.uni-koeln.de>
Source record: 44238

In <1992Jun3.121002.11917@alf.uib.no> fnsgs@alf.uib.no (Gunnar Sylthe) writes:

>I would like to connect a Microsoft mouse to my 1040 ST. Is this
>possible? If so, how? (Rather detailed description preferred; I'm quite
>a novice when it comes to techie matters on the ST...)

At the CeBIT this year I saw a serial mouse driver sold by
Omikron (I could be wrong about the company). It was intended for
the ST book (for those who don't like the vector pad), but it
seems likely to me that it will run on any ST. They demonstrated
it with a Microsoft mouse.

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2187. Re: c't listings on which site ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-03 20:21:19 UTC
From: reka@uni-paderborn.de
Message-ID: <1992Jun3.222119@uni-paderborn.de>
Source record: 44239

Hi,

In article <1760@bigfoot.first.gmd.de>, ralph@prosun.first.gmd.de (Ralph Berg) writes:

|> in the past there exists an ftp site containing listings
|> of the c't magazin.
|> Who knowns where?
try: ftp.uni-paderborn.de, login ftp, directory: ct

Bye,
ReKa.

"Alle leben unter demselben Himmel.
Jedoch nicht alle haben den gleichen Horizont!"

2188. Re: AT-SPEED...PC-SPEED...SUPERCHARGER...?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-03 20:53:07 UTC
From: ma_hende@csd.brispoly.ac.uk
Message-ID: <1992Jun3.205307.12076@csd.brispoly.ac.uk>
Source record: 44234
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

|> In <1992May27.160408.9076@unlinfo.unl.edu> ganderso@unlinfo.unl.edu (gary anderson) writes:
|>
|> [...]
|>
|> >Regarding PC emulators, most of those who responded
|> >recommended either AT-SPEED, PC-SPEED or SUPERCHARGER.
|>
|> >For those of you who have used one or more of the
|> >above -- what's the good news, and what's the bad news?
|> >I welcome any and all information, opinions, factoids
|> >and rumors.
|>
|> [...]

I have had AT-SPEED C16 (16mhz version of AT-SPEED) for about six months, its very fast, if you want to run Windows3/3.01 in VGA MONO on an SM124 it has no problem with that at all, it even runs it at a usable speed. The VGA emulation is a bit unpredictable with most other software that tries to run in it- I have yet to find a PC game which will run in VGA or EGA mode, sometimes you just get a blank screen, other serious type software (NDD and some virus killer utils that run in Graphics Mode give a sort of 'ghosty' picture- not unlike what you see when you load a Degas/Neo lo-res picture to a HiRes screen by mistake!)

Thats the only bad news, but unless you really want to play games- let alone ones for PC's its rock solid. I supports EXtended memory on an ST bigger than 1meg (4MEG ste gives nearly 3meg XMS) and works fine with my ICD SCSI Harddisk, in fact if you get the interleave on the hard disk right (under GEM) the hard disk access times under MSDOS are a might faster than TOS's, sound is a bit of a joke- but then again so is the PC's. with 2MEg+ you can call it as a Desk acc.

Stange Quirks: TC++ crashes at random during a make if it is allowed to use XMS for compilation.

Keyboard repeat seems to ignore MODE.COM so you're stuck with a bit of a slow keyboard.

It is handy being able to call it from a desk acc, but if you can sacrifice the task switching you gain the memory used by the frozen Desktop, and its about 1/3 faster.

Well thats enough waffle- hope this is of use to someone.

Any replies/questions by email as I'm on study leave for exams..

ma_hende@uk.ac.brispoly.chef

Martyn.

2189. NOTICE :: Emacs 18.58

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-03 21:31:00 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Jun3.163100.1@vaxc.stevens-tech.edu>
Source record: 44235
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I decided to make this post because of the recent flood of posts
concerning the Emacs 18.57 that I ported late last year. It seems that a
great many people have a very hard time getting it up and running. The major
problems seem to be with termcap entries, environment variables, and UNIXMODE
settings.

I have a MUCH improved emacs 18.58 in beta right now. It has the
folowing improvements over the old emacs:

1. Screen ouput speed is 3x faster. (Really!)
2. The flow control (^s/^q) problem when text was
scrolling has been fixed.
3. External command that are involked from emacs, (like in dired)
are search for along the PATH.
4. A termcap file does nopt have to exist. There is a default termcap
entry compiled in! If a valid termcap file is found and
the TERM environment is set properly, emacs will use the
termcap file. This is especially useful for those who run
second terminals off the ST through the serial port under MiNT.
Personally I have a VT220 attached to my ST :)
5. The "M-x compile" command now works great, it does not need to
spawn a second shell, it writes its output to the correct
buffer, and one can step though the compiler error messages
with "M-x next-error".
6. A generic external process interface is in place, since we are
still single tasking, no external input is allowed, but if
something (like grep/ls/fgrep/gcc, etc...) runs to completion
with no input, then these may be convienently launched with
ouput going to a buffer.

These are the highlights! There are numerous subtle changes also. I will
try to put together some sort of decent TeX documentation on installation
and dumping, then package it up and send it out. Look for it in about 1-2
weeks.

Cheers,
Scott Kolodzieski

2190. A suggestion to Atari ....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-04 00:54:02 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l2qqdaINNcrm@aludra.usc.edu>
Source record: 44236

Hi,

I realize that occaisionally persons from Atari read this group, so
I am posting this here since I don't have any of your addresses, nor would
I know who to post to if I did.

I have a request regarding your disign of memory connectors for
future Atari products.

After reading throught the Developer docs, the TT logic/hardware
schematic, and talking with the developer support people, I have come to
understand that the TT uses a single 3u connector for TT RAM and two 3U
connectors for ST (64bit) RAM. Now, I have nothing against the TT connector,
but I do have a problem with the STRAM connector.

The ST RAM connectors are designed so that the 64-data lines are on
one connector, and the address/control lines are on the other, along with
numerous tied-to-ground/VCC pins on both. What I would like to suggest is that
on future Atari machines that use a 32/64 bit wide memory model like this,
that they make the 64 bit connectors the same as the 32-bit memory connectors.
In other words, your ST memory will consist of two TT-memory modules, one is
data lines 0-31, the other 32-63, with redundant address and control lines
(if neccessary). By doing this, each connector will have the usual 32 bits
data/address, 2 pins +/- VCC, leaving 30 other pins for control/redundant VCC.
This will allow memory manufacturers to have to produce only ONE memory card
that will work on both ST and TT memory (of course you will have to have two
for ST memory) but the benifits of mass-production should offset costs, and
bring DOWN the costs of TT memory at the same time!

Is there a problem with designing the next generation of Atari machines
in this manner?

-Mike Baffoni

mbaffoni@skat.usc.edu

2191. CPIO Source Code..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-04 04:26:26 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <707790675.F00002@royaljok.fidonet.org>
Source record: 44162

Does anyone happen to have any fairly recent CPIO source code? I have some split volumes at work that CPIO handles really nice (compaired to TAR), and I would like to port it over to the ST.
"MICRO"

2192. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-04 07:59:28 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Jun4.075928.24770@elroy.jpl.nasa.gov>
Source record: 44237

In article <82919.2A17ECAA@psycho.fidonet.org> Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG (Timothy Miller) writes:
>Some of you seem to be discussing multiple computers using the same
>SCSI drives. I may be getting a second ST soon, and I was wondering if
>I could make them work with the same ICD host adapter with the same drives.
>Is there any easy way do do this?

If you're asking whether two STs can use a single host adapter, I'd say probably not, although I've never tried it. If you're asking whether multiple STs with their own host adapters can share one SCSI bus, the answer is yes, if you're careful. My current setup is two STs and two hard drives on one bus. Works OK as long as you don't try to use the bus from both STs at once.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

2193. Re: NOTICE : : Emacs 18.58

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-04 11:18:13 UTC
From: tcsmith@ais1.bal.mmc.com
Message-ID: <1992Jun4.111813.16142@iplmail.orl.mmc.com>
Source record: 44240
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thanks!

tom

2194. Pascal units

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-04 11:31:29 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <7eJuLB3w164w@sys6626.bison.mb.ca>
Source record: 44141

Since I recently bought High Speed Pascal, I was wondering if anyone knew of any PD units out there. I kill for some good GEM routines to make programming life easier. Or maybe a pascal programmer out there would be willing to share/trade code with me? Thanks y'all.

;--- (Trevor Cordes) a user of sys6626, running waffle 1.64
;E-mail: genius@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

2195. Re: NOTICE :: Emacs 18.58

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-04 13:30:33 UTC
From: chu@acsu.buffalo.edu
Message-ID: <BpBply.2zA@acsu.buffalo.edu>
Source record: 44143
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jun3.163100.1@vaxc.stevens-tech.edu> skolodzieski@vaxc.stevens-tech.edu writes:
> 6. A generic external process interface is in place, since we are
> still single tasking, no external input is allowed, but if
> something (like grep/ls/fgrep/gcc, etc...) runs to completion
> with no input, then these may be convienently launched with
> ouput going to a buffer.

That reminds me, is there a port of emacs for the ST out there somewhere that take full advantage of MiNT? (Or if someone has a bunch of diffs for the standard distribution, or source with diffs already applied, I guess that's ok too.)

Please respond by e-mail and I'll post a summary back to the newsgroup.

Thanks.

john
chu@acsu.buffalo.edu

2196. Re: ST boot sector missing

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-04 13:55:10 UTC
From: ljdickey@math.waterloo.edu
Message-ID: <BpBqnz.ApJ@math.waterloo.edu>
Source record: 44145

In article <59797@cup.portal.com> JoelES@cup.portal.com (Joel Edward Swan) writes:
>Help!!! ...
> ... A read-only sector editor shows the boot sector (sector 0)
>to be all 00's.
> ...
> Maybe a virus cleaned out the boot sector.
> ...

It might also be that a virus killer wiped the boot sector clean!

--
Prof. Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@math.UWaterloo.ca
ljdickey@math.waterloo.edu
UUCP: ljdickey@watmath.UUCP

2197. 1.44 M Floppy on Mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-04 13:55:29 UTC
From: rost@rgb.dec.com
Message-ID: <1992Jun4.135958.5355@ryn.mro4.dec.com>
Source record: 44146
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Now that Mega Stes are available with 1.44 M floppy drives, I have a question that someone who has used one may be able to answer:

I have heard all kinds of stories about compatibility between 720K and 1.44 M floppies on IBM-PCs, mostly that 720K disks formatted on a 1.44M drive may not be readable on a 720K drive. I currently have no dire need for the 1.44M drive (in fact I can save about $100 by buying a Mega with a 720K drive instead) but am thinking of the future. If it will cause compatibility problems with the 720K drive in my 1040 then I'll pass.

Comments?

Brian Rost @rgb.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

2198. MiNT.CNF in c:/auto/ - does it work ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-04 14:33:10 UTC
From: subiaagb@w350zrz.tu-berlin.de
Message-ID: <A2U32UD@mailgzrz.tu-berlin.de>
Source record: 44144

I installed MiNT 0.94 on my STE (TOS 2.05) and I have a
little problem:

MiNT doesn't read my mint.cnf file when I boot up my computer.
When I start MiNT after GEM is installed, there is no problem.

I'm wondering if this is the normal way. I put it in c:/
but nothing happened. (I found nothing in the docs)

--

| Andr'e Pareis, |
| Internet: pareis@cs.tu-berlin.de |
| subiaagb@w350zrz.zrz.tu-berlin.de |

2199. LINE F !

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-04 15:54:31 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun4.175431@disuns2.epfl.ch>
Source record: 44147

HELP !

I'm looking for a real Line F emulator:
I mean a 68881 emulator so that I can write
pretty assembly code without having coprocessor !

where could I find one (I know it need not be Atari
specific) ?

--
-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est jolie et son nom c'est .. Bonnie ! -----
----- ... -----

2200. Overscan mod

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-04 17:27:31 UTC
From: sundsted@cis.uab.edu
Message-ID: <1992Jun4.172731.15529@cis.uab.edu>
Source record: 44148

I believe this subject came up a while back, but I missed most of it...

Has anyone performed the Overscan modification by Stefan Hartmann
on an american 1040. I was thinking of putting this in over the weekend
but I wanted to make sure it actually worked on nonGerman varieties of
the ST. So, has anyone tried this (results...). It looks like a pretty
smooth piece of work (and far cheaper than buying a bigscreen monitor
and the rest of the hardware).

Todd

P.S. I wouldn't happen to be Spectre compatible would it??

```
/*
* Todd Sundsted
* UAB, Dept. BME
* sundsted@amnese.eng.uab.edu
*
*/
```

2201. 1040ST & st506 --> SCSI boards forsale

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-04 22:27:50 UTC
From: pm0001@porsche
Message-ID: <1992Jun4.222750.7036@medtron.medtronic.com>
Source record: 44150

For Sale

Apollo DN-330 workstation
70mb hard disk
3mb ram
monochrome (BW),keyboard,mouse
$300.00 obo.

Televideo TV-955 Terminal -only about 200 hours use!!!
Green screen -14in. 80/132 column -auto blanking!
-high resolution character set
Dynamic setup -on screen
reprogrammable editing keys.
tv-925/950 compatibility
$100.00 obo.

Atari 1040st -no modifications
mouse
sm-124 monochrome monitor
hard disk
SCSI adapter -IDC & 4000A
clock
35 mb hard disk
20 mb hard disk
software
$500.00 obo.

other
omti 20c ST506-SCSI adapter
$10.00 obo. no manuals or setup details.

Adaptec 4000A ST506-SCSI adapter
removed from functioning device 10-'91
$25.00 obo. no manuals or setup details

buyer pays shipping.

--
Peter Mooers

Medtronic
MS-T350
Medtronic, Inc. Email: p.mooers or pm0001
7000 Central Ave NE Internet: p.mooers@medtronic.com
Minneapolis, MN 55432-3576 UUCP: uunet!medtron!pm0001

2202. SCSI-disk transfer rates wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-05 06:46:32 UTC
From: kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de
Message-ID: <H.2AQ0UjGZqO6@wpcst1.phys-chemie.uni-wuerzburg.dbp.de>
Source record: 44154

We recently purchased an SCSI adaptor from ICD together with a
Seagate ST 1096N HD and run it on an old Mega ST.

HDRATE gives only 550 kByte/s, whereas the disk itself can transfer as
much as > 1 MByte/s. I remember the ICD adaptor to operate at
700-1100 MByte/s, so what may be wrong ? (Note that the interleave is
1:1).

Anyone out there who can point to tests/rating tables/benchmarks
available ?

I remember there was a fairly extensive test report in the german
magazine 'ST computer' but I can't get it any more.

Thanks in advance, Thomas.

--
Thomas-Martin Kruel Institut f. Physikalische Chemie / Universitaet Wuerzburg
Marcusstr. 9-11, D-8700 Wuerzburg, Tel. +49 931 31579

2203. Re: 1.44 M Floppy on Mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-05 08:51:51 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun5.105151@disuns2.epfl.ch>
Source record: 44151
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jun4.135958.5355@ryn.mro4.dec.com>, rost@rgb.dec.com (My name is Brian Rost) writes:
: Now that Mega Stes are available with 1.44 M floppy drives, I have a question
: that someone who has used one may be able to answer:
:
: I have heard all kinds of stories about compatibility between 720K and 1.44 M
: floppies on IBM-PCs, mostly that 720K disks formatted on a 1.44M drive may not
: be readable on a 720K drive. I currently have no dire need for the 1.44M drive
: (in fact I can save about $100 by buying a Mega with a 720K drive instead) but
: am thinking of the future. If it will cause compatibility problems with the
: 720K drive in my 1040 then I'll pass.
:
: Comments?

I'got an old 520ST (upgraded of course) and when I decided to upgrade
I bought a 1.44M floppydisk (instead of 360K) cause I thought I could
get the FDC to work at 16MHz and this way use 1.44 floppies. Bad luck:
my FDC can't! but anyway I still have a 1.44M floppy and always use it
with 720K disks: I NEVER had any problems with other floppydisks when
exchanging with friends or when reading on any PC !

So no problem, use 1.44M !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est jolie et son nom c'est .. Bonnie ! -----
----- ... -----

2204. RE: SCSI-disk transfer rates wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-05 10:13:14 UTC
From: heszar@skcla.monsanto.com
Message-ID: <1992Jun5.101314.1@skcla.monsanto.com>
Source record: 44156

>We recently purchased an SCSI adaptor from ICD together with a
>Seagate ST 1096N HD and run it on an old Mega ST.
>
>HDRATE gives only 550 kByte/s, whereas the disk itself can transfer as
>much as > 1 MByte/s. I remember the ICD adaptor to operate at
>700-1100 MByte/s, so what may be wrong ? (Note that the interleave is
>1:1).

I remember changing my interleave from 1:2 to 1:1 and finding the
drive speed to be slower. Try changing to 1:2.

Henry Szarmach
VAX mail - TIN::"heszar@skcla.monsanto.com"

"... that bitch bends over, and I forget my name, Ow!"

2205. Re: Command line parameters in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-05 11:48:23 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Jun5124823@serdlc10.essex.ac.uk>
Source record: 44152

In article <1992Jun3.142759.7092@newton.ccs.tuns.ca> hartlenk@newton.ccs.tuns.ca (Kenneth W Hartlen) writes:

> Should it? I've never seen anything in writing that says it should
>behave that way. Does MSDOS work like that (I've never tried it)? Does
>Unix work like that? I'd be willing to change the next release of HSC
>to work like that if there was a clear concensus that that's the right
>way to do things and existing programs won't break. (Although, now that
>I think about it, under the ARGV standard, that is something that the
>caller has to worry about, since the args are pre-parsed in ARGV parm
>passing.)
>
When I ran that short program on the PC and the HP 9000 the quoted argument
was left as one argument so I assumed a problem with Sozobon. Would be nice
if quoted arguments were left alone in Sozobon, but others may disagree.

In my opinion, the problem lies with the Desktop. It should be the
responsibility of the shell to check the quoting of arguments and pass them.

--
email: okes@essex.ac.uk
#
##
##
#
Live long and prosper.

2206. Re: MiNT.CNF in c:/auto/ - does it work ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-05 11:50:27 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Jun5125027@serdlc10.essex.ac.uk>
Source record: 44153

In article <A2U32UD@mailgzrz.tu-berlin.de> subiaagb@w350zrz.tu-berlin.de (Andre Pareis) writes:
| I installed MiNT 0.94 on my STE (TOS 2.05) and I have a
| little problem:
|
| MiNT doesn't read my mint.cnf file when I boot up my computer.
| When I start MiNT after GEM is installed, there is no problem.
|
| I'm wondering if this is the normal way. I put it in c:/
| but nothing happened. (I found nothing in the docs)

Mint reads my mint.cnf fine when I leave it in C:\ .

--
email: okes@essex.ac.uk
#
##
##
#
Live long and prosper.

2207. Re: 1.44 M Floppy on Mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-05 11:51:28 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Jun5.115128.22354@Informatik.TU-Muenchen.DE>
Source record: 43946
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jun4.135958.5355@ryn.mro4.dec.com>, rost@rgb.dec.com (My name is Brian Rost) writes:
|> Now that Mega Stes are available with 1.44 M floppy drives, I have a question
|> that someone who has used one may be able to answer:
|>
|> I have heard all kinds of stories about compatibility between 720K and 1.44 M
|> floppies on IBM-PCs, mostly that 720K disks formatted on a 1.44M drive may not
|> be readable on a 720K drive. I currently have no dire need for the 1.44M drive
|> (in fact I can save about $100 by buying a Mega with a 720K drive instead) but
|> am thinking of the future. If it will cause compatibility problems with the
|> 720K drive in my 1040 then I'll pass.
|>
|> Comments?

There are NO incompatibilities ('cause the 1.44 drives operate as 720k drives
if the hole is missing.

==
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==

(* = Maerchen aus 1001 Nacht

2208. Re: 1.44 M Floppy on Mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-05 13:45:54 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Jun5.134554.6049@digi.lonestar.org>
Source record: 44155
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jun4.135958.5355@ryn.mro4.dec.com> rost@rgb.dec.com (My name is Brian Rost) writes:
>
>I have heard all kinds of stories about compatibility between 720K and 1.44 M
>floppies on IBM-PCs, mostly that 720K disks formatted on a 1.44M drive may not
>be readable on a 720K drive.

I haven't used one *but* I just read in one of the online magazines (I think it was Atari Explorer On-line but can't remember for sure) that Atari said some Mega STEs have "escaped" with TOS 2.05 and the 1.44 MB drive. The Atari rep (Townsend maybe?) said that TOS 2.05 does NOT format the 1.44 MB disk in a manner compatible with IBM PCs. However, TOS 2.06 will do the job correctly. The summary is that anyone having a Mega STE with the high density drive that wants to interchange disks with an IBM PC compatible MUST have TOS 2.06.

If you don't care about PC compatibility, than apparently TOS 2.05 works fine with 1.44 MB drives on Ataris and is compatible with other Ataris.

Regards,
Roy C. Gosewehr

2209. Which libraries for GCC 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-05 20:55:20 UTC
From: chu@acsu.buffalo.edu
Message-ID: <BpE4s9.I6H@acsu.buffalo.edu>
Source record: 44157

Are the MiNT libraries (PatchLevel 20) compatible with GCC 2.1??

Please reply via e-mail (as everyone else in the world probably
already knows this :-))

Thanks!

john
chu@acsu.buffalo.edu

2210. Re: Telebit modem + ST problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-05 23:42:01 UTC
From: bart@bluemoon.rn.com
Message-ID: <qc7wLB1w164w@bluemoon.rn.com>
Source record: 44158

rts@polari.com writes:

> Again, try to get the ST flow control fixer to work. It will. I have no
> trouble downloading at 19200, but I CANNOT upload at that speed.

dude: get TURBOCTS! it fixes flow control. I can uuencode this
for you, if you can't find it in your woods. I use a USR DS modem,
but that doesn't matter. your telebit will kick butt when you get
TURBOCTS!

This is from
bart@bluemoon.rn.com
who doesn't have their own obnoxious signature yet

2211. Re: Overscan mod

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-06 08:41:29 UTC
From: tonyl@status.gen.nz
Message-ID: <uVPyLB1w164w@status.gen.nz>
Source record: 44159

sundsted@cis.uab.edu (Todd Sundsted) writes:

> I believe this subject came up a while back, but I missed most of it...
>
> Has anyone performed the Overscan modification by Stefan Hartmann
> on an american 1040. I was thinking of putting this in over the weekend
> but I wanted to make sure it actually worked on nonGerman varieties of
> the ST. So, has anyone tried this (results...). It looks like a pretty
> smooth piece of work (and far cheaper than buying a bigscreen monitor
> and the rest of the hardware).
>
> Todd
>
> P.S. I wouldn't happen to be Spectre compatible would it??
>
> /*
> * Todd Sundsted
> * UAB, Dept. BME
> * sundsted@amnese.eng.uab.edu
> *
> */

I have performed the mod on an English STFM the main difference being
the hertz rating between the two machines and NTSC as opposed to PAL
I can't see any reason it wouldn't work. My setup gets 800x272 in
medium resolution. Great for wordprocessing and manipulating GIF
pictures. Hope this helps. Be daring!!!

Tony Lewis _
tonyl@status.gen.nz o( ) Fido: 3:772/105
Papakura / /\ Auckland, New Zealand

2212. Re: SCSI-disk transfer rates wante

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-06 12:52:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A41906@MS.maus.de>
Source record: 44160

Thomas-Martin Kruel (kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de) wrote:
>HDRATE gives only 550 kByte/s, whereas the disk itself can transfer as
>much as > 1 MByte/s. I remember the ICD adaptor to operate at
>700-1100 MByte/s, so what may be wrong ? (Note that the interleave is
>1:1).

This is an absolutely normal value. I just connected a ST1096N to my TT
SCSI port and measured its read performance with SCSI-Tool (32K blocks,
raw read). The result was just below 500 KB/s.

-> The Seagate ST1096N _really_ isn't faster (except when you look for the
'raw' transmission speed of the controller, but who cares?).

2213. using the shel library

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-07 12:31:50 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <R86ZLB4w164w@sys6626.bison.mb.ca>
Source record: 44161

How do I execute a program from within another program using High Speed Pascal? What I want to do is have a non-GEM program call up lzh201k to extract a file and then return control to my program. I've tried messing around with shel_write and other shel procedures, but nothing seems to work exactly right. Does anyone have any advice/help/tips? Please?

;--- (Trevor Cordes) a user of sys6626, running waffle 1.64
;E-mail: genius@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

2214. Re: gcc 2.1 vs gcc 1.40

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-08 04:24:32 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jun20120832@acae127.cadence.com>
Source record: 43743

In article <TORRANCE.92Jun16223009@cookie-monster.ai.mit.edu> torrance@ai.mit.edu (Mark Torrance) writes:

>
> Can anyone explain how to make GCC 2.1 produce smaller executables on
> the Atari? How, for example, do I use the "integer only" libraries
> iio.olb, and will this decrease the size of the executable programs I
> create? All of my executables are about 30-32 K for even small
> programs with minimal integer only I/O, and I think this is too big.
>

well you first have to indicate what you expect it to be: the
reason i say this is because of the facilities provided by the
library, there is a minimal amount of size overhead. (around 25k) this
obviously has size implication only on very trivial programs. beyond
that since the overhead is fixed its no big deal. what this buys you
is the ability of take majority of pd programs and just compile and
run. (you cant blindly do this of course, but in majority of the cases
you can).

to answer your questions: to link with iio
gcc -o foo foo.c -liio
gcc -mshort -o foo foo.c -liio16 for 16 bit ints

you can bypass a lot of the library overhead by using
#include <minimal.h>
in the main module of your program. when you use minimal.h you cannot
use stdio at all(or anything that refers to a various of type
FILE),signals and many other facilities of the library.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2215. Mac sequencers just do not work with ST+Spectre?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-08 08:01:24 UTC
From: ngse18@castle.ed.ac.uk
Message-ID: <22402@castle.ed.ac.uk>
Source record: 44163
Cross-posted to: rec.music.synth,comp.sys.atari.st.tech

I run an Atari ST with the Spectre Mac emulator; I plan to move to a real Mac platform in time, and am looking to upgrade my cheap/PD Atari sequencing software. I previously posted requesting information from anyone who has tried using Mac MIDI software with Spectre, and on Mac sequencers in general. I received no responses, so here's my experience to date:

A visit to Soho Soundhouse resulted in recommendations for Encore and Cubase and I came away with demo copies of each. Attempts to run them on my ST/Spectre combination failed: Encore loaded and functioned as a score editor, but wouldn't even drive the serial interface (Spectre doesn't appear to know anything about the Atari's MIDI ports). Cubase refused to load, saying there was insufficient memory available - it needs about 800k on a real Mac.

On the basis of somewhat limited evidence, I'm reduced to the conclusion that Mac-type MIDI is impossible on the ST/Spectre combination. Anyone disagree? [GBS sell the Megatalk board for the Mega STE which offers this capability, but I understand that it's not available for the ST models]

Russ

2216. help req'd: mint and mgr with tcsh and elvis

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-08 12:18:35 UTC
From: beaumont@CompSci.Bristol.AC.UK
Message-ID: <2134@csisles.Bristol.AC.UK>
Source record: 44164

My system: I am using a 2.5Mb atari stfm (TOS 1.2) with two floppy drives

3 Questions (and apologies if the answers to these are on a FAQ list
somewhere. I don't have such a list).

1. Can someone tell me if it is possible to run mgr and mint with just
two floppy drives on a 2.5Mb atari stfm (TOS 1.2)

I tried to run mgr and it ran but when I tried to open a window I get the
error message "can't get a ptty". The manual for mgr says...

* - can't get a ptty
* make sure all of /dev/[tp]ty[pq]? are owned by root, mode 666
* and all programs referenced with the "shell" option in the
* startup file exist and are executable

There are no pty devices in my U:/dev/ directory.
Do I need to create these, and how do I do it?
Or, is the problem that I don't have enough memory to create pty's. I have
the system det up with a: and b: as floppy drives and d: as a 720K ram disk.

The documentation with mgr and mint don't seem to provide any pointers to
solve this problem.

2. After I can open windows, I'd like to have tcsh running in a
window. Can I do this by 'setenv SHELL a:\bin\tcsh.prg' in my
mint.cnf?

3. The final question is, I have already set up mgr to run tcsh and
this works. I am using elvis as my editor, and I try to do '!}fmt' to
format a paragraph (the format program, fmt.ttp, is in my path in
d:/bin) but all I get is a very brief error message flashing into (and
out of) the status line at the bottom of the screen. I can't read the
message it is too quick, but it looks like the same message if I try to
use a program which is not in my path. So I suspect that the elvis can't get
the PATH variable, or tries to use /dev/d/bin instead of d:\bin. Anyone have
any advice on this one?

-Tony Beaumont
beaumont@compsci.bristol.ac.uk

2217. Re: HBLs, Has anyone been successful in using them?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-08 12:52:45 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992Jun8.183149.14721@ryn.mro4.dec.com>
Source record: 44167

> Remember that the default HBL routine switches IPL 2 off, so you will
>have to set up your routine first then enable it (but then you would
>probably do that anyway).

I tried setting the vector to a routine that just incremented
a variable, and that didn't seem to work. So I disasembled
the code that's normally at the vector, and included that
PLUS the line that incremented the variable, and that didn't work.

> I'd be interested to know if anybody can explain why I seemed to loose
>HBLs (I reset the colours in the VBL - was this the problem?). Also is
>there a hardware register which tells you which part of the screen is
>currently being scanned?

Actually, that's all I'm trying to do! (Get the scan line number)

John

2218. Re: HBLs, Has anyone been successful in using them?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-08 14:43:25 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <1y6kbnm1@csv.warwick.ac.uk>
Source record: 44165

In article <1992Jun8.133521.7118@ryn.mro4.dec.com> miskinis@aidev.enet.dec.com (John Miskinis) writes:
>
>Hi!
>
> I'm trying to use the HBL interrupt, which I understand
> is the IPL level 2 interrupt.
>
> All I want to do is count the screen lines, so another interrupt
> (TIMER A) can change my color palette between specific scan lines.
>
> I tried doing this WITHOUT HBL, by clearing a counter in a VBL
> routine, incrementing the counter in a TIMER A routine, and
> if it hit a certain point, swapping the color palette. This
> seemed to work, but the point at which it would change the
> palette was not always on the same scan line. In fact it
> varied +- 3 scan lines, and thus I had a moving bar of color.
>
> After reading the internals book, I see that HBL is implemented,
> but I can't get it to fire. I'm wondering if the IPL 2 is
> turned on by default. I tried ORing in 0x0200 to the status
> register, but that didn't seem to help...
>
> ANY AND ALL INFORMATION IS GREATLY APPRECIATED!
>
>_John_

I tried to do something very similar with HBL interrupts, but I couldn't get the palette changes to occur on the same line all the time - when I moved the mouse around the colours would drift down the screen as if some HBIs were being missed out (it was a lot worse than +/- 3 scan lines).
Remember that the default HBL routine switches IPL 2 off, so you will have to set up your routine first then enable it (but then you would probably do that anyway).
I'd be interested to know if anybody can explain why I seemed to loose HBLs (I reset the colours in the VBL - was this the problem?). Also is there a hardware register which tells you which part of the screen is currently being scanned?

- Leo Hendry

2219. Re: GCC 2.1: shrinking executable size

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-08 16:05:03 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jun20234903@acae127.cadence.com>
Source record: 43744

In article <3369@news.duke.edu> bigham@acpub.duke.edu (Scott Bigham) writes:
> May not help, unless the library has improved a lot recently. For
....
> MiNT libraries were derived from the GCC libraries, the situation is
> likely as bad there.

excuse me. what exactly are you expecting. is 12k really that
large an overhead? (in reality its more like 25k). i cant understand
what trade offs you are after.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2220. Re: Vax Problems..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-08 16:18:22 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <94955.2A346843@psycho.fidonet.org>
Source record: 44042

In a message of 05 Jun 92 04:33:28, Alan Brown wrote:

AB> From: dogbowl@acme.gen.nz (Alan Brown)
AB> Date: 27 May 92 22:12:56 GMT
AB> Organization: ACME BBS - Palmerston North Public Access Usenet
AB> Message-ID: <0R9gLB2w164w@acme.gen.nz>
AB> Newsgroups: comp.sys.atari.st.tech
AB>
AB> Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG (Timothy Miller) writes:
AB>
[deleted message from myself]
AB>
AB> OK that's not a problem if you live in the USA,
AB>
AB> But how in the hell are we suppoesd to do this from outside the 50
AB> states?
AB>

Well, if you can mail me an envelope, containing another envelope that
can get back to you, you're set... and as for the 50 cents for the disk,
send the equivalent amount in whatever currency you use.

AB>
AB> Alan Brown dogbowl@acme.gen.nz ACME BBS +64-6-355 1342
AB>
AB> " Get that Atari outta here! This is IBM country!!!! "
AB>
AB> Palmerston North, New Zealand - A great place if you're a duck!

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to
root@psycho.fidonet.org.

2221. Re: How do I drop the DTR so that the modem drops the connection?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-08 16:21:46 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <94956.2A346845@psycho.fidonet.org>
Source record: 44043

Ahhhhh..... hmmmmm..... well, I see what's wrong. The laser C
documentation is wrong! In the book, it says that Ongibit and Offgibit
take the bit NUMBER as the parameter, not a value to and or or with the
register. Too late for me, though... I prefer assembly anyway.

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to
root@psycho.fidonet.org.

2222. vs_color VDI question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-08 16:22:33 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Jun8.162233.140@newton.ccs.tuns.ca>
Source record: 44166

SOMEONE PLEASE HELP!!!

I was wondering if someone could answer a quick question
reguarding the STe/TT computers (I have an MEGA ST2)?

I posted this before but I'll ask again. I was wondering if
anyone knows any details about how the vs_color VDI function
works on the new STe/TT computers?

vs_color(int handle, int pen, int rgb[3]);

vs_color requires that the rgb array be loaded with
appropriate colour values, the ST the values are:

(from Computes! Tech. Ref. Vol I. VDI Functions, page 73)

requested actual hardware register
value value colour level
----
0 - 70 0 0
71 - 213 142 1
214 - 356 285 2
357 - 499 428 3
500 - 642 571 4
643 - 785 714 5
786 - 928 857 6
929 and up 1000 7

This allows for 8x8x8=512 different colours. However, the
STe/TT can have 16x16x16=4096 different colours. Does
someone know what the corresponding table for STe/TT looks
like? Is backwards compatiblity taken care of by the STe/TT?

==========
Kenneth Hartlen (hartlenk@newton.ccs.tuns.ca)
Technical University of Nova Scotia
Halifax, Nova Scotia Canada

2223. Re: HBLs, Has anyone been successful in using them?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-08 18:22:33 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Jun8.182233.16768@cs.mcgill.ca>
Source record: 44173

Yup, well not the HBL interrupt, but something which does it better.

First, about the HBL interrupt itself: For some reason, it seems to close
turn itself off immediatly after it occurs, therefore only being done once
for each page (Gets put back on at VBL)
Besides, using it is slow, and not too sure. (The sT will not run it if
a higher interupt is working, and IPL 2 is *LOW*)

So, here is a much better approach:

Timer B is hooked up to the HBL signal !!!

If put in mode 0, it will be decremented by one at every HBL !!!
It is then *VERY* easy to count screen lines.

I don't want ot give too much detail about it now, as I do not have the
manuals with me, and would most certainly make huge mistakes.
So I'll tell you what : On wednesday or friday (Whenever I log on again),
I'll post a program I worked on, which puts a rotating color effect in the
menu bar. It uses VBL and Timer-B-HBL (Not HBL interrupt).
It's in assembly, but well commented, so there should be no probelms.

If there are any other things that need details, I'll always be reading this
newsgroup, so please, let no one hesitate to ask away, however silly it might
seem. If more people get to learn the ST's "hidden" stuff, then we'll all be
getting better software, no ?

Patrick.

2224. Re: vs_color VDI question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-08 18:33:31 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Jun8.183331.17018@cs.mcgill.ca>
Source record: 44174

VDI is made so as to allow more powerful computers to use it. Whereas the ST take a range value of 0-7 (Or 0-15 for the STe / Mega STe and TT), VDI takes 0-1000. So all you need, is to make a conversion, with 0 = 0 and 1000 = 15. Here, 8 is in the middle, and so should get 500 (Or therabout, as Atari people may have rounded up some numbers and it may not have come up right)

Patrick Betremieux.

2225. Keyboards question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-08 20:18:22 UTC
From: goldman@cray.com
Message-ID: <1992Jun8.151822.25224@walter.cray.com>
Source record: 44168

Hello all,
My wife has a Mega-STE; however, she hates the keyboard and
would rather use her Mega-ST's keyboard. Does anyone know if the
keyboards are compatable? She would prefer not to send any of the
components up in smoke.

Thanks!
Matt
--
Matthew Goldman E-mail: goldman@ferris.cray.com
Fax: (612) 683-3099 Work: (612) 683-3061
"We locked our keys in the flying saucer - do you have a
coathanger we could borrow?"

2226. MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-08 22:09:05 UTC
From: comptec91006@camins.camosun.bc.ca
Message-ID: <1992Jun8.140905.1@camins.camosun.bc.ca>
Source record: 44171

Could someone describe to me what MiNT is? It sounds like it might be some sort of multitasking environment. Basically what I want to know is what its system requirements are and what it can do. Is it anything like MultiFinder on the Macintosh?
Thanks for any info,
/\/\ike

```
__ __ __ ___ ___ __
/\ /\ o |/ |_ |__/ | | | | |_ |\ | VE7GRI on 146.84 RPTR Victoria BC
/ \/ \ I |\ |__ |__\ |__| | | |__ | \| CompTec91006@Camins.Camosun.BC.CA
```

2227. Re: SCSI-disk transfer rates wante

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-08 22:20:46 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l37n9uINNmvj@aludra.usc.edu>
Source record: 44169

In article <A41906@MS.maus.de> Julian_Reschke@ms.maus.de (Julian Reschke) writes:
>Thomas-Martin Kruel (kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de) wrote:
>>HDRATE gives only 550 kByte/s, whereas the disk itself can transfer as
>>much as > 1 MByte/s. I remember the ICD adaptor to operate at
>>700-1100 MByte/s, so what may be wrong ? (Note that the interleave is
>>1:1).
>
>This is an absolutely normal value. I just connected a ST1096N to my TT
>SCSI port and measured its read performance with SCSI-Tool (32K blocks,
>raw read). The result was just below 500 KB/s.
>
>-> The Seagate ST1096N _really_ isn't faster (except when you look for the
>'raw' transmission speed of the controller, but who cares?).

Not only that, but remember, HDRATE tests the "real-world" speed of
a drive, not its maximum speed. If you were to do a sequential-track read
off of the Seagate, I am SURE that you would indeed get > 1MB/s. However,
it will never load that fast for you unless you a) defragment your drive after
deletions (with additions), b) make sure that any programs you load are located
sequentially on the hard drive. This is why one uses HDRATE. You don't use
your HD in a "perfect" manner as above, so HDRATE exemplifies "typical" if not
pessimistic HD by a user. That just goes to show you how BU**-kicking fast the
Quantum LPS drives are, that they can take this abuse and still get around
800-1.2k MB/s - and this is its AVERAGE speed.

However, these are SCSI-1 drives connected to SCSI-1 controllers. To
really see some statistics (as in > 4MB/s SUSTAINED) you will need to get a
machine with SCSI-2 controller connected to a SCSI-2 drive. BTW, does anyone
know if a SCSI-2 controller can push the envelope of a SCSI-1 drive? I mean
does it still get the same performance as a SCSI-1 controller (or worse?)
or will it outperform the SCSI-1 controller?

-Mike

2228. Re: Mac sequencers just do not work with ST+Spectre?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-09 01:51:15 UTC
From: Jim_Cruickshank@mindlink.bc.ca
Message-ID: <12598@mindlink.bc.ca>
Source record: 44172

You are correct, MAC Midi products DO NOT work on SPECTRE without hardware assist. (THE Megatalk board + a MAC midi adaptor.) Clearly stated in Gadgets Newsletters & Manual.

2229. Re: SCSI-disk transfer rates wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-09 06:04:48 UTC
From: wd@pcsbst.pcs.com
Message-ID: <wd.708069888@tukan>
Source record: 44180

kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:

>We recently purchased an SCSI adaptor from ICD together with a
>Seagate ST 1096N HD and run it on an old Mega ST.

>HDRATE gives only 550 kByte/s, whereas the disk itself can transfer as
>much as > 1 MByte/s. I remember the ICD adaptor to operate at
>700-1100 MByte/s, so what may be wrong ? (Note that the interleave is
>1:1).

>Anyone out there who can point to tests/rating tables/benchmarks
>available ?

Mega 4 ST + ICD advantage ST plus + ST1480N (423MB): HDRATE says 1320kb/s

Wolfgang

==
Name : Wolfgang Denk (+49)-89-68004-288
Company : PCS GmbH, Pfaelzer-Wald-Str. 36, 8000 Munich, Germany.
UUCP : ..[pyramid ;uunet!unido]!pcsbst!wd (PYRAMID PREFERRED!!)
DOMAIN : wd@pcsbst.pcs.[COM From rest of world; DE From Europe]

##
"UNIX was not designed to stop you from doing stupid things,
because that would also stop you from doing clever things."
-- Doug Gwyn
##

2230. Re: Mac sequencers just do not work with ST+Spectre?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-09 08:25:59 UTC
From: ngse18@castle.ed.ac.uk
Message-ID: <22458@castle.ed.ac.uk>
Source record: 44175

In response to my posting on experiences with MIDI software,
Jim_Cruickshank@mindlink.bc.ca (Jim Cruickshank) writes:

>You are correct, MAC Midi products DO NOT work on SPECTRE without hardware
>assist. (THE Megatalk board + a MAC midi adaptor.) Clearly stated in Gadgets
>Newsletters & Manual.

Maybe it's a cultural thing, but I find that little is clearly stated in
Gadgets' Newsletters or Manual; were English not my first language, I would
probably have a very hard time. As regards MIDI, the only statement I've
ever been able to find is on page 3 of Newsletter 5, which, as an afterthought
to the sales pitch for the Megatalk board says:
" ... for the first time ever, Mac MIDI programs now work with Spectre
GCR, with standard Mac MIDI interfaces."
which carries the implication that Spectre *may* work with some interfaces -
the later discussion talks of the Apple and Passport products. These boxes
really contain very little: they perform a voltage to current loop conversion
and a serial speed adjustment. Surely we have an adequate pool of knowledge
in this forum to work out what is needed to make this kit function?

Russ

2231. Re: LINE F !

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-09 08:54:34 UTC
From: benz@infko.uni-koblenz.de
Message-ID: <1992Jun09.085434.18591@infko.uucp>
Source record: 44176

In article <1992Jun4.175431@disuns2.epfl.ch> monnier@disuns2.epfl.ch
(Stefan Monnier) writes:
> I'm looking for a real Line F emulator:
> I mean a 68881 emulator so that I can write
> pretty assembly code without having coprocessor !
> where could I find one (I know it need not be Atari
> specific) ?
You can find one in the german c't-Magazine 4/1990 (I'm not really
shureabout the exact issue, but I think its this one!).

Hartmut Benz | benz@infko.uni-koblenz.de
D-5400 Koblenz, Germany | (NeXTmail ok)

2232. Re: MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-09 10:56:33 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun9.125633@disuns2.epfl.ch>
Source record: 44177

In article <1992Jun8.140905.1@camins.camosun.bc.ca>, comptec91006@camins.camosun.bc.ca (Michael Botten) writes:
: Could someone describe to me what MiNT is? It sounds like it might be some
: sort of multitasking environment. Basically what I want to know is what its
: system requirements are and what it can do. Is it anything like MultiFinder
: on the Macintosh?
: Thanks for any info,
: /\/\ike

No, it's rather like Unix. You can run several Tos prgs in real
multitasking (preemptive) but you can run only 1 Gem prg.
For several Prgs, wait until MultiTos or get MultiGEM or Mag!X !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2233. re: HBLs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-09 11:51:50 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992Jun9.155122.15441@ryn.mro4.dec.com>
Source record: 44184

Hi Patrick,

Thanks for your message!

>Yup, well not the HBL interrupt, but something which does it better.
>

I look forward to being able to do this properly, and assembler is fine!

>seem. If more people get to learn the ST's "hidden" stuff, then we'll all be
>getting better software, no ?

I've been working on a "Motif-like" user interface "widget set" for about 2 years now, that's looking pretty good. Unfortunately I've had to develop my own mouse, keyboard, and MIDI drivers, which took a while. Most of the reason that it's taken me so long, is that since I rewrote the keyboard handlers, I can't use a debugger! (I contemplated writing my own, and still might)

It only runs in medium res, and makes abundant use of the 4 colors, but I want to expand it so different areas of the screen can have other colors.

John

2234. Re: Mac sequencers just do not work with ST+Spectre?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-09 12:09:40 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.6Xo8FbE12yQ@jonh.wimsey.bc.ca>
Source record: 44182
Cross-posted to: rec.music.synth,comp.sys.atari.st.tech

In <22402@castle.ed.ac.uk>, J R Evans writes:
>I run an Atari ST with the Spectre Mac emulator; I plan to move to a real
>Mac platform in time, and am looking to upgrade my cheap/PD Atari sequencing
>software.
>
>A visit to Soho Soundhouse resulted in recommendations for Encore and
Cubase
^^^^^^
Why not check out the Atari demo version of Cubase. I believe it
is the same or slightly newer than the Mac version, and will give
you an alternative to your cheap pd sequencer.
You should have no trouble selling an ST/Cubase combination to
another musician, as it's a very popular combo.

--
" I'll endeavor to be more ploddingly, stupefyingly LITERAL "
John Henders <1992May24.032444.29089@rotag.mi.org>
T.K.O.O.C.C. kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

2235. Re: GCC : broken up file on a.a

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-09 12:27:25 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Jun9142725@orion.laas.fr>
Source record: 44178

```
>>>>> On 2 Jun 92 02:31:21 GMT, oddjob@oz.plymouth.edu (Andrew C.
>>>>> Stoffel) said:

Andrew> It would be nice if they where uue'd into smaller pieces instead of
Andrew> chopping a binary file into that many pieces. The only problems I had
Andrew> were because of a corrupted piece... so I had to d/l the thing twice.

You might just be in luck! I repacked the GCC 2.1 files in order that
they fit on 720k floppies. I'll have to check patchlevels but:

-rw-r--r-- 1 ralph 1338928 Apr 16 17:57 gcc21bin.zoo

became

-rw-r--r-- 1 ralph 454534 Apr 4 07:16 gcc21bn1.zoo
-rw-r--r-- 1 ralph 515020 Apr 8 00:26 gcc21bn2.zoo

and

-rw-r--r-- 1 ralph 5042851 Apr 16 18:40 gcc21src.zoo

became

-rw-r--r-- 1 ralph 695810 Apr 5 07:19 gcc21sr1.zoo
-rw-r--r-- 1 ralph 715787 Apr 5 04:51 gcc21sr2.zoo
-rw-r--r-- 1 ralph 721968 Apr 2 02:21 gcc21sr3.zoo
-rw-r--r-- 1 ralph 697407 Apr 5 04:09 gcc21sr4.zoo
-rw-r--r-- 1 ralph 534391 Apr 5 04:15 gcc21sr5.zoo

Checking patchlevels gives:

zoo -print gcc21sr1.zoo ./PatchLev.h

********
./PatchLev.h
********
#define PatchLevel "1"

/*
* the Patch Level above is to identify the version
* of the all the files in this directory. given the above
* number i can pull up the correct version of any individual
* file in this directory. in all communications i will appreciate
* very much if you can quote this number.
*
* $Author: bammi $
*/

Should I upload these to a.a?
```

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?

2236. LEX/FLEX help required.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-09 12:39:33 UTC
From: ZZDLG@LIVERPOOL.AC.UK
Message-ID: <92161.133934ZZDLG@LIVERPOOL.AC.UK>
Source record: 44058

I have a copy of the FLEX from TERMINATOR and it dosn't appear
to work properly. It accepts my LEX source o.k., but the resulting
"C" program dosn't seem to compile properly. Can any one point
me to a version of FLEX which does work.

N.B. I am using GNU "C" 1.36.

2237. Mag !X!(was Re: MiNT?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-09 13:02:10 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <22476@castle.ed.ac.uk>
Source record: 44179

monnier@disuns2.epfl.ch (Stefan Monnier) writes:

>For several Prgs, wait until MultiTos or get MultiGEM or Mag!X !

What is Mag!X! ?

--
Simon Kinahan simonk@castle.ed.ac.uk "Only in our dreams are we truly free.
scgk@dcs.ed.ac.uk The rest of the time we need wages."
--Terry Pratchett, Wyrd Sisters

2238. Re: vs_color VDI question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-09 13:52:19 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Jun9.135219.15096@newton.ccs.tuns.ca>
Source record: 44181

In article <1992Jun8.183331.17018@cs.mcgill.ca> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
>VDI is made so as to allow more powerful computers to use it. Whereas the ST
>take a range value of 0-7 (Or 0-15 for the STe / Mega STe and TT), VDI takes
>0-1000. So all you need, is to make a conversion, with 0 = 0 and 1000 = 15.
>Here, 8 is in the middle, and so should get 500 (Or therabout, as Atari
>people may have rounded up some numbers and it may not have come up right)
>
> Patrick Betremieux.

Thanks Patrick. I kind of figured that the range would simply be broken into sixteen regions, but wasn't sure. Now I can complete the a project I've been working on since April. I'll be posting more details here shortly.

Ken Hartlen

2239. Re: Mag !X!(was Re: MiNT?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-09 14:56:36 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun9.165636@disuns2.epfl.ch>
Source record: 44183

In article <22476@castle.ed.ac.uk>, simonk@castle.ed.ac.uk (Simon Kinahan) writes:
: monnier@disuns2.epfl.ch (Stefan Monnier) writes:
:
: >For several Prgs, wait until MultiTos or get MultiGEM or Mag!X !
:
: What is Mag!X! ?

It's just a new AES with limited multitasking capabilities (quite
similar to MultiGEM 2: upto 16 prgs and accs at the same time but
not preemptive multitasking). In fact it is written by the authors
of KAOS 1.4.2 but is not distributed the same way: this time it is
a normal Tos extension with auto-boot start-up. As it is a rewritten
AES, some compatibility issues are not excluded !!

See test in a german magazine (Atari Journal or ST Computer).

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2240. Re: Keyboards question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-09 16:26:09 UTC
From: ekrimen@wet.UUCP
Message-ID: <3991@wet.UUCP>
Source record: 44185

In article <1992Jun8.151822.25224@walter.cray.com> goldman@cray.com (Matt Goldman) writes:
>
>Hello all,
> My wife has a Mega-STE; however, she hates the keyboard and
>would rather use her Mega-ST's keyboard. Does anyone know if the
>keyboards are compatable? She would prefer not to send any of the
>components up in smoke.

Yes, they are compatible.

Just curious, what doesn't she like about it? The feel? The ports on the
side?

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

2241. Heat-n-Serve/Sozobon MiNTlibs version 20b

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-09 17:44:54 UTC
From: bigham@hercules.acpub.duke.edu
Message-ID: <3255@news.duke.edu>
Source record: 44187
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Okay, I didn't get it quite right last time. Version 20b of the
Heat-n-Serve/Sozobon MiNT libraries just landed in atari/new, and
doubtless will eventually wend its way to atari/mint. This version
fixes a nasty bug in realloc(). That should be the last of the bugs I
inadvertently introduced, but I've thought that before :-}.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

2242. Re: SCSI-disk transfer rates wante

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-09 19:21:48 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992Jun9.122148.1@misvax.mis.arizona.edu>
Source record: 44188

In article <l37n9uINNmvj@aludra.usc.edu>, baffoni@aludra.usc.edu (Juxtaposer) writes:
>
> However, these are SCSI-1 drives connected to SCSI-1 controllers. To
> really see some statistics (as in > 4MB/s SUSTAINED) you will need to get a
> machine with SCSI-2 controller connected to a SCSI-2 drive. BTW, does anyone
> know if a SCSI-2 controller can push the envelope of a SCSI-1 drive? I mean
> does it still get the same performance as a SCSI-1 controller (or worse?)
> or will it outperform the SCSI-1 controller?
>
> -Mike

The ICD Advantage series host adaptors say that they support the SCSI-2
command set. So if I use a drive which supports SCSI-2 (Maxtor LXT 200s)
is SCSI-2 actually being used in this setup, or does the ICD still
use SCSI-1?

--

Doug Tarico
dtarico@mis.arizona.edu Stop cruelty to plants!!
(602)795-7633

2243. Help with sozobon133 typedef

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-09 19:44:17 UTC
From: bert@cs.vu.nl
Message-ID: <14883@star.cs.vu.nl>
Source record: 44186

```
Hello,

In sozobon133 I tried to declarate the following (or like it):

1 typedef struct x {
2 int data;
3 x *next;
4 } xtype;

this did give the error:
'}' missing on line 4 and syntax error on line 4.
looking into a C book I changed it into (and inbetweenies of the two)

1 struct x {
2 int data;
3 struct *x;
4 };
5
6 typedef struct x xtype;

well, same error's. By the way I did include stddef (and malloc), must
I include something else or is something different with sozobon133?
Don't tell me it only has array's..

Please email (bert@cs.vu.nl)

Bert.
```

2244. Re: SCSI-disk transfer rates wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-09 20:02:50 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <73640@ut-emx.uucp>
Source record: 44189

>>Anyone out there who can point to tests/rating tables/benchmarks
>>available ?
>
>Mega 4 ST + ICD advantage ST plus + ST1480N (423MB): HDRATE says 1320kb/s

Wow, if I upgrade from TOS 1.0 to TOS 1.4 (or 2.X), can I expect speeds like this? I have heard that 1.4 is faster, but I didn't expect this much increase. Right now, HDRATE reports about 550 on my machine, which is:

4M 520 + ICD advantage ST plus + Quantum ProDrive 80s.

-Tim Gallivan
timg@landau.ph.utexas.edu

2245. Re: Help with sozobon133 typedef

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-09 22:48:41 UTC
From: wallace@yngstr.enet.dec.com
Message-ID: <1992Jun9.214936.17110@engage.pko.dec.com>
Source record: 44190

```
In article <14883@star.cs.vu.nl>, bert@cs.vu.nl (Menting BL) writes...
>In sozobon133 I tried to declarate the following (or like it):
>1 typedef struct x {
...

You need a combination of the two.

typedef struct x {
int data;
struct x *next; /* next is a pointer to the type "struct x" */
} xtype;

There is nothing wrong or different about sozobon, this is run of the mill
C syntax.

---
Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---
```

2246. GCC and 1 Meg?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-10 01:14:19 UTC
From: bq035@cleveland.Freenet.Edu
Message-ID: <1992Jun10.011419.12924@usenet.ins.cwru.edu>
Source record: 44041

Is it *absolutely* impossible to use GCC and only one meg? I have a hard drive, I know that's essential... but I'm only a beginner at C. Would I be able to compile small programs with that kind of setup? Or should I just forget about it? Thanks in advance.

--

****

* "Nothing is true; Everything is permitted" - Hassan i Sabbah *

****

Brian Jepson = iby223@uriacc.uri.edu || bq035@cleveland.freenet.edu

2247. Re: Mac sequencers just do not work with ST+Spectre?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-10 03:05:21 UTC
From: ken@isgtec.com
Message-ID: <2681@isgtec.isgtec.com>
Source record: 44046
Cross-posted to: rec.music.synth,comp.sys.atari.st.tech

In article <22402@castle.ed.ac.uk> ngse18@castle.ed.ac.uk (J R Evans) writes:
> I run an Atari ST with the Spectre Mac emulator; I plan to move to a real
> Mac platform in time, and am looking to upgrade my cheap/PD Atari sequencing
> software. I previously posted requesting information from anyone who has
> tried using Mac MIDI software with Spectre, and on Mac sequencers in general.
> I received no responses, so here's my experience to date:
> A visit to Soho Soundhouse resulted in recommendations for Encore and Cubase
> and I came away with demo copies of each. Attempts to run them on my
> ST/Spectre combination failed:

You're right, Mac MIDI software doesn't run under Spectre without Megatalk,
I don't know if it does with Megatalk. You seem fairly confused about MIDI
software, though. Why on earth would you try to run Cubase under a mac
emulator on an ST, when Cubase 3.0 is fully available for the ST? No
emulators, no extra boards, etc. Also you mentioned Encore, this is available
for the ST. The best sequencer in the world for any platform is in many
musicians' opinion Notator 3.1, which runs ONLY on the ST. Other top
MIDI software for the native ST mode would include KCS Omega and Copyist DTP.
It's beyond me why you would want to run midi software under Spectre.
--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2248. Re: vs_color VDI question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-10 05:07:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A42147@MS.maus.de>
Source record: 44061

Kenneth W Hartlen (hartlenk@newton.ccs.tuns.ca) wrote:
> This allows for 8x8x8=512 different colours. However, the
> STe/TT can have 16x16x16=4096 different colours. Does
> someone know what the corresponding table for STe/TT looks
> like? Is backwards compatiblity taken care of by the STe/TT?

Of course the STE and TT VDI allows to set 16*16*16 different colors. But I don't see why the information which exact values are returned would be of any particular interest for an application program. And don't forget, that with many third-party graphics cards (and the presumably the Falcon 030) you'll get even larger palettes.

2249. Re: SCSI-disk transfer rates w

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-10 05:07:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A42148@MS.maus.de>
Source record: 44062

Juxtaposer (baffoni@aludra.usc.edu) wrote:
> Not only that, but remember, HDRATE tests the "real-world" speed of
>a drive, not its maximum speed. If you were to do a sequential-track read
>off of the Seagate, I am SURE that you would indeed get > 1MB/s.

No, you wouldn't. This is exactly what SCSI-Tool measures (~500 KB/s for
the ST1096N).

2250. Re: SCSI-disk transfer rates wante

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-10 05:42:20 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l3b5hsINNq36@aludra.usc.edu>
Source record: 44044

In article <1992Jun9.122148.1@misvax.mis.arizona.edu> dtarico@misvax.mis.arizona.edu writes:
>The ICD Advantage series host adaptors say that they support the SCSI-2
>command set. So if I use a drive which supports SCSI-2 (Maxtor LXT 200s)
>is SCSI-2 actually being used in this setup, or does the ICD still
>use SCSI-1?

I think it is still using SCSI-1, and that it is compatible with SCSI-2 so you don't have to be so careful about which drive you get, so long as it is SCSI. This is just my best guess. Especially considering that for the ICD to be fully SCSI-2 compliant, it would mean that the Atari ACSI port would have to support the 16-bit (I believe) data path, which it doesn't, and the increase in data-throughput - which I doubt (even if it does DMA data from the ACSI port). That would be a neat chip in the ol' "my computer is better than yours" war with the Macs - "Yeah, we could have had SCSI-2 back in '85, we just didn't wanna...and besides, somebody had to make a SCSI-2 drive before we could use it anyway - and that's _built in_ to ours...What, you mean the new Quadra 950 still uses SCSI-1? What a lark ..." :)

Well, here's to hoping the new line of computers has SCSI-2 ...

>--
>--
> Doug Tarico
> dtarico@mis.arizona.edu Stop cruelty to plants!!
> (602)795-7633
>--

-Mike

2251. Re: GCC and 1 Meg?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-10 10:37:25 UTC
From: subiaagb@w350zrz.tu-berlin.de
Message-ID: <QI23K1P@mailgzrz.tu-berlin.de>
Source record: 44047

In article <1992Jun10.011419.12924@usenet.ins.cwru.edu>, bq035@cleveland.Freenet.Edu (Brian Jepson) writes:

> Is it *absolutely* impossible to use GCC and only one meg? I have a hard
> drive, I know that's essential... but I'm only a beginner at C. Would I
> be able to compile small programs with that kind of setup? Or should I just
> forget about it? Thanks in advance.
> --

Forget it. I tried 2 Megs and couldn't even compile the zoo sources, whose largest file was about 80kB. But an upgrade of your memory would be cheep if you own a STE. Note this. I did so (4MB) and was happy.

--

| Andr'e Pareis, |
| Internet: pareis@cs.tu-berlin.de |
| subiaagb@w350zrz.zrz.tu-berlin.de |

2252. Re: HBLs, Has anyone been successful in using them?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-10 11:41:33 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <708176493.29428@minster.york.ac.uk>
Source record: 44048

In article <1y6kbnm1@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
>In article <1992Jun8.133521.7118@ryn.mro4.dec.com> miskinis@aidev.enet.dec.com (John Miskinis) writes:
>>
>>Hi!
>>
>> I'm trying to use the HBL interrupt, which I understand
>> is the IPL level 2 interrupt.
>>
>> All I want to do is count the screen lines, so another interrupt
>> (TIMER A) can change my color palette between specific scan lines.
>>
>> I tried doing this WITHOUT HBL, by clearing a counter in a VBL
>> routine, incrementing the counter in a TIMER A routine, and
>> if it hit a certain point, swapping the color palette. This
>> seemed to work, but the point at which it would change the
>> palette was not always on the same scan line. In fact it
>> varied +- 3 scan lines, and thus I had a moving bar of color.
>>
>> After reading the internals book, I see that HBL is implemented,
>> but I can't get it to fire. I'm wondering if the IPL 2 is
>> turned on by default. I tried ORing in 0x0200 to the status
>> register, but that didn't seem to help...
>>
>> ANY AND ALL INFORMATION IS GREATLY APPRECIATED!
>>
>>_John_
>
>I tried to do something very similar with HBL interrupts, but I couldn't get
>the palette changes to occur on the same line all the time - when I moved
>the mouse around the colours would drift down the screen as if some HBIs
>were being missed out (it was a lot worse than +/- 3 scan lines).
> Remember that the default HBL routine switches IPL 2 off, so you will
>have to set up your routine first then enable it (but then you would
>probably do that anyway).

Yeah -- remember to set the processor interrupt level to <2.

> I'd be interested to know if anybody can explain why I seemed to loose
>HBLs (I reset the colours in the VBL - was this the problem?). Also is
>there a hardware register which tells you which part of the screen is
>currently being scanned?

Yes there is -- I don't know off-hand where it is, but it is documented in the Abacus books and other, more reliable, Atari internals texts.

Since HBL is a low priority interrupt, any other higher priority interrupt that is being serviced at the time HBL is fired may mask it. Since _all_ of the other interrupting devices in the ST have a higher interrupt priority, this can be a significant problem!

>- Leo Hendry

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
6 July onwards: lodge@alsys.co.uk	-- Blackadder II

2253. TT SCSI DISK UPGRADES (HELP !!!)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-10 14:39:00 UTC
From: ganea@inmos.co.uk
Message-ID: <1992Jun10.143900.20532@inmos.co.uk>
Source record: 44045
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I have an atari TT machine, one of the first with the daughter
board containing the 32 mhz 68030 on top of the mother board.
I would like to change the internal SCSI disk from 50 Meg to
a Quantum 120 Meg drive. Then connect the 50 meg SCSI drive to the
TT via the external SCSI bus.

(i) Has anybody tried upgrading the internal drive in the
TT machine. Will the Hard Disk driver support this type of
drive.

(ii) I have heard that there could be problems in using
two 'High Performance' SCSI drives on this model of TT,
when both are connected via the SCSI bus, any body
tried this !!

(iii) What sort of cables are needed, and where can I
get them from.

Thanks in advance

Andy

ganea@inmos.co.uk

2254. using the shel library

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-10 16:12:38 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <96041.2A370B81@psycho.fidonet.org>
Source record: 44089

In a message of 09 Jun 92 12:17:43, Trevor Cordes wrote:

TC> From: genius@sys6626.bison.mb.ca (Trevor Cordes)
TC> Date: Sun, 07 Jun 92 06:31:50 CST
TC> Organization: system 6626 BBS, Winnipeg MB
TC> Message-ID: <R86ZLB4w164w@sys6626.bison.mb.ca>
TC> Newsgroups: comp.sys.atari.st.tech
TC>
TC> How do I execute a program from within another program using High Speed
TC> Pascal? What I want to do is have a non-GEM program call up lzh201k to
TC> extract a file and then return control to my program. I've tried messing
TC> around with shel_write and other shel procedures, but nothing seems to
TC> work exactly right. Does anyone have any advice/help/tips? Please?
TC>
TC> ;--- (Trevor Cordes) a user of sys6626, running waffle 1.64
TC> ;E-mail: genius@sys6626.bison.mb.ca
TC> ;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

As I recall, High-Speed has adequate access to GEMDOS calls for you to use the Pexec command. It's gemdos call (hex) 4b. Just look up in the GEMDOS section of your built-in help for anything like that.

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to root@psycho.fidonet.org.

2255. Re: HBLs, Has anyone been successful in using them?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-10 18:03:31 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <708199411.6853@minster.york.ac.uk>
Source record: 44072

In article <1992Jun8.183149.14721@ryn.mro4.dec.com> miskinis@aidev.enet.dec.com (John Miskinis) writes:
>
>> Remember that the default HBL routine switches IPL 2 off, so you will
>>have to set up your routine first then enable it (but then you would
>>probably do that anyway).
>
> I tried setting the vector to a routine that just incremented
> a variable, and that didn't seem to work. So I disasembled
> the code that's normally at the vector, and included that
> PLUS the line that incremented the variable, and that didn't work.

Noooo!
The code that's executed as standard lifts the processor interrupt level to greater than 2, disabling the HBL interrupt! If you really want to use the HBL vector, do the following:

0) Go supervisor mode
1) Change the vector to point to your HBL code
2) Set the processor interrupt level to <2 (0 is fine)
3) Go back to user mode

>_John_

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
6 July onwards: lodge@alsys.co.uk	-- Blackadder II

2256. Re: MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-10 18:09:53 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <708199793.7133@minster.york.ac.uk>
Source record: 44073

In article <1992Jun9.125633@disuns2.epfl.ch> monnier@disuns2.epfl.ch (Stefan Monnier) writes:
>In article <1992Jun8.140905.1@camins.camosun.bc.ca>, comptec91006@camins.camosun.bc.ca (Michael Botten) writes:
>: Could someone describe to me what MiNT is? It sounds like it might be some
>: sort of multitasking environment. Basically what I want to know is what its
>: system requirements are and what it can do. Is it anything like MultiFinder
>: on the Macintosh?
>: Thanks for any info,
>: /\/\ike
>
>
>No, it's rather like Unix. You can run several Tos prgs in real
>multitasking (preemptive) but you can run only 1 Gem prg.
>For several Prgs, wait until MultiTos or get MultiGEM or Mag!X !

I've been playing with MultiTOS recently and it's really quite groovy. It's amazing that it works at all! Essentially, Atari have licensed MiNT, made some changes, and re-implemented AES, VDI and the Desktop on top of MiNT.

The only problems I've had are with programs that do any of the following
1) Grab all memory (though this can be worked around using MiNT's ability to limit the memory given to a process at start up)
2) Fail to use WIND_UPDATE to lock the screen when they draw dialogue boxes or anything else, because they assume they're the only program on the system. (Unfortunately, this covers a _lot_ of software!)

> -- Stefan Monnier --

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
6 July onwards: lodge@alsys.co.uk	-- Blackadder II

2257. Re: HBLs, Has anyone been successful in using them?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-10 18:14:43 UTC
From: eker@cwi.nl
Message-ID: <6278@charon.cwi.nl>
Source record: 44055

In article <708176493.29428@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:

|>
|> Yes there is -- I don't know off-hand where it is, but it is documented in
|> the Abacus books and other, more reliable, Atari internals texts.
|>
|> Since HBL is a low priority interrupt, any other higher priority interrupt
|> that is being serviced at the time HBL is fired may mask it. Since _all_ of
|> the other interrupting devices in the ST have a higher interrupt priority,
|> this can be a significant problem!
|>

I saw something about this in the Glentop book (Concise Atari guide or something like that...). Even if you use the counter connected to the HBL interupt (at IPL 6) rather than HBL interupt itself the timing will still be too unstable - especially when you move the mouse. The culprits are the MIDI/IKBD and system clock interupts. The recomended procedure for getting stable palette changes mid screen they recommended to

(1) Catch the MIDI/IKBD and lower the IPL to 5 before calling the original routine.
(2) Block the system timer all together.

Note that you can't do quite the same trick with the system timer (ie just lower the IPL) because the two TOS routines are mutually non-reentrant - I found this out the hard way.

A trick I use (for MIDI input not HBL but it should work for HBL) is catch the MIDI/IKBD and mask both interupts in the MFP chip mask reg before lowering the IPL & calling the TOS routine and ditto for the system clock. This seems to avoid the TOS reentrancy problem without losing track of the time.

Steven

2258. Memory upgrades....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-10 18:29:11 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Jun10.182911.18912@ucsu.Colorado.EDU>
Source record: 44051

Well I received my PC Technologies 4meg upgrade with no instuctions, but it seem easy enough to figure out. My question is: do the old ram chips need to be removed or disconnected? It seems to me that they are just acting as a heat source generator and a power consumer and should be removed for the sake of keeping the machine cooler. Any comments?
Thanks,
Jonathan
krakover@spot.colorado.edu

2259. Re: HBLs, Has anyone been successful in using them?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-10 18:38:08 UTC
From: rdf@pinet.aip.org
Message-ID: <1992Jun10.183808.3232@pinet.aip.org>
Source record: 44059

I have been working on a similar problem using interrupts and am having no luck also.
I am trying to read a graphics tablet through the serial port and use the value obtained to reposition the mouse position.
When I do this in a foreground loop everything is ok, but when I move the same code to the mouse or timer interrupt vectors the machine crashes.

Does anyone have any suggestions on what needs to be done so that reading the RS232 can be performed in the background this way?

Thanks.

2260. Re: problems with Teac drive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-10 18:48:59 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l3cjkrINNegu@aludra.usc.edu>
Source record: 44050

In article <1992May29.081722.10@bra.isnet.inmos.co.uk> tester@bra.isnet.inmos.co.uk writes:
>I'm having problems using a TEAC 3.5" external drive on my Mega ST2, and I
>was wondering if anybody out there can help.
>
>Most of the time the drive works fine, but now and then it shows the current
>disk/folder as having no contents. This happens on disks formatted on this
>drive and on disks formatted on my internal Cumana drive.
>
>I get this problem both when using a fileselector from within an application,
>and from the desktop. Pressing ESCAPE from the desktop sometimes fixes things,
>but sometimes doesnt.
>
>For the record I'm using TOS 1.2 with Neodesk 3.?.
^^^^^^^

Sounds like that may be your problem. When you start your machine,
do you use something like FolderXXX.prg in your Auto folder? If not, you are
probably running into the 40-folder bug. If you have access to a bbs or can
ftp to Atari.Archive, then just about anyone should have the FolderXXX program
(BTW, the XXX represent numbers - you change the name to add more folders that
can be opened).

Or, you might consider gettting a newer version of TOS. 1.4 is good,
but you might be better off getting the TEC board with TOS 2.06 and all the
goodies that come with having the new TOS. What goodies you may ask? Well..
Lots - I don't think that I should waste bandwidth on what should be in the
FAQ.
Speaking of which, isn't time for FAQ to do the rounds again?

Hope that helps...

>Any ideas?

>Thanks

>Paul Robins
>email: svrobins@isnet.inmos.co.uk

-Mike

2261. Pure C and Sozo libraries

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-10 18:49:46 UTC
From: greg@Quotron.COM
Message-ID: <greg.708202186@duke>
Source record: 44052

Does anybody know if Pure C can use libraries created with Sozobon?
Turbo C had problems (it didn't use an underline to prefix each
symbol -- Sozobon does -- and if you forced it to, it couldn't find
its own library stuff). Thanks.
--

Greg "Maddog" Knauss My boss doesn't know I'm doing this,
greg@duke.quotron.com so I doubt he'd agree with me.

2262. MiNT Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-10 19:25:12 UTC
From: mintha@geog.ubc.ca
Message-ID: <1992Jun10.192512.3109@unixg.ubc.ca>
Source record: 44053

I've finally got around to setting up MiNT on my computer (read: I found the money for a hard drive) But I have a few questions that don't seem to be handled by the docs. First it is hinted that you can hook up a terminal to the serial port, how is this done - what needs to be set up? Second, the UNIXMODE setting doesn't seem to be documented anywhere, how does one use it, and how does it work?

Thanxs, Jim

--
Jim Mintha Home: (604) 467-2148
mintha@geog.ubc.ca Work: (604) 465-5074

2263. Assembly Code

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-10 19:50:07 UTC
From: ac999a07@BugsBunny.acslab.umbc.edu
Message-ID: <1992Jun10.195007.20024@umbc3.umbc.edu>
Source record: 44054

Hey all... I'm looking for some basic Assembly code.. hopefully documented pretty well. I need to write some routines for a program in assembly since they are way too slow, and this seems like a good opportunity to work on ST assembly. Thanks...

2264. Re: Keyboards question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-10 21:13:56 UTC
From: goldman@orac.CRAY.COM
Message-ID: <1992Jun10.161356.17762@walter.cray.com>
Source record: 44057

In article <3991@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>In article <1992Jun8.151822.25224@walter.cray.com> goldman@cray.com (Matt Goldman)
writes:
>>
>>Hello all,
>> My wife has a Mega-STE; however, she hates the keyboard and
>>would rather use her Mega-ST's keyboard. Does anyone know if the
>>keyboards are compatable? She would prefer not to send any of the
>>components up in smoke.
>
>Yes, they are compatible.
>
>Just curious, what doesn't she like about it? The feel? The ports on the
>side?

She does not like the 'feel' of the keyboard. She has to type harder to
get the keys to register. The key that causes the most problems is
the shift key.

Matt

--
Matthew Goldman E-mail: goldman@ferris.cray.com
Fax: (612) 683-3099 Work: (612) 683-3061
"We locked our keys in the flying saucer - do you have a
coathanger we could borrow?"

2265. Re: Memory upgrades....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-10 21:53:40 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l3cuf4INNmv0@aludra.usc.edu>
Source record: 44056

In article <1992Jun10.182911.18912@ucsu.Colorado.EDU> krakover@spot.Colorado.EDU (KRAKOVER JONATHAN DA) writes:
>Well I received my PC Technologies 4meg upgrade with no instuctions, but
>it seem easy enough to figure out. My question is: do the old ram chips
>need to be removed or disconnected? It seems to me that they are just
>acting as a heat source generator and a power consumer and should be
>removed for the sake of keeping the machine cooler. Any comments?
> Thanks,
> Jonathan
> krakover@spot.colorado.edu

Yeah. You need to logically remove them, but you don't have to do it physically. If you cut the power lines to the chips, then they won't be using power or getting in the way, but if you should need to take out your memory upgrade for any reason, it would not be a big deal to just resolder the chip power leads and Presto, you have your old memory back (Of course you have to be real careful when resoldering the leads as you could blow a chip if it gets too hot...).

If you don't want to just remove the power leads, then yes, you have to remove the chips (if only for power considerations alone).

-Mike

2266. Re: problems with Teac drive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 04:30:42 UTC
From: bagwell@cactus.org
Message-ID: <1992Jun11.043042.13418@cactus.org>
Source record: 44064

I have TOS 1.2 and use folderxxx.prg. I still had the problem you described. I started using a program called FMC (forced media change) in my auto folder. That seemed to fix the problem. FMC can be found at a.a.

2267. Composite Cable needed...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 05:42:37 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <1992Jun11.054237.431@usenet.ins.cwru.edu>
Source record: 44060

I'm looking for a cable that from the STe's monitor port will connect to the 9-pin connector on the SC1435 AND have an RCA composite video connector. The closest I've been able to come is a male monitor plug that has the pins needed for composite but not for RGB with H- and V-sync.

Joppa has a couple composite cables listed in their catalogue but they have no discriptions.

Anyone seen one of these or be willing to put one together for cash, eh?

--
Troy L. Nothnagel
at731@cleveland.Freenet.Edu
"And for a gorilla, his English wasn't half bad." - Den of Earth
"No, now go away or I shall taunt you a second time-a!" - Guard, MP&tHG

2268. Programming the Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 06:21:39 UTC
From: vicb@clark.edu
Message-ID: <1992Jun11.062139.12361@clark.edu>
Source record: 44063

Could someone please tell me of a good source of information on programming the blitter chip? I am not too familiar with the STe's internals, most of my programming has been done on the UNIX at school. Is the blitter accessible (easily) with C? A book title or magazine article would be great. I have the text file blit.arc from the umich.edu archive but would like to get more before I actually give it a stab myself. Any C libraries out there that would be of help? I will be using Heat-n-Serve C (aka Sozobon 1.33i).

Much appreciation,
Victor Bruhn
vicb@clark.edu

2269. Re: TT SCSI DISK UPGRADES (HELP !!!)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 08:18:50 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Jun11.081850.14271@rhrk.uni-kl.de>
Source record: 44074
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ganea@inmos.co.uk () writes:

>Hi,
> I have an atari TT machine, one of the first with the daughter
>board containing the 32 mhz 68030 on top of the mother board.
> I would like to change the internal SCSI disk from 50 Meg to
>a Quantum 120 Meg drive. Then connect the 50 meg SCSI drive to the
>TT via the external SCSI bus.

> (i) Has anybody tried upgrading the internal drive in the
> TT machine. Will the Hard Disk driver support this type of
> drive.
This should be no problem. BTW, there are a lot of drivers on the market.

> (ii) I have heard that there could be problems in using
> two 'High Performance' SCSI drives on this model of TT,
> when both are connected via the SCSI bus, any body
> tried this !!
It seems to me that I have the same machine version. I use a Fujitsu 2624S
as internal drive (1.7 MB/s transfer rate) without any problems.

> (iii) What sort of cables are needed, and where can I
> get them from.
Simply use the old cable and switch the drives. That's all there is to do.

Uwe

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

2270. re: HBLs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 08:20:42 UTC
From: eker@cwi.nl
Message-ID: <6281@charon.cwi.nl>
Source record: 44065

In article <1992Jun9.155122.15441@ryn.mro4.dec.com>, miskinis@aidev.enet.dec.com (John Miskinis) writes:

|>
|> I've been working on a "Motif-like" user interface "widget set" for about 2
|> years now, that's looking pretty good. Unfortunately I've had to develop my
|> own mouse, keyboard, and MIDI drivers, which took a while. Most of the
|> reason that it's taken me so long, is that since I rewrote the keyboard
|> handlers, I can't use a debugger! (I contemplated writing my own, and
|> still might)

Rather than write your own debugger, couldn't you just intercept the TOS keyboard calls and handle them with you own routines?

|>
|> It only runs in medium res, and makes abundant use of the 4 colors, but
|> I want to expand it so different areas of the screen can have other
|> colors.
|>

If you're building your GUI from the bare metal up you could also try implementing amiga style interlace for 640x400 in 4 colours. I think all you have to do is keep 2 medium res screens - one for odd scanlines & one for even - and flip between them using the VBI.

By going for 640x400 it is easier to convert any displays to mono (and if you ever write for the pro MIDI market you _have_ to support mono).

BTW back in january you mentioned a 61 note piano keyboard demo - did you ever release this? If so where can I get a copy?

Steven

2271. Re: SCSI-disk transfer rates wante

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 08:55:46 UTC
From: micha@moko.saar.de
Message-ID: <H.HEFh4_l4pxM@moko.saar.de>
Source record: 44090

In <l37n9uINNmvj@aludra.usc.edu>, Juxtaposer writes:
>
> However, these are SCSI-1 drives connected to SCSI-1 controllers. To
> really see some statistics (as in > 4MB/s SUSTAINED) you will need to get a
> machine with SCSI-2 controller connected to a SCSI-2 drive. BTW, does anyone
> know if a SCSI-2 controller can push the envelope of a SCSI-1 drive? I mean
> does it still get the same performance as a SCSI-1 controller (or worse?)
> or will it outperform the SCSI-1 controller?
>
> -Mike

What are the main differences between SCSI-1 and SCSI-2?

Michael

--

EMail: micha@moko.saar.de /\/\ Univers.: mibo@stud.uni-sb.de
Zerberus: micha_b@hit.zer / \ Voice: +49 681 55654 (Ans-Mach.)
SnailMail: Michael Bongartz, Am Ordensgut 43, W-6600 Saarbruecken 1, Germany

2272. Re: SCSI-disk transfer rates w

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 08:59:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A42211@MS.maus.de>
Source record: 44088

Tim Gallivan (timg@ccwf.cc.utexas.edu) wrote:
>Wow, if I upgrade from TOS 1.0 to TOS 1.4 (or 2.X), can I expect speeds
>like this? I have heard that 1.4 is faster, but I didn't expect this
>much increase. Right now, HDRATE reports about 550 on my machine, which
>is:
>
>4M 520 + ICD advantage ST plus + Quantum ProDrive 80s.

Changing the TOS version won't speed up BIOS calls, so the raw
transmission speed won't change. But the change in GEMDOS performance _is_
worth the upgrade.

2273. Re: MiNT Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 09:08:53 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jun11.090853.39776@bas-a.bcc.ac.uk>
Source record: 44066

In article <1992Jun10.192512.3109@unixg.ubc.ca> mintha@geog.ubc.ca (Jim Mintha) writes:
>I've finally got around to setting up MiNT on my computer (read: I found
>the money for a hard drive) But I have a few questions that don't seem
>to be handled by the docs. First it is hinted that you can hook up a
>terminal to the serial port, how is this done - what needs to be set up?

If you get my init(8) package from Atari.archive plus a shell or two you can
have a Unix-look-alike machine with the serial port acting just line a
terminal port on a Unix box.

>Second, the UNIXMODE setting doesn't seem to be documented anywhere, how
>does one use it, and how does it work?

MiNT doesn't use UNIXMODE, instead you can get the minix filesystem device
driver off Ataari.archive, format a partition using minit (I think that's
what it's called) and use it. The Minix filesystem is a Uniix V7 filesystem
look-alike so you can have filenames up to 15 characters long, upper and
lower case, full access permissions etc.

>
>Thanxs, Jim
>
>
>
>--
>Jim Mintha Home: (604) 467-2148
>mintha@geog.ubc.ca Work: (604) 465-5074

I hope this is helpful.

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

2274. Re: Help with sozobon133 typedef

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 09:11:23 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92163.101123MEBEB@LIVERPOOL.AC.UK>
Source record: 44086

```
In article <14883@star.cs.vu.nl>, bert@cs.vu.nl (Menting BL) says:
>1 typedef struct x {
>2 int data;
>3 x *next;
>4 } xtype;
>
it should be:
typedef struct x
{
int data;
struct x *next;
}xtype;

Note that the data type is 'struct x' - the two components aren't seperable.

Kev
-----
Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

2275. Re: Memory upgrades....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 09:18:24 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun11.111824@disuns2.epfl.ch>
Source record: 44067

In article <l3cuf4INNmv0@aludra.usc.edu>, baffoni@aludra.usc.edu (Juxtaposer) writes:
: In article <1992Jun10.182911.18912@ucsu.Colorado.EDU> krakover@spot.Colorado.EDU
(KRAKOVER JONATHAN DA) writes:
: >Well I received my PC Technologies 4meg upgrade with no instuctions, but
: >it seem easy enough to figure out. My question is: do the old ram chips
: >need to be removed or disconnected? It seems to me that they are just
: >acting as a heat source generator and a power consumer and should be
: >removed for the sake of keeping the machine cooler. Any comments?
: > Thanks,
: > Jonathan
: > krakover@spot.colorado.edu
:
:
: Yeah. You need to logically remove them, but you don't have to do it
: physically. If you cut the power lines to the chips, then they won't be
: using power or getting in the way, but if you should need to take out your
: memory upgrade for any reason, it would not be a big deal to just resolder
: the chip power leads and Presto, you have your old memory back (Of course
: you have to be real careful when resoldering the leads as you could blow a
: chip if it gets too hot...).
:
: If you don't want to just remove the power leads, then yes, you have
: to remove the chips (if only for power considerations alone).
:
: -Mike

You also can just set the select signals of each bank to inactive:
RAS,CASH and CASL (that are used for the new, bigger RAM bank) are
to be interrupted (on the old, smaller RAM bank side) and set to 5V.

So, for each signal (RAS0,RAS1,CAS1H,CAS1L,CAS0H,CAS0L):

before:

```
------
MMU <-----| |--------------------> OLD RAM BANK
------
resistor
```

after:

```
------
MMU <-----| |-------| 5V ----> OLD RAM BANK
------ |
resistor |
|
```

```
|
|
V

NEW RAM BANK

-- Stefan Monnier --

-------------------------------------------------------------
----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----
```

2276. Re: GCC : broken up file on a.a

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 09:38:15 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.92Jun11103815@ghiggins.hpl.hp.com>
Source record: 44070

Ralph Sobek writes about GCC 2.1 being split into smaller pieces ...

++ #define PatchLevel "1"
++ Should I upload these to a.a?

No, but thanks anyway. PatchLevel 1 is an older version of GCC than is currently available on A.A. (PatchLevel 2). I have split the GCC on A.A. into small pieces. There are appropriate subdirectories in A.A.'s ~ftp/atari/gnustuff/tos/gcc section.

--
Graham Higgins
<< gjh@hplb.hpl.hp.com || gjh@hplb.hp.co.uk || gjh@hplb.uucp >>
<< My opinions above are exactly that: my own, and opinions. >>

2277. Re: GCC and 1 Meg?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 09:44:41 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.92Jun11104441@ghiggins.hpl.hp.com>
Source record: 44068

```
++ Is it *absolutely* impossible to use GCC and only one meg? I have a hard
++ drive, I know that's essential... but I'm only a beginner at C. Would I
++ be able to compile small programs with that kind of setup? Or should I just
++ forget about it? Thanks in advance.

I don't know about the current version (2.1 Pl02) but 1.38 *would* compile with
program lengths of up ~12K, so all may not be lost. ++jrb wrote a minimalist
shell which I used (see "ms.zoo" on A.A's gnustuff/tos/othergnu) as CLI.

--
Graham Higgins
<< gjh@hplb.hpl.hp.com || gjh@hplb.hp.co.uk || gjh@hplb.uucp >>
<< My opinions above are exactly that: my own, and opinions. >>
```

2278. Re: Re: HBLs, Has anyone been successful in using them?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 10:39:36 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <9130011@hpbbrd.bbn.hp.com>
Source record: 43998

You might also try to use the HSync interrupt (I think this is wired to one of the MFP's inputs, so it is a vector interrupt). I find this much easier to use than HBL.

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2279. How do you prevent double scroll events?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 10:44:27 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Jun11.104427.23243@donau.et.tudelft.nl>
Source record: 44071

My program now has a window with scroll bars that actually work,
but each time I click on an arrow or grey area of the scroll bar,
the window scrolls at least two steps.

I think I could solve this by waiting for the mouse buttons to
be released before I end the scroll handling, or by waiting for
a certain time, but perhaps someone has a better idea.

Thanks in advance.

=-=-=-

2280. Archives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 11:38:40 UTC
From: kertsine@castle.ed.ac.uk
Message-ID: <22584@castle.ed.ac.uk>
Source record: 44069

Hello,
Can anyone out there tell me which are the best archives for
C source code for the atari st (I have already checked atari.archive.
umich.edu)? Alsohas anyone managed to get winx???.prg working on an STE?
Please mail any replies to my Email address jmxb@uk.ac.ed.dcs.

Thanks
Jonathan

2281. MOD collectors

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 11:57:39 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <saJ8LB4w164w@sys6626.bison.mb.ca>
Source record: 44079

```
To any MOD enthusiasts out there:
There is now a service which is offering mods for sale (cheap!) and
trade! If you're interested leave a reply to this message in Email and
I'll Email you a UUcoded catalog of over 550 mods! ALOT cheaper (and
less time) than dl'ing mods from long distance bbs's!

;--- (Trevor Cordes) a user of sys6626, running waffle 1.64
;E-mail: genius@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8
```

2282. TT RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 11:58:49 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <qcJ8LB5w164w@sys6626.bison.mb.ca>
Source record: 44080

Anyone have any used TT-RAM out there for sale? Or does anyone know of a good dealer with good prices on the boards (better prices than the rip-off Atari wants, that is!)? Thanks!

;--- (Trevor Cordes) a user of sys6626, running waffle 1.64
;E-mail: genius@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

2283. Re: 1.44 M Floppy on Mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 12:34:38 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Jun11.123438.22578@Informatik.TU-Muenchen.DE>
Source record: 43947
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jun5.134554.6049@digi.lonestar.org>, rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:
|> In article <1992Jun4.135958.5355@ryn.mro4.dec.com> rost@rgb.dec.com (My name is Brian Rost) writes:

[...]
|>
|> I haven't used one *but* I just read in one of the online magazines (I
|> think it was Atari Explorer On-line but can't remember for sure) that
|> Atari said some Mega STEs have "escaped" with TOS 2.05 and the 1.44 MB
|> drive. The Atari rep (Townsend maybe?) said that TOS 2.05 does NOT
|> format the 1.44 MB disk in a manner compatible with IBM PCs. However,
|> TOS 2.06 will do the job correctly. The summary is that anyone having
|> a Mega STE with the high density drive that wants to interchange disks
|> with an IBM PC compatible MUST have TOS 2.06.

I don't know where you will find those incompatible STE-TOS but the M-STE I upgraded at our local dealer (Media Markt) last month had 1.44MB drives and the 'compatibles' (Highscreen, Profex ... with DOS 5.0) in which I tested the HD disks from the M-STE didn't complain

|>
|> If you don't care about PC compatibility, than apparently TOS 2.05 works
|> fine with 1.44 MB drives on Ataris and is compatible with other Ataris.

The times ATARI is totally incompatible (with the drives) is over.

==========
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

2284. Re: HBLs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 12:47:27 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <c30kbxaf@csv.warwick.ac.uk>
Source record: 44075

In article <6281@charon.cwi.nl> eker@cwi.nl (S.M. Eker) writes:
>In article <1992Jun9.155122.15441@ryn.mro4.dec.com>, miskinis@aidev.enet.dec.com (John Miskinis) writes:
>
>|>
>|> I've been working on a "Motif-like" user interface "widget set" for about 2
>|> years now, that's looking pretty good. Unfortunately I've had to develop my
>|> own mouse, keyboard, and MIDI drivers, which took a while. Most of the
>|> reason that it's taken me so long, is that since I rewrote the keyboard
>|> handlers, I can't use a debugger! (I contemplated writing my own, and
>|> still might)
>
>Rather than write your own debugger, couldn't you just intercept the TOS
>keyboard calls and handle them with you own routines?
>
>|>
>|> It only runs in medium res, and makes abundant use of the 4 colors, but
>|> I want to expand it so different areas of the screen can have other
>|> colors.
>|>
>
>If you're building your GUI from the bare metal up you could also try
>implementing amiga style interlace for 640x400 in 4 colours. I think all
>you have to do is keep 2 medium res screens - one for odd scanlines &
>one for even - and flip between them using the VBI.

I tried getting 640x800 on my monochrome monitor this way, but it was way
too flickery to bother with. In colour the it would be even worse (25Hz
instead of 35).
I have a friend with an amiga and apparently to need a long persistance
monitor for interlace modes to be usable, and these are generally mono only.

- Leo Hendry

2285. Wierd Assembly Code

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 13:33:58 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <708481903.F00006@royaljok.fidonet.org>
Source record: 44028

* to: All

Could some 68000 assembly code person please translate this wierd format assembly to "normal" code. I'm not quite sure exactly how some of the things such as sp@- should be translated ((sp)- ?). Thanks in advance...

```
;
; tapebind.cpp definitions for the library.
; With these it is now compatible with 16 bit integers
;
#ifdef __MSHORT__
.globl_tapebios

.text
.even

_tapebios:
lea sp@(20), a0
; 4 bytes for ret addr + 16 for parameters
moveml d2/a2, sp@-
; save registers that TOS clobbers
movel a0@-, sp@-
movel a0@-, sp@-
movel a0@-, sp@-
movel a0@-, sp@-
trap #10
addl #16, sp
moveml sp@+, d2/a2
rts
#else
.globl_trap_10_wwll

_trap_10_wwll:
moveml d2/a2, sp@-
movel sp@(28), a1
movel sp@(24), a0
movel sp@(20), d1
movel sp@(16), d0
movel a1, sp@-
movel a0, sp@-
movew d1, sp@-
movew d0, sp@-
trap #10
addl #12,sp
moveml sp@+, d2/a2
rts
```

```
#endif
```

2286. Re: HBLs, Has anyone been successful in using them?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 14:09:30 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Bpopzu.4JG@newcastle.ac.uk>
Source record: 44076

As I think I mentioned last week, ST APPLICATIONS magazine in the UK published the source code to do exactly what you are trying to do.

Contact THE ST CLUB for details.

CRAIG GRAHAM

2287. Re: Memory upgrades....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 15:00:12 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun11.170013@disuns2.epfl.ch>
Source record: 44077

```
In article <1992Jun11.111824@disuns2.epfl.ch>, monnier@disuns2.epfl.ch (Stefan Monnier)
writes:
: In article <l3cuf4INNmv0@aludra.usc.edu>, baffoni@aludra.usc.edu (Juxtaposer) writes:
: : In article <1992Jun10.182911.18912@ucsu.Colorado.EDU> krakover@spot.Colorado.EDU
(KRAKOVER JONATHAN DA) writes:
: : >Well I received my PC Technologies 4meg upgrade with no instuctions, but
: : >it seem easy enough to figure out. My question is: do the old ram chips
: : >need to be removed or disconnected? It seems to me that they are just
: : >acting as a heat source generator and a power consumer and should be
: : >removed for the sake of keeping the machine cooler. Any comments?
: : > Thanks,
: : > Jonathan
: : > krakover@spot.colorado.edu
: :
: :
: : Yeah. You need to logically remove them, but you don't have to do it
: : physically. If you cut the power lines to the chips, then they won't be
: : using power or getting in the way, but if you should need to take out your
: : memory upgrade for any reason, it would not be a big deal to just resolder
: : the chip power leads and Presto, you have your old memory back (Of course
: : you have to be real careful when resoldering the leads as you could blow a
: : chip if it gets too hot...).
: :
: : If you don't want to just remove the power leads, then yes, you have
: : to remove the chips (if only for power considerations alone).
: :
: : -Mike
:
:
: You also can just set the select signals of each bank to inactive:
: RAS,CASH and CASL (that are used for the new, bigger RAM bank) are
: to be interrupted (on the old, smaller RAM bank side) and set to 5V.
:
: So, for each signal (RAS0,RAS1,CAS1H,CAS1L,CAS0H,CAS0L):
:
:
:
: before:
:
: ------
: MMU <-----| |--------------------> OLD RAM BANK
: ------
: resistor
:
```

```
:
:
: after:
:
: ------
: MMU <-----| |-------| 5V ----> OLD RAM BANK
: ------ |
: resistor |
: |
: |
: |
: V
:
: NEW RAM BANK
:
```

Excuse me: I had some tabulator problems.
Here is the corrected version (I hope) !

-- Stefan Monnier --

```
----------------------------------------------------------------
----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----
```

2288. re: HBLs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 15:08:49 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun11.170849@disuns2.epfl.ch>
Source record: 44078

In article <6281@charon.cwi.nl>, eker@cwi.nl (S.M. Eker) writes:

: If you're building your GUI from the bare metal up you could also try
: implementing amiga style interlace for 640x400 in 4 colours. I think all
: you have to do is keep 2 medium res screens - one for odd scanlines &
: one for even - and flip between them using the VBI.

: Steven

This would only give you 3 colors cause black/white is just like white/black !

--
-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2289. File selector / menu race condition?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 16:54:55 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Jun11.165455.1366@chinet.chi.il.us>
Source record: 44087

Using the old unimproved GEM file selector under TOS 1.2, it appears that if I move the mouse pointer into the menu area after selecting a file but before the selection is processed, I can drop the menu. This happens with several plausible arrangements of wind_update() calls in the vicinity. Is this a problem other people have seen? Is there a ONE TRUE WAY to avoid it? I hate playing around too much with wind_update() arrangements because mistakes generally require re-booting.

Related point: mouse clicks on the file selector sometimes seem to result in mouse button events being sent to my application with my application's own window handle attached. Common occurrence? Any approved way to filter them out? I'm thinking of ignoring mouse button events that share the same message with redraw events--I don't think that combination arises naturally from my application, and I would expect it to happen from the file selector dropping stuff through.
Steve saj@chinet.chi.il.us

2290. Re: re: HBLs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 16:57:55 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992Jun11.214638.19315@ryn.mro4.dec.com>
Source record: 44085

Hi Steven,

>Rather than write your own debugger, couldn't you just intercept the TOS
>keyboard calls and handle them with you own routines?

Perhaps, but I don't know the underlying details... If I suspect some
particular portion of my code is wrong, I can bring back the temporary
keyboard handler just before that section of code, and then I can use
the debugger. This is very time consuming, but does work...

>
>If you're building your GUI from the bare metal up you could also try
>implementing amiga style interlace for 640x400 in 4 colours. I think all
>you have to do is keep 2 medium res screens - one for odd scanlines &
>one for even - and flip between them using the VBI.
>
>By going for 640x400 it is easier to convert any displays to mono (and
>if you ever write for the pro MIDI market you _have_ to support mono).
>

I'm not sure what you mean about the Amiga interlaced mode, and how I
can get twice the resolution in the Y dimension by swapping 2 screens.
For now, I'm just developing this software for myself, but I know it
would be senseless to ignore monochrome systems if I want to make any
money on this!

>BTW back in january you mentioned a 61 note piano keyboard demo -
>did you ever release this? If so where can I get a copy?

Actually, my main program right now has a 61-key keyboard, and realtime
slider display of VCF, Oscillator, Pitch, and Channel Pressure. I want
to beef it up a little before I put in on the net though...

I wanted to get this color changing stuff licked, so I could use different
colors in the keyboard display, than what's used for the other parts of
the screen...

John

2291. SVGA graphics boards for the TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 17:46:11 UTC
From: <>
Message-ID: <bnell.708284771@ferrari>
Source record: 44081
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a couple questions concerning graphics boards for the TT. I know of one made by gribnif and the reSolution board. I also have heard of the Matrix(?) boards from Germany but haven't been able to find a number or an address for them (If anybody knows of one, please let me know). I have also heard of some really expensive boards which are totally out of my price range (<$1000). If anyone knows of any decent boards that I haven't mentioned, please let me know about them. If I get enough info I will post my results later.

My second question is about adapting an IBM SVGA board to the TT. Don't say this is impossible, because nothing is impossible, just extremely difficult :-). The only problem with this is that I don't know anything about the EISA/ISA specs (anyone out there know?). I don't see why this wouldn't be possible, difficult, but possible. So any help would be greatly appreciated.

I think this would be very important to TT owners who want better graphics for a decent price. (You can get SVGA boards for the IBM for ~$100 as opposed to ~$500 or more for the TT). So, let me know!

Thanks
Bill

2292. Setting up GCC 2.1 with gulam ? (How ?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 18:12:51 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Jun11.181251.11302@oz.plymouth.edu>
Source record: 44082

Can anybody tell me what I should be doing to get gcc up and running ?
I've tried it with both gulam and MiNT (running ksh.tos as the shell)
and it doesn't work..... does anyone have a .g file for gulam that
sets up the correct environmental variables for gcc ?

And --> where can I get a make that works with it ? I got one off of
a.a but with MiNT I get "can't find mmacros" and with gulam I get "not
enough memory"

What am I doing wrong ? I DO have enough memory :-). With NOTHING
running (that is -> MiNT or gulam) I have 3700K free.....

I really want to go to gcc.....

Also, is there a resource builder that works with TOS 2.05 ? The one I
have from MWC crashes every so often at random..... (i learned to
save OFTEN :-).

Any help would be appreciated.... thanx.

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

2293. Help replacing DMA chip

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 19:21:08 UTC
From: aacampbell@miavx2.ham.muohio.edu
Message-ID: <1992Jun11.152108.792@miavx2.ham.muohio.edu>
Source record: 43997

This is somewhat... well REALLY embarassing, but a while ago I got the crazy idea of applying about 6 volts DC (500 MA) to different pins on my cartrige port on my early model 520 ST just to see if any values changed in memory or for some other really goofy reason like that. Yes... I know it was S T U P I D! and I found that out the hard way.

After I was through "playing" I reset the computer, the floppy drive light came on for a few seconds and I got the message "Disk drive error, Insert disk or check cable... (or something like that). This now happens every time I turn it on.

I had a friend hook up his hard drive to my computer and his hard drive never even flickers. He mentioned that I probably toasted the DMA chip.

Now I am starting to miss my Atari and was wondering if anybody had any ideas. If it is the DMA chip, is it an easy job to unsolder and solder the chip? Where would I get a DMA chip for this early model 520 ST? Anybody know the cost of this?

Thanks in advance,

Andrew aacampbell@miavx2.ham.muohio.edu
(older, wiser?, owner of toasted ST)

2294. gcc 2.1 vs gcc 1.40

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 20:00:19 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.92Jun11220017@fysap.fys.ruu.nl>
Source record: 44083
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,

recently I got gcc2.1. I noticed the binaries are considerably larger
than 1.40. As memory always is scare on our ataries, I wonder if it is
worthwhile to use 2.1 instead of 1.40. Does anyone know about:

- real memory consumtion of 2.1 vs. 1.40?
- quality of produced executables (speed) of 2.1 vs. 1.40?
- compile time speed of 2.1 vs. 1.40?

--

Peter Mutsaers. |==========
muts@fysap.fys.ruu.nl | Memento Mori

2295. Getting AHDI and SUPBOOT to cooperate

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 20:52:47 UTC
From: bigham@hercules.acpub.duke.edu
Message-ID: <3304@news.duke.edu>
Source record: 44084

Having recently purchased a Mega STe with an internal hard drive :-D,
I'm in the process of transferring stuff from my Supra external HD to
the internal drive. Only problem is, I can't get both drives working at
once. The Supra drive was formatted with Supra's utilities and requires
SUPBOOT.PRG, whereas the internal drive was formatted with Atari's
utilities and requires AHDI.PRG; neither program, unfortunately, expects
any other hard drive handlers to be around, and so they don't cooperate
(I tried, for instance, booting from the internal drive and running
SUPBOOT to get at the Supra drive, but then both drives thought they
owned the C: partition -- not a pretty sight). As it stands now, to get
anything off the Supra drive, I have to reboot with the Supra utilities
floppy, copy the desired files onto another floppy, and re-reboot from the
internal drive.

What I want to know is if there is any trick, short of reformatting the
Supra drive with the Atari utilities, to get AHDI to recognize and deal
sanely with the Supra drive? Editing the boot sector, perhaps?
Ideally, what I'd like to do is have both drives up at once, so I can
determine by actual use patterns what I really need from the Supra drive
and junk the best by reformatting.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

2296. Re: MiNT Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 21:59:00 UTC
From: Nils-Henner_Krueger@ki.maus.de
Message-ID: <A1305@KI.maus.de>
Source record: 44012

m>Second, the UNIXMODE setting doesn't seem to be documented anywhere, how
m>does one use it, and how does it work?

That's a question I'm dealing with for weeks now, because this UNIXMODE-stuff
ist documented in a file that comes with the sources of the library of the
GNU-C compiler. So people without ftp-access are not able to get it at all. :-(

nils-henner

2297. Re: GCC 2.1 - Can't compile desk accessories???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-11 23:09:30 UTC
From: UweKloss@lionbbs.bs.open.de
Message-ID: <H.laTUfHvWnyA@lionbbs.bs.open.de>
Source record: 44017

In <1992May30.071028.5628@mnemosyne.cs.du.edu>, Ian Lepore writes:

> > This should "work" as a desk accessory (but freeze the machine):
> > main()
> > {
> > while (1);
> > }

> Nope, that should do just what it did, lock up the machine. For
I learn from the original posting that it didn't!
It bombed out!

> main()
> {
> int msgbuf[8];
> appl_init();
> while (1) {
> evnt_mesag(msgbuf);
> }
> }

As far as I know, accessories need a special startup code
to be linked with! I.e. free ALL Main memory they can.

To the orig. poster:
Are you shure you used the correct startup code?

I don't use GCC up to now so I don't know if there is any
at all!

Uwe

--
Sie befinden sich in kreisrundem Orbit um einen Planeten.
Sie werden von einem anderen Objekt ueberholt, ebenfalls
in einem kreisrunden Orbit.
Sie beschleunigen um es einzuholen.
Bis spaeter kleiner Beschleuniger.
VIEL spaeter!
(nach: John Brunner - Der Schockwellenreiter)
- -
Uwe Kloss UUCP: UweKloss@lionbbs.bs.open.de
Fasanenstrasse 65 BTX: 0531336908 0001
3300 Braunschweig FIDO: not connected

2298. Gamma(3M)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-12 08:06:30 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.92Jun12090630@ghiggins.hpl.hp.com>
Source record: 43992

Don't suppose anyone's got C sources for the maths library function "gamma"
have they? ST binary will do.

Cheers,

--
Graham Higgins
<< gjh@hplb.hpl.hp.com || gjh@hplb.hp.co.uk || gjh@hplb.uucp >>
<< My opinions above are exactly that: my own, and opinions. >>

2299. Re: Memory upgrades....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-12 08:45:46 UTC
From: robt@roach.inmos.co.uk
Message-ID: <1992Jun12.084546.2677@inmos.co.uk>
Source record: 43991

In article <1992Jun11.111824@disuns2.epfl.ch>,
monnier@disuns2.epfl.ch (Stefan Monnier) writes:

|>
|> You also can just set the select signals of each bank to inactive:
|> RAS,CASH and CASL (that are used for the new, bigger RAM bank) are
|> to be interrupted (on the old, smaller RAM bank side) and set to 5V.
|>
|> So, for each signal (RAS0,RAS1,CAS1H,CAS1L,CAS0H,CAS0L):
|>
|>
|>
|> before:
|>
|> ------
|> MMU <-----| |--------------------> OLD RAM BANK
|> ------
|> resistor
|>
|>
|>
|> after:
|>
|> ------
|> MMU <-----| |-------| 5V ----> OLD RAM BANK
|> ------ |
|> resistor |
|> |
|> |
|> |
|> V
|>
|> NEW RAM BANK
|>
|>
|>
|>
|> -- Stefan Monnier --
|>
|>
|>
|>
|> --
|> ----- Alors voila, Clyde a une p'tite amie ! -----

|> ----- Elle est belle et son prenom c'est .. Bonnie ! -----
|> ----- ... -----

Be carefull doing this. Most DRAMs are specified such that if you hold
RAS high for more than 4milliseconds (and I bet you leave your machine on
for longer than that!) then their operation is *NOT* specified *AT ALL*.
Also most DRAMs require 8 wake up cycles after switching on before they
operate correctly. I have measured (I used to work in component test)
currents *much* larger than normal operating supply current under these
conditions on several different brands of DRAM.

Moral: leave RAS connected, just perform the mod on the CAS lines only.
My machine operates quite satisfactorily with just such a modification.

NB1: If you fry your machine modifying it, then *YOU* fried it!
NB2: Opinions expressed are my own and in no way relate to my employer.

robt@inmos.com
Robert Thompson, Inmos Ltd, Bristol

2300. Tempus Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-12 09:28:24 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <2279LB6w164w@sys6626.bison.mb.ca>
Source record: 43994

Howdy! My friend wants to purchase an original copy of Tempus (with original docs and the whole shabang). Anyone have this famous text editor kicking around? Send me Email with an asking price & terms. I'll take the best deal I get. Thanks!

;--- (Trevor Cordes) a user of sys6626, running waffle 1.64
;E-mail: genius@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

2301. RCA out jacks on a TT: How to reduce the noise?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-12 09:32:26 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <R979LB7w164w@sys6626.bison.mb.ca>
Source record: 43993

There is lots of noise, hiss and static (not tons, but
noticeable) that is produced when I try to hook up my stereo to my TT's
RCA out's. I figure it has something to do with the internal circuitry
of the TT being too tightly packed and maybe having the power supply less
than a couple of inches from the jacks. Does anyone have any suggestions
on how to reduce the noise on these lines?
Thanks.

;--- (Trevor Cordes) a user of sys6626, running waffle 1.64
;E-mail: genius@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

2302. Re: GCC and 1 Meg?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-12 10:48:47 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <9130012@hpbbrd.bbn.hp.com>
Source record: 44029

> I don't know about the current version (2.1 Pl02) but 1.38 *would* compile with
> program lengths of up ~12K, so all may not be lost. ++jrb wrote a minimalist
> shell which I used (see "ms.zoo" on A.A's gnustuff/tos/othergnu) as CLI.

The problem doesn't seem to be the total program length, but the length of the biggest function in the program. GCC keeps the whole function in memory while compiling it.

For compiling GCC 1.40's c-parse_tab.c (the Bisoned C grammar), I need more than 3 MB (have to remove the RAM disk when I do it). Luckily, I don't do this very often ...

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2303. Re: Tempus Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-12 11:16:45 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun12.111645.26360@peponi.wcc.govt.nz>
Source record: 43995

In article <2279LB6w164w@sys6626.bison.mb.ca>, genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
>Howdy! My friend wants to purchase an original copy of Tempus (with
>original docs and the whole shabang). Anyone have this famous text
>editor kicking around? Send me Email with an asking price & terms. I'll
>take the best deal I get. Thanks!
>
>;--- (Trevor Cordes) a user of sys6626, running waffle 1.64
>;E-mail: genius@sys6626.bison.mb.ca
>;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

Get a copy of ST Informer, there is a Liquidate thing, Bare Bones Software, phone 1-800-638-1123, cost for Tempus II is $34.95..

Roger.......... sheppard_r@kosmos.wcc.govt.nz

2304. Need help setting LUN on SH205 drive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-12 13:18:26 UTC
From: jmw@lad.med.utas.edu.au
Message-ID: <jmw.708355106@lad>
Source record: 43996

Help! I have just added a new SCSI drive to my system, using an ICD adaptor.
Now I want to set the LUN on my SH205 drive so it can be used as well.
The manual only mentions changing the DIP switches, but there is
nothing to indicate which of the jumpers on the board changes the LUN.

Can anyone tell me exactly which jumpers/switches need to be
changed, and what to?

Thanks,

--
John M Williams, Faculty of Medicine, University of Tasmania
J.M.Williams@med.utas.edu.au

2305. getting mouse to work from .TOS programs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-12 14:39:37 UTC
From: rwittstr@unlinfo.unl.edu
Message-ID: <1992Jun12.143937.1354@unlinfo.unl.edu>
Source record: 43999

I've been working in C and assembly language, and I would
like to get a functioning mouse pointer on the screen.
However, I don't want my program to be a GEM program, i.e. I
don't want windows, menu bars, etc. I just want a mouse.
How do games like Populous 2 get a mouse on the screen?
(Pop 2 is a .TOS program) Should I use the GEM function
calls for mouse, like event_multi, or do I have to put a
sprite on the screen and use my own homemade mouse
functions? Any help would be much appreciated!!

rick wittstruck
witts@hoss.unl.edu
Univ. of Nebraska-Lincoln

2306. Re: RCA out jacks on a TT: How to reduce the noise?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-12 15:13:36 UTC
From: clint@artech.UUCP
Message-ID: <295@artech.UUCP>
Source record: 44007

In article <R979LB7w164w@sys6626.bison.mb.ca>, genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
>
> There is lots of noise, hiss and static (not tons, but
> noticeable) that is produced when I try to hook up my stereo to my TT's
> RCA out's. I figure it has something to do with the internal circuitry
> of the TT being too tightly packed and maybe having the power supply less
> than a couple of inches from the jacks. Does anyone have any suggestions
> on how to reduce the noise on these lines?
> Thanks.

I have the same problem. However when I access the sound control CPX, the noise suddenly diminishes (~30 db!). I figure that when you exit the CPX, all the sound control registers are sent to the circuits which control them. Latching must drain a capacitor (or something along these lines..) which allows the noise to be filtered. Somebody will come up with an auto-folder fix (or even TOS...nah) someday.

--

Clinton N. Keith
Applied Remote Tecnology
crash!hp-sdd!artech!clint || artech!clint@hp-sdd.sdd.hp.com

2307. TT030 modem port confusion...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-12 15:24:15 UTC
From: vspicer@ccu.umanitoba.ca
Message-ID: <1992Jun12.152415.27637@ccu.umanitoba.ca>
Source record: 44001

hi net world. our lab recently got 2 new TT030's. we have an "older" TT030
we bought about 18 months ago. the tech manual reports this "older" unit
runs the 68030 at 16 MHz, while the owner's manuals for the new ones say
the 68030 clocks at 32 MHz. is this true?

so we moved all our applications from the older TT onto the others. all our
favorite software and development tools work fine, but we can't get anything
to work with the modem ports or serial ports. Atari's VT52 emulator,
Stalker and Uniterm all refuse to function, and changing the modem parameters
in the desktop does nothing to help.

is there some bug in the OS shipped with these new machines that gives
the modem ports a problem? any other suggestions?

thanks in advance
vic spicer

2308. Re: gcc 2.1 vs gcc 1.40

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-12 15:29:08 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.708362948@vega>
Source record: 44000
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

muts@fysap.fys.ruu.nl (Peter Mutsaers) writes:

>Hello,

>recently I got gcc2.1. I noticed the binaries are considerably larger
>than 1.40. As memory always is scare on our ataries, I wonder if it is
>worthwhile to use 2.1 instead of 1.40. Does anyone know about:

>- real memory consumtion of 2.1 vs. 1.40?
>- quality of produced executables (speed) of 2.1 vs. 1.40?
>- compile time speed of 2.1 vs. 1.40?

One of reasons that executables of gcc 2.1 are bigger are that you
are getting two (or three - depending on compile options) compilers
in one. Namely C, C++ and Objective-C. If you are dabbling in C++
then combined compiler is actually quite a bit smaller than two
separate beasts. There are also differences in a generated code
and optimizer is more aggresive. I do not have any quantitative
measurements (anybody with a set of numbers?). If this is worth
for you - I do not know. 1.40 is pretty capable compiler on its
own and in this moment more stable than 2.1 (or 2.2 in a few days)
but this will change and you are hard pressed to run into problem
areas.

Michal Jaegermann
ntomczak@vm.ucs.ualberta.ca

2309. Re: SCSI-disk transfer rates wante

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-12 16:45:17 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l3hl4tINNkpe@aludra.usc.edu>
Source record: 44002

In article <H.HEFh4_l4pxM@moko.saar.de> micha@moko.saar.de writes:
>
>What are the main differences between SCSI-1 and SCSI-2?

Disclaimer: I am in now way to be considered a SCSI expert (or a
clean expert for that matter :), BUT, these differences I am reasonably
sure of:

1) SCSI-1 has a max transfer rate of 4MB/s. SCSI-2 has a burst transfer rate
of 10MB/s and a sustained rate of 8MB/s.

2) SCSI-1 can only talk to one drive at a time. SCSI-2 can talk to multiple
drives at a time (but they must all get the same data stream, meaning they
can "mirror" the data).

3) SCSI-1 has an 8bit data path. SCSI-2 has a 16bit data path.

4) SCSI-2 protocol (I believe) is a superset of the SCSI-1 protocol - it has
additional commands, probably related to the new features.

5) SCSI-2 contollers and drives are more expensive. :(

I think that is about it. Can anyone else add to the list?

>
>Michael
>
>--
>
>EMail: micha@moko.saar.de /\/\ Univers.: mibo@stud.uni-sb.de
>Zerberus: micha_b@hit.zer / \ Voice: +49 681 55654 (Ans-Mach.)
>SnailMail: Michael Bongartz, Am Ordensgut 43, W-6600 Saarbruecken 1, Germany

-Mike

2310. FSfirst bug?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-12 17:15:42 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992Jun12.171542.21214@email.tuwien.ac.at>
Source record: 44004

I recently found out that one of my programs (Naughty Unpacker) doesn't work correctly on TOS 1.2 and 1.6, because FSfirst doesn't seem to find a file which exists in the current directory, if called with the filename only (as returned from the fileselector) and it should be in the current directory (on the current drive). I call FSfirst with attrib = 0 (since it's a 'normal') file. This is particularly strange, because as far as I know, TOS 1.6 and 1.4 have the same GEMDOS version number (0.15?), and it works fine on TOS 1.4...

Has anyone experienced the same problem?

thanks in advance,

Marinos Yannikos

PS: You can reply to yannikos@vmars.tuwien.ac.at

2311. Re: How do you prevent double scroll events?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-12 18:21:23 UTC
From: tonyl@status.gen.nz
Message-ID: <cqkamB1w164w@status.gen.nz>
Source record: 44003

reeuwijk@dutentb.et.tudelft.nl (C. van Reeuwijk) writes:

> My program now has a window with scroll bars that actually work,
> but each time I click on an arrow or grey area of the scroll bar,
> the window scrolls at least two steps.
>
> I think I could solve this by waiting for the mouse buttons to
> be released before I end the scroll handling, or by waiting for
> a certain time, but perhaps someone has a better idea.
>
> Thanks in advance.
>
> =-=-=-=

2312. Re: Gamma(3M)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-12 19:02:35 UTC
From: rosenkra@convex.com
Message-ID: <1992Jun12.190235.23864@convex.com>
Source record: 44005

In article <GJH.92Jun12090630@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
>Don't suppose anyone's got C sources for the maths library function "gamma"
>have they? ST binary will do.

there is a piece of code in "Numerical Recipes in C" (pg 168) which give the natural log of gamma(z) (based on Lanczos approximation):

```
#include <math.h>

double gammln(double z)
{
/* gammln() returns ln(gamma(z)) for z > 0. full accuracy for z > 1.
for 0 < z < 1, the reflection formula can be used:

gamma(1-z) = pi/(gamma(z)*sin(pi*z)) = (pi*z)/(gamma(1+z)*sin(pi*z))

gammln is implemented rather than gamma since the latter can overflow
easily. thus gamma(z) = exp(gammln(z)) (i think...).
*/
double x, tmp,ser;
static double cof[6] = {76.18009173,-86.50532033,24.01409822,-1.231739516,
0.120858003e-2,-0.536382e-5};
int j;

x = z-1.0;
tmp = x+5.5;
tmp -= (x+0.5)*log(tmp);
ser = 1.0;
for (j=0; j<5; j++) {
x += 1.0;
ser += cof[j]/x;
}
return (-tmp+log(2.50662827465*ser));
}
```

i can't vouch for accuracy in this. there is no error checking either (eg gamma(0), etc).

u might also look at the gnu C math library (pml) or the 4.3BSD release (tahoe or reno, whichever is the PD version).

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2313. Re: getting mouse to work from .TOS programs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-12 19:11:14 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <cvblb1ym@csv.warwick.ac.uk>
Source record: 44006

In article <1992Jun12.143937.1354@unlinfo.unl.edu> rwittstr@unlinfo.unl.edu (rick wittstruck) writes:
>I've been working in C and assembly language, and I would
>like to get a functioning mouse pointer on the screen.
>However, I don't want my program to be a GEM program, i.e. I
>don't want windows, menu bars, etc. I just want a mouse.
>How do games like Populous 2 get a mouse on the screen?
>(Pop 2 is a .TOS program) Should I use the GEM function
>calls for mouse, like event_multi, or do I have to put a
>sprite on the screen and use my own homemade mouse
>functions? Any help would be much appreciated!!
>
>rick wittstruck
>witts@hoss.unl.edu
>Univ. of Nebraska-Lincoln

If you write a .PRG it doesn't have to use windows and menu bars - just switch the cursor on and clear the screen using the VT52 codes and it will look exactly like a .TOS program except for the mouse pointer. Note that you must hide the mouse before writing anything to the screen (including clearing it). If it really must be TOS program (perhaps because you want to run it from the \AUTO folder to save memory) then you do indeed have to put a sprite on the screen yourself. The current position and button state can be obtained from linea structures. To draw the cursor it is probably best to intercept mouse messages using the XBIOS call (Ikbdvec or similar).
Mail me if you don't have suitable reference books to look the details up.

- Leo Hendry

2314. Help with Quantum 210s HD and WINCAP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-12 20:13:32 UTC
From: snoret@egon.unx.sas.com
Message-ID: <Bpr1IL.KCI@unx.sas.com>
Source record: 44010

I just got the Atari Hard Drive Utilities from the binaries newsgroup and need some help. The header for the HDX v5.00 states that for SCSI drives like the Quantum 210s (I have a Quantum 210s Prodrive that I haven't installed yet), WINCAP is now only required for ST506/412 drives or SCSI drives connected through ACSI that HDX cannot determine through the "mode sense" commands, such as a Quantum 210s, due to the fact that the "Inquire Capacity" command uses all 8 bits of the command byte.

Here is my delimma: I have an _OLD_ 1040STfm, TOS 1.0, and a Supra 20MB hard drive (one of the original Supra Drives for the ST). I know I need to get TOS1.4. Is there any way I can swap the Quantum for the Miniscribe in the Supra case? I've tried it (half-heartedly) and got it to format a couple of partitions, but never got it working quite right.

I want to be able to format the Quantum so that about 1/3 is for my ST, and 2/3 for Spectre/Mac. Does anyone have a working WINCAP entry for a Quantum Prodrive 210s? Would you email me a copy?

I am _NOT_ a hard drive expert. Only recently have I began tinkering with mine, since I need more MegaBytes.

Any and all help will be greatly appreciated!!

Thanks in advance,

Rick
--

Richard E. Tatem Asst. Systems Programmer
snoret@unx.sas.com UNIX Systems Support
(919) 677-8000 x4719 SAS Institute Inc.

2315. Re: File selector / menu race condition?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-12 20:27:04 UTC
From: hohmuth@freia.freia.inf.tu-dresden.de
Message-ID: <HOHMUTH.92Jun12212704@freia.freia.inf.tu-dresden.de>
Source record: 44008

In article <1992Jun11.165455.1366@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:

> Using the old unimproved GEM file selector under TOS 1.2, it appears that if
> I move the mouse pointer into the menu area after selecting a file but
> before the selection is processed, I can drop the menu. This happens with
> several plausible arrangements of wind_update() calls in the vicinity. Is
> this a problem other people have seen? Is there a ONE TRUE WAY to avoid it?
> I hate playing around too much with wind_update() arrangements because
> mistakes generally require re-booting.
>
> Related point: mouse clicks on the file selector sometimes seem to result in
> mouse button events being sent to my application with my application's own
> window handle attached. Common occurrence? Any approved way to filter them
> out? I'm thinking of ignoring mouse button events that share the same
> message with redraw events--I don't think that combination arises naturally
> from my application, and I would expect it to happen from the file selector
> dropping stuff through.
> Steve saj@chinet.chi.il.us

I think the assertion that fsel_input and fsel_exinput do an implicit
wind_update(BEG_UPDATE) is wrong. If you don't wind_update before you
call the file selector box, button/mouse events are sometimes also sent
to the active application.

Bye,
Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

2316. Re: FSfirst bug?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-12 20:30:00 UTC
From: ivan@erich.triumf.ca
Message-ID: <12JUN199213304441@erich.triumf.ca>
Source record: 44009

In article <1992Jun12.171542.21214@email.tuwien.ac.at>, yannikos@vmars.tuwien.ac.at (Marinos Yannikos (Prak Alex)) writes...
> I recently found out that one of my programs (Naughty Unpacker) doesn't work
>correctly on TOS 1.2 and 1.6, because FSfirst doesn't seem to find a file
>which exists in the current directory, if called with the filename only
>(as returned from the fileselector) and it should be in the current directory
>(on the current drive). I call FSfirst with attrib = 0 (since it's a 'normal')
>file. This is particularly strange, because as far as I know, TOS 1.6 and 1.4
>have the same GEMDOS version number (0.15?), and it works fine on TOS 1.4...
>
> Has anyone experienced the same problem?
I ran into a problem once with Fsfirst/Fsnext (I've got TOS 1.(0)2 BTW)
Using the default DTA didn't work reliably so I had to set my own.

Ivan Reid, Paul Scherrer Institute, CH. ivan@cvax.psi.ch

2317. Re: Getting AHDI and SUPBOOT to cooperate

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-13 02:10:49 UTC
From: bigham@acpub.duke.edu
Message-ID: <3330@news.duke.edu>
Source record: 44011

Problem solved; both drives are now on line. The problem wasn't what everyone thought it was, but it was close. Almost everyone who replied (thanks to all of you, BTW) suggested that both drives were set to the same SCSI ID; I'd already corrected that (when both drives had the same ID, neither worked!), setting the Supra drive to ID 2 (the internal drive defaults to ID 0). On a lark, I reset the Supra drive to ID 1. Jackpot! I am a bit perplexed, though. Apparently, AHDI stops scanning the bus when it finds an unoccupied ID; this seems counterintuitive. Is this deliberate?

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

2318. Re: TT RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-13 04:16:20 UTC
From: BING_SIN@bdt.COM
Message-ID: <1992Jun13.041620.17776@bdt.com>
Source record: 44013

No, I don
't have any TT RAM for sale, but I do have TT FAST RAM in my TT.
It is the GE SOFT board. It uses SIMM (expandable to 32MEGS FAST RAM). Right now I installed four 4megs simms in it (16megs) and it work great. The price is a lot cheap than the ATARI ram board. The GE SOFT board is available from ATY COMPUTER (510-482-3775) for $450 or so. Get the SIMM from somewhere else, it's cheaper.

2319. Re: SCSI-disk transfer rates wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-13 06:23:37 UTC
From: cse0507@desire.wright.edu
Message-ID: <1992Jun13.012337.2143@desire.wright.edu>
Source record: 44020

In article <H.HEFh4_l4pxM@moko.saar.de>, micha@moko.saar.de writes:

> What are the main differences between SCSI-1 and SCSI-2?

The difference? ZOOOOOMMMMM!!!!!!! Bwahahahahaha! Speed; pure raw power!
Zip! Zing! Zowie! Aaaahhhhh, SCSI-2, I want you! guh...guh...guh......
10 meg/second tranfer rate!

Ooops, sorry, this IS c.s.a.s.tech, not alt.sex. Apologies.

--
||| Bob "SubGenius" Schulze (%!#) @%(-)&$$
)|(
/ | \ Es brilig war. Die schlichte Toven, Wirrten und wimmelten in Waben;
Und aller-mumsige Burggoven, Dir mohmen Rath ausgraben.

2320. nested wind_update calls

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-13 10:53:10 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Jun13.105310.8485@infoserver.th-darmstadt.de>
Source record: 44014

I am a GEM neophyte, and only have Tim Oren's ProGEM and the Profibuch.
Q: Can uou (from a single AES-process) call wind_update(BEG_UPDATE),
and after a time call wind_update(BEG_UPDATE) again, w/o any hassles
in future GEM (Multitasking) versions ? Seems to work at the moment...
When I do wind_update(END_UPDATE) now (after the second call), does
the AES know, that I am actually still in BEG_UPDATE now ?

Nat!
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"
Album of the month: Pantera "Vulgar Display of Power"

2321. Re: Keyboards question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-13 11:24:21 UTC
From: jesa@gun.do.open.de
Message-ID: <H.EtodZJlvpXw@gun.do.open.de>
Source record: 44015

In <1992Jun8.151822.25224@walter.cray.com>, Matt Goldman writes:
>My wife has a Mega-STE; however, she hates the keyboard and
>would rather use her Mega-ST's keyboard. Does anyone know if the>keyboards
are compatable? She would prefer not to send any of the
>components up in smoke.

Hello - I agree! I am using my Mega STE(German with UK TOS 2.06) and an
American Mega keyboard, it works fine - all ST keyboards are compatible as long
as the TOS agrees with the keyboard layout. If they don,t - as in my case - the
only problem is to remap the keyboard, which is done with a simple keyedit
program. Hope this is some help to someone!

John
--
==========
From: John Budden Email: jesa@gun.do.open.de

"If you can't take a joke you shouldn't have joined!"

2322. Re: Mac sequencers just do not work with ST+Spectre?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-13 11:24:21 UTC
From: jesa@gun.do.open.de
Message-ID: <H.Jr_eYZje5SM@gun.do.open.de>
Source record: 44016
Cross-posted to: rec.music.synth,comp.sys.atari.st.tech

In <22402@castle.ed.ac.uk>, J R Evans writes:
>I run an Atari ST with the Spectre Mac emulator; I plan to move to a real
>Mac platform in time, and am looking to upgrade my cheap/PD Atari sequencing
>software.

There are some VERY good PD sequencing progs for the ST - what are you using??

>I previously posted requesting information from anyone who has
>tried using Mac MIDI software with Spectre, and on Mac sequencers in general.
>I received no responses.

I'm not surprised!!

>A visit to Soho Soundhouse resulted in recommendations for Encore and Cubase
>and I came away with demo copies of each. Attempts to run them on my
>ST/Spectre combination failed: Encore loaded and functioned as a score
>editor, but wouldn't even drive the serial interface (Spectre doesn't
>appear to know anything about the Atari's MIDI ports).

Neither does the Mac!!

>Cubase refused to load, saying there was insufficient memory available -
>it needs about 800k on a real Mac.

It only needs 350K on a REAL ST!

>On the basis of somewhat limited evidence, I'm reduced to the conclusion
>that Mac-type MIDI is impossible on the ST/Spectre combination. Anyone
>disagree? [GBS sell the Megatalk board for the Mega STE which offers this
>capability, but I understand that it's not available for the ST models]

I see little point in trying to use Spectre with software ported to the Mac
from the ST in the first place and then moaning that is doesn't work properly!
In the Atari ST you have one of the best music application computers in the
world and you want to run Mac software on it???

I think you should look at the REAL capability of the ST before you try to run
emulation sofware on it. I use the ST professionaly with both Cubase and
Notator and have yet to find any major bug or fault. No offence intended and I
hope you get your Mac, if only to allow you to find out what an expensive and
no standard medium it is!
Best of luck!

John
--
==========
From: John Budden Email: jesa@gun.do.open.de

"If you can't take a joke you shouldn't have joined!"

2323. TT sound port noise

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-13 13:46:21 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <yNDBmB6w164w@sys6626.bison.mb.ca>
Source record: 44018

Even when I open the sound CPX I still get the noise. I have an older (TOS 3.01) TT and maybe my problem is just the internal circuitry and the fact my machine isn't class B certified...

(Aaaagh, radiation... I'm growin a third eye and a 3rd arm! :)

;--- (Trevor Cordes) a user of sys6626, running waffle 1.64
;E-mail: genius@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

2324. Re: FSfirst bug?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-13 14:49:40 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992Jun13.144940.15436@email.tuwien.ac.at>
Source record: 44019

ivan@erich.triumf.ca (Ivan D. Reid) writes:

>> Has anyone experienced the same problem?
> I ran into a problem once with Fsfirst/Fsnext (I've got TOS 1.(0)2 BTW)
>Using the default DTA didn't work reliably so I had to set my own.

I did set up my own DTA... Still doesn't work!

Marinos Yannikos

2325. MegaSTe Power Supply 'Fix?'

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-13 16:02:24 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92165.120224JJL101@psuvm.psu.edu>
Source record: 44021

I have heard of a fix for MegaSTe's involving removing a screw from the
circuit board of the power supply and insulating it or something very similiar
to this. Apparently this has something to do with formatting disks?
I have only had my MSTe one day now, but am still unable to get a 1.44
(yes the dealer told me it had the 1.44 drive, but Tos 2.05) high density
format to get byond about 2/3 of the way before it gives an error. I thought
the above fix may be the solution. Can anyone out there verify this or help
me out?
Thanks in advance.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
GEnie: JLEHETT2 Delphi: JLEHETT

2326. SCSI-disk transfer rates wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-13 18:16:20 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <708568295.F00002@royaljok.fidonet.org>
Source record: 43942

In a message of 09 Jun 92 20:02:50, Tim Gallivan wrote:

TG> >Mega 4 ST + ICD advantage ST plus + ST1480N (423MB): HDRATE says 1320kb/s
TG>
TG> Wow, if I upgrade from TOS 1.0 to TOS 1.4 (or 2.X), can I expect speeds
TG> like this? I have heard that 1.4 is faster, but I didn't expect this
TG> much increase. Right now, HDRATE reports about 550 on my machine, which
TG> is:
TG>
TG> 4M 520 + ICD advantage ST plus + Quantum ProDrive 80s.

The TOS version (for HDRATE) does not matter as they directly drive the DMA port with software, it does not use BIOS. Most of this speed comes from the quick seagate drive. My maxtor 213S gets about 1120Kb/s with tos 1.4. and a 8Mhz Mega 4.

"MICRO"

2327. Overscanning B/W

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-13 19:04:14 UTC
From: Conan.Ford@debug.cuc.ab.ca
Message-ID: <1992Jun13.190414.8827@debug.cuc.ab.ca>
Source record: 43959
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is there anyway to overscan an SM124 Atari monochrome monitor? Is it actually possible on an SM124 for the electron gun to scan the borders, or is it limited to inside the borders?

Conan.Ford@Debug.cuc.ab.ca

2328. Real-Time interprocess communication (MiNT)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-13 19:33:07 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Jun13.193307.18377@aber.ac.uk>
Source record: 44024

Dear Netters,

I'm interested in controlling a program from another program in the same manner as DDE in Windows, i.e. real-time control. I read in the MiNT docs that Mint has various ways of allowing programs to talk to other resident programs, i.e Signals, Fifos (pipes), shared memory, Rendezvous and Semaphores. With such a multitude of options I'm not sure which method I should be using. I was wondering if anyone has any good advice on this matter?

thanks
Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

2329. gulam gem command under MiNT/tcsh

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-13 21:31:08 UTC
From: rosenkra@convex.com
Message-ID: <1992Jun13.213108.14512@convex.com>
Source record: 44025

i know this question has been asked, but i have not seen an answer.

i am using MiNT 0.94 and tcsh 6.0.0.2 (the latest port). how can gem programs (particularly uniterm) be run from the shell (tcsh in this case)? i have tried writing a shell to start uniterm, but uniterm starts then immediately exits with bus error (PC=0 is what MiNT sez). shortly after this, the system locks up, needing a reboot.

basically, i do:

```
od = Pdomain(-1) get old domain
Pdomain(0) TOS domain
appl_init() init appl
graf_handle() get phys handle
v_opnvwk(&hndl) open virtual workstation
Cconws("\33f") cursor off
v_show_c(hndl,0) mouse on

system("uniterm.prg") start uniterm, wait for it to end

v_hide_c(hndl) mouse off
Cconws("\33e") cursor on
v_clsvwk(hndl) close workstation
appl_exit end appl
Pdomain(od) reset old domain
exit(status) exit with status from system()
```

i compile this with gcc 1.40 with the MiNT libs at PL 19.

what have i missed? does someone have some code for this? would someone (bammi,apratt) pls post the portion of gulam which does this?

i did not see anything in the tcsh docs to indicate that there was a 'gem' command.

other than that, tcsh is really nice (as is MiNT). i'd hate to have to exit tcsh every time i wanted to run a gem program, nor do i want to run an alternate desktop as a solution to this problem. and i certainly don't have the time to disassemble gulam to find out how this is done.

thanx...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2330. Re: How do you prevent double scroll events?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-13 21:47:13 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Jun13.214713.1559@donau.et.tudelft.nl>
Source record: 44027

In <cqkamB1w164w@status.gen.nz> tonyl@status.gen.nz (Tony Lewis) writes:

>reeuwijk@dutentb.et.tudelft.nl (C. van Reeuwijk) writes:

>> My program now has a window with scroll bars that actually work,
>> but each time I click on an arrow or grey area of the scroll bar,
>> the window scrolls at least two steps.
>>
>> I think I could solve this by waiting for the mouse buttons to
>> be released before I end the scroll handling, or by waiting for
>> a certain time, but perhaps someone has a better idea.
>>
>> Thanks in advance.
>What TOS version are you running? If I remember correctly one version had
>that problem.

I have TOS 2.06 in a MEGA STe. At the moment I am working on the assumption
that this is not a TOS bug, but a feature. That is, I assume I am doing
something wrong.. The desktop itself uses this function, so I would
assume that the behavior of evnt_multi() is as expected, at least for the
desktop. Moreover, other programs do not have the problem.

Until now I have not received the definite answer. One person suggested
that I would get a small program 'clikfix' to repair the bug, but I would
like to solve this problem within my program. Two others have suggested that
evnt_multi() sends spurious scrolling events, and that I should check for
mouse button down or other events arriving at the same time. I have not
tried that until now, perhaps it works...

=-=-=-

2331. MiNT GULAM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-13 22:35:53 UTC
From: sergio@dcs.warwick.ac.uk
Message-ID: <1992Jun13.223553.15304@dcs.warwick.ac.uk>
Source record: 44026

Hi, I would like to know a lot more about these two Operating Systems, also what is the minimum/recommended system specs also any views on these thanks {no flames}

Please email me or post to this group

--
| sergio@dcs.warwick.ac.uk | Earth: a nice place to visit |
| cstdxdn@csv.warwick.ac.uk | But you wouldn't want to live there..... |
--

2332. Re: File selector / menu race condition?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-14 14:02:39 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Jun14.140239.623@chinet.chi.il.us>
Source record: 44032

In article <HOHMUTH.92Jun12212704@freia.freia.inf.tu-dresden.de>
hohmuth@freia.freia.inf.tu-dresden.de (Michael Hohmuth) writes:
>In article <1992Jun11.165455.1366@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs)
writes:
>
>> Using the old unimproved GEM file selector under TOS 1.2, it appears that if
>> I move the mouse pointer into the menu area after selecting a file but
>> before the selection is processed, I can drop the menu. This happens with
>>
>> Related point: mouse clicks on the file selector sometimes seem to result in
>> mouse button events being sent to my application with my application's own
>> window handle attached. Common occurrence? Any approved way to filter them
>
>I think the assertion that fsel_input and fsel_exinput do an implicit
>wind_update(BEG_UPDATE) is wrong. If you don't wind_update before you
>call the file selector box, button/mouse events are sometimes also sent
>to the active application.
>
What I actually have, at present, is
```
wind_update(BEG_UPDATE);
.............
fsel_input();
.............
wind_update(END_UPDATE);
```

So I guess the question can be rephrased as "Under what circumstances, if any,
is it normal for fsel_input() to permit an otherwise-locked-out menu to drop?
If this behavior is strictly TOS 1.2-and-earlier, I won't bother with it;
likewise if it's eliminated with fsel_exinput(). But as I keep telling people
(until they stick a rag in my mouth), I'm working on a program to be used in
a social situation, on borrowed hardware, by people who are drinking. Confusing
behavior has to be avoided.

Warning: I just looked at my code. I think that's what it looks like, and I
think that's what I meant to write. I've been known to miss seeing simpler
things, though.

Steve

2333. Re: nested wind_update calls

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-14 14:10:38 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Jun14.141038.1236@chinet.chi.il.us>
Source record: 44035

In article <1992Jun13.105310.8485@infoserver.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>I am a GEM neophyte, and only have Tim Oren's ProGEM and the Profibuch.
>Q: Can uou (from a single AES-process) call wind_update(BEG_UPDATE),
> and after a time call wind_update(BEG_UPDATE) again, w/o any hassles
> in future GEM (Multitasking) versions ? Seems to work at the moment...
> When I do wind_update(END_UPDATE) now (after the second call), does
> the AES know, that I am actually still in BEG_UPDATE now ?
>
The word I got a while back was that you can give any number of consecutive
wind_update(BEG_UPDATE) calls, and the condition will be cancelled by one
wind_update(END_UPDATE) call. I was told that the behavior from a
wind_update(END_UPDATE) call when the screen was not in the BEG_UPDATE mode
was not guaranteed, and should be avoided. I personally use a wrapper
which counts how many times I've asked for BEG_UPDATE and END_UPDATE, and
calls wind_update only when the count increases to 1 or drops to 0.

Steve saj@chinet.chi.il.us

2334. GCC and UNIXMODE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-14 15:35:38 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <22692@castle.ed.ac.uk>
Source record: 44030

What does UNIXMODE (I assume its an environment varaible) do to
the behaviour of GCC ? I could not find it in the documentation.
--
Simon Kinahan simonk@castle.ed.ac.uk "Only in our dreams are we truly free.
scgk@dcs.ed.ac.uk The rest of the time we need wages."
--Terry Pratchett, Wyrd Sisters

2335. Re: gulam gem command under MiNT/tcsh

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-14 16:19:53 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jun14.121953.1467@uwovax.uwo.ca>
Source record: 44031

In article <1992Jun13.213108.14512@convex.com>, rosenkra@convex.com (William Rosenkranz) writes:
[trying to run uniterm from tcsh]
> v_opnvwk(&hndl) open virtual workstation
> Cconws("\33f") cursor off
> v_show_c(hndl,0) mouse on
>
> system("uniterm.prg") start uniterm, wait for it to end
^^^^^^
I think this is your problem. The MiNT libraries use the "official" Atari ARGV= way of passing arguments. They use the approved way of inidicating this (putting a 127 as the "length" byte of the command line in the basepage). However, some programs don't like this. I would particularly expect this to be true of programs written in Pascal (e.g. uniterm) since Pascal uses strings with a length byte, just like the command line, and hence no doubt expects the length byte to be accurate.

Try using Pexec(0, "uniterm.prg", "\0", 0L) instead and see what happens.

> i did not see anything in the tcsh docs to indicate that there was a 'gem'
> command.

There isn't. I thought about adding one, but decided that an external 'gem' command would be better (since it could be replaced... it's not clear yet how gem programs are best launched from CLI's under MultiTOS). I never got around to writing one, though... if you can get yours working, please post it!
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2336. Re: TT sound port noise

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-14 17:56:32 UTC
From: clint@artech.UUCP
Message-ID: <296@artech.UUCP>
Source record: 44034

In article <yNDBmB6w164w@sys6626.bison.mb.ca>, genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
> Even when I open the sound CPX I still get the noise. I have an older
> (TOS 3.01) TT and maybe my problem is just the internal circuitry and the
> fact my machine isn't class B certified...

I would think that the problem is with the TOS version you have. Like I said, the noise exists on my machine at boot-up. However, I tried it again (through my stereo), and the noise seems to drop off at boot-up just as the GEM desktop pops up. So it seems obvious that there's a couple lines of TOS code that take care of the problem.

Get 3.06 (and a high density drive) or wait for Multi-TOS. That should take care of the problem.

--

Clinton N. Keith
Applied Remote Tecnology
crash!hp-sdd!artech!clint || artech!clint@hp-sdd.sdd.hp.com

2337. Re: TT sound port noise

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-14 19:06:15 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <8mflbd0z@csv.warwick.ac.uk>
Source record: 44036

In article <296@artech.UUCP> clint@artech.UUCP (Clinton Keith) writes:
>In article <yNDBmB6w164w@sys6626.bison.mb.ca>, genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
>> Even when I open the sound CPX I still get the noise. I have an older
>> (TOS 3.01) TT and maybe my problem is just the internal circuitry and the
>> fact my machine isn't class B certified...
>
>I would think that the problem is with the TOS version you have. Like I
>said, the noise exists on my machine at boot-up. However, I tried it
>again (through my stereo), and the noise seems to drop off at boot-up
>just as the GEM desktop pops up. So it seems obvious that there's a
>couple lines of TOS code that take care of the problem.

Or it could (more likely since it is fixed as they load) a new version of
the sound CPX.

- Leo

2338. Re: Real-Time interprocess communication (MiNT)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-14 19:07:44 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jun14.150744.1468@uwovax.uwo.ca>
Source record: 44037

In article <1992Jun13.193307.18377@aber.ac.uk>, hrs@aber.ac.uk (Herbert Martin Sauro) writes:
> I'm interested in controlling a program from another program in the
> same manner as DDE in Windows, i.e. real-time control. I read in
> the MiNT docs that Mint has various ways of allowing programs to
> talk to other resident programs, i.e Signals, Fifos (pipes), shared
> memory, Rendezvous and Semaphores.

Assuming that both programs are aware of the IPC mechanism, you could use any of these methods; which one is best depends upon exactly what kind of control you need to exert, and how much data needs to be exchanged. Also, do you mean "real-time control" in the strict technical sense? If so, you should be aware that MiNT is not a real time operating system (your program can be pre-empted at times when it might not want to be, so no minimum time for response to events can be guaranteed).

Fifos are the most general method of IPC, and the ones that I would recommend using in "normal" circumstances. For very short messages where synchonization between sender and receiver is desired, the Pmsg system call provides for message sending with rendezvous, and may be convenient. The other IPC mechanisms are less generally useful; signals are very crude, semaphores don't pass much information (they're usful mainly for controlling access to shared data structures), and shared memory is (at present) possible only between programs that share a child-parent relationship.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2339. Re: MiNT GULAM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-14 19:11:49 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jun14.151149.1469@uwovax.uwo.ca>
Source record: 44038

In article <1992Jun13.223553.15304@dcs.warwick.ac.uk>, sergio@dcs.warwick.ac.uk (Sergio Calamaro) writes:
> Hi, I would like to know a lot more about these two Operating Systems, also
> what is the minimum/recommended system specs also any views on these
> thanks {no flames}

(1) Gulam is not an operating system. It is a command line interpreter (CLI). It will work on any ST.
(2) MiNT is a TOS compatible multitasking OS (actually, it extends TOS to add multitasking). It will work on any ST, but 1 meg of memory and a hard disk are needed to make it really useful. It can run 1 GEM program and any number of TOS/TTP programs at the same time. A CLI (such as tcsh, bash, or gulam, although gulam doesn't know about MiNT's features) is recommended for using MiNT, although you can make do with the desktop and a supplied accessory.
(3) Both programs are freely available (e.g. from atari.archive). Why don't you get them and try them out?
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2340. Re: nested wind_update calls

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-14 19:40:18 UTC
From: micro@imada.ou.dk
Message-ID: <1992Jun14.194018.22385@imada.ou.dk>
Source record: 44039

wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
I am a GEM neophyte, and only have Tim Oren's ProGEM and the Profibuch.
>Q: Can uou (from a single AES-process) call wind_update(BEG_UPDATE),
> and after a time call wind_update(BEG_UPDATE) again, w/o any hassles
> in future GEM (Multitasking) versions ? Seems to work at the moment...
> When I do wind_update(END_UPDATE) now (after the second call), does
> the AES know, that I am actually still in BEG_UPDATE now ?

>Nat!

Hope so.

I think that this topic was covered by J. Resnike in one of his first articles
about wind_update() in ST MAGAZINE.

I think that the author of Turbo Ass had disassembled wind_update() and found
that BEG_ incremented a counter and END_ decremented the counter _and_ checked
for underflow.

-Klaus

2341. Omti Adapter for Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-14 19:43:14 UTC
From: tonyl@status.gen.nz
Message-ID: <RuDemB2w164w@status.gen.nz>
Source record: 44033

1. What is the latest version of the controller software for the Omti
controller from CT magazine from Germany?
2. Is the original board still available or has it been upgraded?
3. If there is an upgrade where do I get it and how much?
Thank you in advance. Danke schon.

Tony Lewis _
tonyl@status.gen.nz o( ) Fido: 3:772/105
Papakura / /\ Auckland, New Zealand

2342. Re: gulam gem command under MiNT/tcsh

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-14 21:35:49 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <7410@lee.SEAS.UCLA.EDU>
Source record: 44040

```
In article <1992Jun14.121953.1467@uwovax.uwo.ca>
7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>In article <1992Jun13.213108.14512@convex.com>,
rosenkra@convex.com (William Rosenkranz) writes:
>[ trying to run uniterm from tcsh ]
>> v_opnvwk(&hndl) open virtual workstation
>> Cconws("\33f") cursor off
>> v_show_c(hndl,0) mouse on
>>
>> system("uniterm.prg") start uniterm, wait for it to end
> ^^^^^^
>I think this is your problem. The MiNT libraries use the "official"
>
>...
>
>Try using Pexec(0, "uniterm.prg", "\0", 0L) instead and see what
>happens.
>

I would agree with this, however I would add that you should also rename
tcsh.ttp to tcsh.prg as well. I seem to remember gulam having problems
with "gem" commands if it was not launched from the desktop as a "prg".

And do post if you get something working.

-- Scott Willingham // willing@icsl.ucla.edu
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```

2343. Re: Wierd Assembly Code

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-14 21:40:48 UTC
From: jdm@sma2.rain.com
Message-ID: <1992Jun14.214048.12277@sma2.rain.com>
Source record: 43941

This is how I would convert this code...

If you have any problems with it, just e-mail me.

(I'm not sure I got it right, because I'm an Amiga assembly programmer, and
the directives are different in my assembler than they are in ST assemblers)
(ie .globl_tapebios (this code) = xdef _tapebios (Amiga))

```
;
; tapebind.cpp definitions for the library.
; With these it is now compatible with 16 bit integers
;
#ifdef __MSHORT__
.globl_tapebios

.text
.even

_tapebios:
lea 20(sp),a0
; 4 bytes for ret addr + 16 for parameters
movem.l d2/a2,-(sp)
; save registers that TOS clobbers
move.l -(a0),-(sp)
move.l -(a0),-(sp)
move.l -(a0),-(sp)
move.l -(a0),-(sp)
trap #10
add.l #16,sp
movem.l (sp)+,d2/a2
rts
#else
.globl_trap_10_wwll

_trap_10_wwll:
movem.l d2/a2,-(sp)
move.l 28(sp),a1
move.l 24(sp),a0
move.l 20(sp),d1
move.l 16(sp),d0
move.l a1,-(sp)
move.l a0,-(sp)
move.w d1,-(sp)
move.w d0,-(sp)
trap #10
add.l #12,sp
```

```
movem.l (sp)+,d2/a2
rts
#endif
```

2344. Re: nested wind_update calls

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-14 23:51:53 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <708565913.24101@minster.york.ac.uk>
Source record: 43949

In article <1992Jun13.105310.8485@infoserver.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>I am a GEM neophyte, and only have Tim Oren's ProGEM and the Profibuch.
>Q: Can uou (from a single AES-process) call wind_update(BEG_UPDATE),
> and after a time call wind_update(BEG_UPDATE) again, w/o any hassles
> in future GEM (Multitasking) versions ? Seems to work at the moment...
> When I do wind_update(END_UPDATE) now (after the second call), does
> the AES know, that I am actually still in BEG_UPDATE now ?

Nested BEG_UPDATEs are a bad idea. Under MultiTOS, calling wind_update
(BEG_UPDATE) is an attempt to acquire a semaphore for locking the screen.
Once you have the semaphore, your process is scheduled and you can write to
the screen. You should call wind_update(END_UPDATE) as soon as possible to
allow other AES applications to write to the screen.

Attempting to relock the semaphore (that you already own) will probably
result in deadlock. I say probably because I've not tried it yet!

>Email: wallmann@backus.pu.informatik.th-darmstadt.de

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
6 July onwards: lodge@alsys.co.uk	-- Blackadder II

2345. Re: Wierd Assembly Code

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-14 23:57:56 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <708566276.24114@minster.york.ac.uk>
Source record: 43948

In article <708481903.F00006@royaljok.fidonet.org>
Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org (Bryan Hall) writes:
>Could some 68000 assembly code person please translate this wierd format
>assembly to "normal" code. I'm not quite sure exactly how some of the things
>such as sp@- should be translated ((sp)- ?). Thanks in advance...

This looks like output from a compiler, right? The @ seems to be there to
tell the assembler that what went before was a register name...

```
>; tapebind.cpp definitions for the library.
>; With these it is now compatible with 16 bit integers
>;
>#ifdef __MSHORT__ * This bit of code for 16 bit ints
>.globl_tapebios
>
>.text SECTION TEXT
>.even even
>
>_tapebios: tapebios:
>lea sp@(20), a0 lea 20(sp),a0
>; 4 bytes for ret addr + 16 for parameters
>moveml d2/a2, sp@- movem.l d2/a2,-(sp)
>; save registers that TOS clobbers
>movel a0@-, sp@- move.l a0,-(sp)
>movel a0@-, sp@- move.l a0,-(sp)
>movel a0@-, sp@- move.l a0,-(sp)
>movel a0@-, sp@- move.l a0,-(sp)
>trap #10 trap #10
>addl #16, sp lea.l 16(sp),sp
>moveml sp@+, d2/a2 movem.l (sp)+,d2/a2
>rts rts
>#else
>.globl_trap_10_wwll * This bit of code for 32 bit ints
>
>_trap_10_wwll: trap_10_wwll:
>moveml d2/a2, sp@- movem.l d2/a2,-(sp)
>movel sp@(28), a1 move.l 28(sp),a1
>movel sp@(24), a0 move.l 24(sp),a0
>movel sp@(20), d1 move.l 20(sp),d1
>movel sp@(16), d0 move.l 16(sp),d1
>movel a1, sp@- move.l a1,-(sp)
>movel a0, sp@- move.l a0,-(sp)
>movew d1, sp@- move.l d1,-(sp)
>movew d0, sp@- move.l d0,-(sp)
>trap #10 trap #10
```

```
>addl #12,sp lea.l 12(sp),sp
>moveml sp@+, d2/a2 movem.l (sp)+,d2/a2
>rts rts
>#endif
```

Mat

```
| Mathew Lodge | "A conversation with you, Baldrick, |
| mjl-b@minster.york.ac.uk | and somehow death loses its sting..." |
| 6 July onwards: lodge@alsys.co.uk | -- Blackadder II |
```

2346. Setting LUN of Atari SH205 disk

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-15 01:17:23 UTC
From: jmw@lad.med.utas.edu.au
Message-ID: <jmw.708571043@lad>
Source record: 43943

Apologies if you have seen this before, but I have reasons to suspect it
didn't get out the first time it was posted. Text of original message
follows:

Help! I have just added a new SCSI drive to my system, using an ICD adaptor.
Now I want to set the LUN on my SH205 drive so it can be used as well.
The manual only mentions changing the DIP switches, but there is
nothing to indicate which of the jumpers on the board changes the LUN.

Can anyone tell me exactly which jumpers/switches need to be
changed, and what to?

Thanks,
--
John M Williams, Faculty of Medicine, University of Tasmania
J.M.Williams@med.utas.edu.au

2347. Spectrum 512/16 colors per line

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-15 04:01:00 UTC
From: Conan.Ford@debug.cuc.ab.ca
Message-ID: <1992Jun15.040100.1147@debug.cuc.ab.ca>
Source record: 43960
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I'm trying to write a fractal program that can do 3072 colors/screen (STE), and I'm not quite sure how to implement the palette switch after each scanline. Could someone please tell me where I can get info on this subject?

Thanks.

~~~~~~~~~~~~~.signature~~~~~~
/ \ Internet: Conan.Ford@Debug.Cuc.Ab.Ca / . | . \
/ Conan Ford \ Fidonet: Conan Ford at 1:134/9 / . -*-. . . \
/ \ FNET: Conan Ford at node 584 / . | . \
~~~~~~
Just grab on this end and pull!

2348. Re: gulam gem command under MiNT/tcsh

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-15 06:23:05 UTC
From: rosenkra@convex.com
Message-ID: <1992Jun15.062305.25942@convex.com>
Source record: 43945

In article <7410@lee.SEAS.UCLA.EDU> willing@pantheon.icsl.ucla.edu (Scott Willingham) writes:
>I would agree with this, however I would add that you should also rename
>tcsh.ttp to tcsh.prg as well. I seem to remember gulam having problems
>with "gem" commands if it was not launched from the desktop as a "prg".

my tcsh is tcsh.prg.

ahem...i am writing this note from a terminal session via Uniterm running under tcsh. scott and eric were right on: using Pexec things work.

i will clean up the code and post it here and upload to a.a sometime this week. i am not sure whether to call it "gem" or "rungem" or "rgem" or "rg". "gem" will conflict with the gem.prg that starts the desktop. i think i will call it "rg" for no good reason (other than it is short to type).

i'll post both src and prg. nothing fancy since tcsh will allow aliasing for something like:

alias trm 'pushd e:\local\uniterm; rg uniterm.prg; popd'

which is basically what i used with gulam. i think the .rsc needs to be in either $cwd or $PATH. since i don't normally have this in my path, i am really not going to worry about an ultra-general implementation.

farewell, gulam. you served me well...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2349. Re: Real-Time interprocess communication (MiNT)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-15 10:07:59 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Jun15.100759.11175@aber.ac.uk>
Source record: 43950

In article <1992Jun14.150744.1468@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>In article <1992Jun13.193307.18377@aber.ac.uk>, hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>> I'm interested in controlling a program from another program in the
>
>Assuming that both programs are aware of the IPC mechanism, you could
>use any of these methods; which one is best depends upon exactly what
>kind of control you need to exert, and how much data needs to be
>exchanged. Also, do you mean "real-time control" in the strict technical
>sense? If so, you should be aware that MiNT is not a real time operating
>system (your program can be pre-empted at times when it might not want
>to be, so no minimum time for response to events can be guaranteed).
>
>--
>Eric R. Smith email:
>Dept. of Mathematics eric.smith@uwo.ca
>University of Western Ontario

You're right I don't mean real-time control in the strict sense. What I mean't was a core program which hovers around in the background waiting for commands from another program eg a shell. What fired me up was a Windows application we have at work which understands all about neural networks. The program itself however is 'dumb' to the outside world and the only way to talk to it and get it to do things is by DDE. This allows a user to write their own command shell (eg using visual basic) which makes it very flexible. This started me thinking that I could do the same trick using MiNT. I shall try using Fifos. I've not yet tried programming with MiNT. I use the Lattice v5 compiler. I'm not 100% sure what to do what I assume I just write the program, link with the MiNT libs and run under MiNT? I've not actually come across anyone who has actully spelled this out. Perhaps in already writen down in the docs.

Thanks for the adice
Herb

--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

2350. Re: Wierd Assembly Code

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-15 11:39:14 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jun15123914@solb1.essex.ac.uk>
Source record: 43951

In article <708566276.24114@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:

>In article <708481903.F00006@royaljok.fidonet.org>
Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org (Bryan Hall) writes:
>>Could some 68000 assembly code person please translate this wierd format
>>assembly to "normal" code. I'm not quite sure exactly how some of the things
>>such as sp@- should be translated ((sp)- ?). Thanks in advance...

>This looks like output from a compiler, right? The @ seems to be there to
>tell the assembler that what went before was a register name...

[stuff deleted]

>>movel a0@-, sp@- move.l a0,-(sp)

[more stuff deleted]

Actually, I think the a0@- is meant to be interpreted (sic) as -(a0).
This instruction seems to be part of a sequence which copies a chunk of
memory onto the stack.

>Mat

>| Mathew Lodge | "A conversation with you, Baldrick, |
>| mjl-b@minster.york.ac.uk | and somehow death loses its sting..." |
>| 6 July onwards: lodge@alsys.co.uk | -- Blackadder II |

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
like it and keep a copy for your own use, you owe me $20. Please pass it on
to your friends with all documentation. Email okes@essex.ac.uk.

Analysis of television viewing figures has shown that 80% of people in this
country are crap.

2351. Re: Wierd Assembly Code

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-15 13:41:24 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Jun15.134124.11700@olymp.informatik.uni-bonn.de>
Source record: 43953

In article <BAMMI.92Jun14213451@galaxy1.cadence.com> bammi@galaxy1.cadence.com (Jwahar R. Bammi) writes:
>here is the output of perl g2m foo, the section within #ifdef __MSHORT__
^^^
What is this? Sounds like GNU2Motorola. Where can I get it? :-)

-- Volker

--
Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

2352. Re: Help replacing DMA chip

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-15 13:52:04 UTC
From: vince@sci.kun.nl
Message-ID: <1992Jun15.135204.12214@sci.kun.nl>
Source record: 43952

In article <1992Jun11.152108.792@miavx2.ham.muohio.edu> aacampbell@miavx2.ham.muohio.edu writes:
> This is somewhat... well REALLY embarassing, but a while ago I
>got the crazy idea of applying about 6 volts DC (500 MA) to different
>pins on my cartrige port on my early model 520 ST just to see if any
>values changed in memory or for some other really goofy reason like that.
>Yes... I know it was S T U P I D! and I found that out the hard way.

You're not stupid. For the same reason little frogs get cut up in biology class, you need to occasionally open and kill a computer (Well, ethics would demand you to kill it first, and then open it, but I always perform vivisection on my hardware... :-), namely, to fully understand how things work. Personally, I fried my sixth computer some time ago (for the record: a ZX81, a ZX Spectrum 48, a ZX Spectrum 128 (hey, that one's still alive...), and three ST's.)

>After I was through "playing" I reset the computer, the floppy
>drive light came on for a few seconds and I got the message "Disk drive
>error, Insert disk or check cable... (or something like that). This now
>happens every time I turn it on.
>
>I had a friend hook up his hard drive to my computer and his hard drive
>never even flickers. He mentioned that I probably toasted the DMA
>chip.
>
>Now I am starting to miss my Atari and was wondering if anybody had
>any ideas. If it is the DMA chip, is it an easy job to unsolder and
>solder the chip? Where would I get a DMA chip for this early model
>520 ST? Anybody know the cost of this?

Well, if you're lucky, you won't have to solder anything. Soldering is dangerous. I always end up with more mess than I started with. In some models, many chips are socketed. In all the ST's I opened, including an old 520 (without the drive built in!) the DMA chip (and the Shifter, and the Sound chip, and the CPU, and the ROMS, and the MMU, and the GLUE) were socketed. Now, if a chip is socketed it's very easy to replace it. I bet some surgeons out there wished humans were built like that.

I heard that a new DMA chip costs about 50-60$, so you'd better be sure if it is really that chip. What you can do is dive in some garbage cans and open up some thrown-away ST's. Plenty of good parts in there.

>Thanks in advance,
>

>Andrew aacampbell@miavx2.ham.muohio.edu
>(older, wiser?, owner of toasted ST)

Sander STоks
vince@sci.kun.nl
(young, unwise, owner of three toasted ST's...)

2353. Re: Re: HBLs, Has anyone been successful in using them?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-15 17:39:13 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Jun15.173913.24422@cs.mcgill.ca>
Source record: 43955

Here it is, as promised !!! A whole program that uses Timer-B.
Sorry for the delay. OH, and I had to retype it from a printout (No disk drive on the terminal I'm using), so I hope I haven't made any typos.

```
move.l 4(a7),a5
move.l $c(a5),d0
add.l $14(a5),d0
add.l $1c(a7),d0
lea stack,a7
move.l d0,size
move.l d0,-(sp)
move.l a5,-(sp)
clr.w -(sp)
move.w #$4a,-(sp)
trap #1 ; just the regular init procedure
add.l #12,sp
pea vbl_init ; execute this function
move.w #38,-(sp) ; in supervisor mode
trap #14
addq.l #6,sp
clr.w -(sp) ; set program as a TSR
move.l size,-(sp) ; (Termiante and Stay Resident)
move.w #$31,-(sp)
trap #1
rts

vbl_init: ; The init function for the interrupts
move.w #5,rotate ; wait for 5 VBL before first palette rotation
move.l #palette,pal ; set first color RGB value at beggining
move.l #registers,reg ; and first color register
lea save,a6
move.b $fffffa07,(a6)+
move.b $fffffa09,(a6)+ ; save current values
move.b #$ff,$fffffa07 ; open all interrupts
move.b #$ff,$fffffa09
move.l $70,(a6)+ ; save old VBL routine
move.l $70,VBL2 + 2
move.l #new_vbl,$70 ; install new VBL routine
rts

new_vbl:
and.w #$f0ff,sr
move.l #palettes,pal ; reset palettes
move.l #register,reg ; reset registers
move.b #0,$fffffa1b ; stop timer B
```

```
bset #3,$fffffa17 ; software end-of-interrupt
move.l #new_hbl,$120 ; set interrupt vector
move.b #1,$fffffa21 ; 1 line to wait
bset #0,$fffffa13 ; unmask timer B
bset #0,$fffffa07 ; allow timer B interrupt
move.b #8,$fffffa1b ; event count mode (I said in the previous post
that it was mode 0, but I was wrong)
bclr #0,$fffffa0f ; run timer B
move.l a6,-(sp)
move.l a5,-(sp)
lea $ffff8240,a5
move.l reg,a6
add.w (a6),a5
move.l pal,a6
move.w (a6),(a5) ; change palette
addq.l #2,pal ; increment palette #
addq.l #2,reg ; increment register #
move.l d6,-(sp)
move.l d7,-(sp)
lea rotation,a5
\loop1:
cmp.l #-1,(a5)
beq \stop_r
subq.w #1,6(a5)
bne \next_r
move.w 4(a5),6(a5)
lea palettes,a6
move.w (a5),d6
move.w 2(a5),d7
move.w (a6,d6.w),color
\loop2:
addq.w #2,d6
move.w (a6,d6.w),-2(a6,d6.w) ; do rotation
cmp.w d6,d7
bne \loop2
move.w color,(a6,d6.w) ; first to last position
\next_r:
add.l #8,a5
jmp \loop1
\stop_r:
move.l (sp)+,d7
move.l (sp)+,d6
move.l (sp)+,a5
move.l (sp)+,a6
vbl2:
jmp $333333 ; space holder for old VBl address.

new_hbl:
or.w #$0700,sr ; cut all interrupts
move.l a6,-(sp)
```

```
move.l a5,-(sp)
lea $ffff8240,a5
move.l reg,a6
add.w (a6),a5
move.l pal,a6
move.w (a6),(a5) ; change palette
addq.l #2,pal
addq.l #2,reg
move.l (sp)+,a5
move.l (sp)+,a6
cmp.l #end_pal,pal
bne \no1
move.b #0,$fffffa1b ; close interrupt
\no1:
bclr #0,$fffffa0f ; run timer B
rte

rotate: ds.w 1
color: ds.w 1
pal: ds.l 1
reg: ds.l 1

rotation:
dc.w 0,16,5,5 ; from line 0 to 8 (half), do rotations every 5 VBL
dc.w -1,-1,-1,-1 ; end of rotation list.

register:
dc.w 30,30,30,30,30,30,30,30,30,30 ; register 15 (half), which is VDI-1
dc.w ... the rest doesn't matter

palettes:
dc.w $700,$600,$600,$500,$400,$400,$500,$600,$600,$000 ; RGB values
end_pal: ; from now on, ignore.
dc.w ... the rest doesn't matter

save: ds.l 2
size: ds.l 1

ds.l 50
stack: ds.l 1

when it says "the rest doesn't matter", it is for this specific rotation.
As only lines 0 - 8 are rotated, the rest is ignored. line 9 get $000 so
that it's put back for the rest of the screen to black.

Patrick BETREMIEUX
bpat@binkley.cs.mcgill.ca
```

2354. Re: Wierd Assembly Code

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-15 17:45:40 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Jun15.174540.24573@cs.mcgill.ca>
Source record: 43956

```
This is, from what i've heard, the new format Motorola suggested for the
opcodes (I like the old one better if you ask me.)

An@- is -(An)
An@+ is (An)+
An@(16) is 16(An)
An@(Rn:X) is (An,Rn.X)
An@(16,Rn:X) is 16(An,Rn.X)

There is no more "." between the opcode and the size (As movel, not move.l)

you must specify size (No more move for move.w)

The rest should be the same as before.

Notice that An@- and An@+ suffice as there cannot be (An)- nor +(An) anyways.

Patrick BETREMIEUX
```

2355. rg posted to atari.archive (run gem)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-15 17:47:00 UTC
From: rosenkra@convex.com
Message-ID: <1992Jun15.174700.2607@convex.com>
Source record: 43954

i uploaded this to atari.archive so it should appear shortly. here is the readme file. for those who can't wait, you CAN get this before it shows up in the newitems dir. just cd atari/new (you won't be able to get a dir list) but you can retrieve the file if u know its name. in this case, the file is: rg10.zoo. contains src, manpage, and executable.

far from perfect, but it works...

-bill

---

rg 1.0 (92/06/15)
---

rg is a little program designed to make it possible to execute GEM programs from shells which do not have a "gem" command. I wrote it for tcsh since that is what I want to use from now on.

Compiled with GNU C 1.40 with MiNT libraries at PL 19. Tested under MiNT 0.94 with tcsh 6.00.02 (esmith, circa 92/06/01). Never tested under TOS alone or with other shells.

Typically, I just need the following alias to start uniterm (rg's sole use on my system so far):

alias trm 'pushd e:\local\uniterm; rg uniterm.prg; popd'

This works fine for me. See todo for missing features (bugs?). Also read manpage.

Enjoy...

-Bill Rosenkranz
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2356. Re: MegaSTe Power Supply 'Fix?'

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-15 20:05:13 UTC
From: ekrimen@wet.UUCP
Message-ID: <4020@wet.UUCP>
Source record: 43957

In article <92165.120224JJL101@psuvm.psu.edu> JJL101@psuvm.psu.edu (J.J. Lehett) writes:
>
> I have heard of a fix for MegaSTe's involving removing a screw from the
>circuit board of the power supply and insulating it or something very similiar
>to this. Apparently this has something to do with formatting disks?
> I have only had my MSTe one day now, but am still unable to get a 1.44
>(yes the dealer told me it had the 1.44 drive, but Tos 2.05) high density
>format to get byond about 2/3 of the way before it gives an error. I thought
>the above fix may be the solution. Can anyone out there verify this or help
>me out?
> Thanks in advance.

That may be the problem, although the problem may also be that you don't have
TOS 2.06. Maybe your dealer can let you try out a set of chips before you buy.

I have an old Mega STE and the 1.44meg drive upgrade doesn't work. :^(I'm
in need of an address line trace and a new PAL which I'm waiting for. I did
the 'power supply' fix and it didn't work. The screw you need to remove is
in the middle of the PS and you have to insulate the connection with some
electrical tape or non-conductive (??) material; in short, it's a bitch to do.
(Hey, and I actually sound like I know what I'm doing. hehehe) I took the
screw out and I can't wait to put it back in. (Hey, no "screw's loose" jokes,
all right? :^) I have some problems with formatting disks with the screw out;
problems that I didn't have before.

To make sure you have a 1.44meg drive, open up the flap on the opening of the
drive and look on the right side. There should be a pin, similar to the
opposite side, that checks for the HD hole in the disks. If there's no pin,
you have a 720K drive.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

2357. Dave Small?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-15 21:47:32 UTC
From: revesz@msc.cornell.edu
Message-ID: <1992Jun15.214732.1683@msc.cornell.edu>
Source record: 43958

Hi, netters,

I have been ST-ing since 1985. I switchet to PC some years now.
But those years Dave Small did make quite an impact on the
ST world (the father of the GCR mac emulator).

His name does not show up among the usenet postings too often.

Whatever happened to Dave Small?

(Just wondering...)

<<Peter>>
revesz@msc.cornell.edu

2358. Re: Getting AHDI and SUPBOOT to cooperate

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-15 21:50:18 UTC
From: harold@alice.hobby.nl
Message-ID: <H.xMDdEIVhn8s@alice.hobby.nl>
Source record: 43971

In <3330@news.duke.edu>, Scott Bigham writes:
> Apparently, AHDI stops scanning the bus
>when it finds an unoccupied ID; this seems counterintuitive. Is this
>deliberate?

To quote a vendors most loved line:

"This is not a bug but a feature"

:-)

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

2359. Re: getting mouse to work from .TOS programs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-15 21:55:48 UTC
From: harold@alice.hobby.nl
Message-ID: <H.wrE77pVb38Q@alice.hobby.nl>
Source record: 43972

In <1992Jun12.143937.1354@unlinfo.unl.edu>, rick wittstruck writes:
>I've been working in C and assembly language, and I would
>like to get a functioning mouse pointer on the screen.
>However, I don't want my program to be a GEM program, i.e. I
>don't want windows, menu bars, etc. I just want a mouse.

You have to use a AES function (graf_mouse) which means you have to
have done a 'appl_init' call first. Or you have to use VDI (v_show_c)
which means you have to open a workstation first.

No other way possible!

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

2360. GCC help

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-16 00:56:16 UTC
From: mintha@geog.ubc.ca
Message-ID: <1992Jun16.005616.2940@unixg.ubc.ca>
Source record: 43962

I have been attempting to install GCC 2.1 using all the suggestions
that have been posted, etc. However it still won't work. When I
try to compile it proceeds fine until it gets to the linking step, then
it complains that it can't find the symbol split_mem referenced from
malloc.o and sbrk.o. Can anyone tell me what I am missing, I think
I have all the latest versions of all the libraries.

Thanxs, Jim

P.S. I finally found UNIXMODE.DOC on a european site somewhere, I still
can't find it at atari.archive (its not in gnustuff/tos/doc directory) if
anyone else wants it, mail me, and I'll send it to you.
--
Jim Mintha Home: (604) 467-2148
mintha@geog.ubc.ca Work: (604) 465-5074

2361. Emacs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-16 01:01:06 UTC
From: mintha@geog.ubc.ca
Message-ID: <1992Jun16.010106.3127@unixg.ubc.ca>
Source record: 43963

I just got the new binary of Emacs 18.57 that was recently uploaded to atari.archive (by JJK I believe) I works great, and is much faster but is there a way to get the arrow keys to work with it? (Apart from modifying the source and recompiling :)

Jim

P.S. I have some elisp code that will remap the backspace and delete keys so that the backspace, will do a backspace, but you don't lose the C-h functions. Email me if your interested.

--
Jim Mintha Home: (604) 467-2148
mintha@geog.ubc.ca Work: (604) 465-5074

2362. Re: MegaSTe Power Supply 'Fix?'

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-16 02:15:53 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Jun16.021553.24007@oz.plymouth.edu>
Source record: 43961

In article <4020@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:

>To make sure you have a 1.44meg drive, open up the flap on the opening of the
>drive and look on the right side. There should be a pin, similar to the
>opposite side, that checks for the HD hole in the disks. If there's no pin,
>you have a 720K drive.
Out of curiosity I did that.... & (SURPRISE!!!) I think I have the
1.44 meg drive....

on each side of the drive there is a pin in a sort of
horse-shoe shaped piece of metal. If you (CAREFULLY!!) take a flat
bladed screwdriver and press DOWN (again, CAREFULLY, NOT TOO HARD!!!)
both pins will go down a little.

But what good is that with TOS 2.05 ? Is there any way to format the
things ? I tried but only got 726K & a CPX I have that formats
floppies choked on it when I tried to format in HD.

Someone mentioned being able to format HD floppies using TOS 2.05.

Is there a way of checking for the existence of the AJAX chip ? Such
as a memory location ? The sysinfo.prg program I have crashes on my
Mega STe, is there any program that works on it that performs a
similar function ?

Any answers to my questions would be appreciated.. :-).

>--
> ||| Ed Krimen
> ||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
> / | \ E.KRIMEN (GEnie)

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

2363. Re: MegaSTe Power Supply 'Fix?'

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-16 02:40:17 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92167.224017JJL101@psuvm.psu.edu>
Source record: 43964

In article <1992Jun16.021553.24007@oz.plymouth.edu>, oddjob@oz.plymouth.edu
(Andrew C. Stoffel) says:
>
>But what good is that with TOS 2.05 ? Is there any way to format the
>things ? I tried but only got 726K & a CPX I have that formats
>floppies choked on it when I tried to format in HD.
>
>Someone mentioned being able to format HD floppies using TOS 2.05.
>

Well, I just recently got my MegaSTe, and it has Tos 2.05 AND
a 1.44 drive in it. I did the 'power supply fix', which for the
record is simply a lot of screw removing... BUT be careful of some
of them blue capacitors(?) under the power supply, I almost bent one
a bit too muc when trying to put the Power Supply back in its position!
Anyways.... it now formats and reads in high density mode just fine!
I have only formatted from the desktop. Which CPX allows you to format
at HD? I'll look for it. From the desktop is you high density option
greyed out? If it is , I think you have to flip a dip switch if
if you indeed have a HD drive to let the computer know its possible.

As I said my machine is less than a week old, so I am just getting
comfortable with it from my old Mega4. But it DOES have 2.05 and DOES
have a 1.44 meg drive, and AFTER the power supply fix, it has no problems
(yet!) with 1.44 disks.
If there's anything else you'd like me to check i would be glad to help!

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
GEnie: JLEHETT2 Delphi: JLEHETT

2364. Re: C encryption routine

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-16 07:55:15 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Jun16.075515.19949@cs.ruu.nl>
Source record: 43965

>>>>> jensk@hpbbrd.bbn.hp.com (Jens Kilian) (JK) writes:

JK> / hpbbrd:comp.sys.atari.st.tech / ssw9@aber.ac.uk (Simon Ward) / 5:44 pm Jun 1, 1992 /
> I am looking for a piece of C source for the ST which performs fast(ish)
> DES encryption along the lines of the UNIX crypt() command. Ideally, the routine
> should take two parameters, the first being the string to be encrypted, and
> the second to be a two character 'key'.

JK> You may not be able to use DES - that one takes an 8-byte key.

You can always pad the key to 8 bytes (or repeat it a couple of times).
However I don't think it is a good idea to use 2 character keys. It is just too
simple to do an exhaustive key search.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

2365. Re: Wierd Assembly Code

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-16 09:14:25 UTC
From: eker@cwi.nl
Message-ID: <6319@charon.cwi.nl>
Source record: 43967

In article <1992Jun15.174540.24573@cs.mcgill.ca>, bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:

```
|> This is, from what i've heard, the new format Motorola suggested for the
|> opcodes (I like the old one better if you ask me.)
|>
|> An@- is -(An)
|> An@+ is (An)+
|> An@(16) is 16(An)
|> An@(Rn:X) is (An,Rn.X)
|> An@(16,Rn:X) is 16(An,Rn.X)
|>
|> There is no more "." between the opcode and the size (As movel, not move.l)
|>
|> you must specify size (No more move for move.w)
|>
|> The rest should be the same as before.
|>
|> Notice that An@- and An@+ suffice as there cannot be (An)- nor +(An) anyways.
|>
|> Patrick BETREMIEUX
```

YUCK!! This looks like a conspiracy to make asm programming look much harder than it really is!

Steven

2366. 1.44 Meg Floppy on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-16 10:21:20 UTC
From: ganea@inmos.co.uk
Message-ID: <1992Jun16.102120.18345@inmos.co.uk>
Source record: 43966
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi
I am trying to upgrade the disk drive in my TT from 720 K to
1.44 Meg. I have managed to get TOS 3.06, but the every helpfull
Atari UK are unable to supply me with the new disk controller
chip that is needed 'AJAX' I think.

Anybody know of a Source in Europe ??

Apart from replacing the drive, the floppy controller chip and
upgrading TOS to 3.06 what else must I do.

Thanks in advance

Andy

ganea@inmos.co.uk

2367. Hard Disk Project

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-16 12:43:47 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Jun16144347@orion.laas.fr>
Source record: 43969
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I currently have an Atari SH204 disk attached to my Mega 4 ST. I have been thinking about a do-it-yourself hard disk project since I have access to some used hard drives. First of all, I would like to have some more information on these drives, since they come with only a defective sector list. They are:

1) Quantum Q540, series 05, 15-50470 rev. A, copy. Quantum 1984. This disk apparently has 480 cyls, 8 heads, and 16 sectors/track. The precompensation cyl. is 256 and the landing zone is 643. Apparently, its unformatted size is 40 Mb and formatted it is 31.4 Mb and it's average access time is 45 ms. The interface is ST412/ST506.

2) Fujitsu Part No. B03B-4805-B003A#N2, rev. B 9, date 1986-4 This disk comes from a Sun-3 shoebox so it might be a Fujitsu M2243AS. The latter is 86 Mb raw, 70.8 Mb formatted.

I would very much appreciate information such as no. tracks/cyl., no. cyls, and no. sectors/track, data transfer rate, mean access time, interleaving, power consumption, etc. Also, what the various jumpers on the card might signify.

The Fujitsu disk also comes with an Adaptec ACB-4000 controller. I suppose that this would convert the disk's native format (ST506 I believe) to SCSI.

I was thinking of putting both disks in an XT style case, together with the Adaptec controller. Is the controller any good for an ST? Can this controller handle two disks? Both seem to be ST506 drives.

What are the pitfalls of such a project?

Another solution would be to use the Fujitsu drive directly in my SH204. I suppose that this might work quite easily. How much power does an SH204 power supply actually supply? The Fujitsu's rating is +12V, 22W and +5V, 8w.

Pleas reply by e-mail, if at all possible, and I'll summarize if there's any interest in such a homebrew.

Thanks a lot folks.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:

ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?

2368. Re: Wierd Assembly Code

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-16 13:41:13 UTC
From: "U.Kuehn" <ZX0011@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92168.134113ZX0011@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 43983

```
In article <708481903.F00006@royaljok.fidonet.org>,
Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org (Bryan Hall) says:
> Could some 68000 assembly code person please translate this wierd format
>assembly to "normal" code. I'm not quite sure exactly how some of the things
>such as sp@- should be translated ((sp)- ?). Thanks in advance...
>
This is the way the gnu assembler wants its input:
sp@- means -(sp) (perdecrement)
sp@+ means (sp)+ (postinc)
sp@(20) means 20(sp) (indirect with displacement)

Ulrich

+--------------+--------------------------+-----------------------+
| Ulrich Kuehn | Internet:                | Do they know that they
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money?
+--------------+--------------------------+-----------------------+
```

2369. Re: Spectrum 512/16 colors per line

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-16 14:16:20 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun16.161620@disuns2.epfl.ch>
Source record: 43968
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jun15.040100.1147@debug.cuc.ab.ca>, Conan.Ford@debug.cuc.ab.ca (Conan Ford) writes:
: Hi,
: I'm trying to write a fractal program that can do 3072 colors/screen
: (STE), and I'm not quite sure how to implement the palette switch after
: each scanline. Could someone please tell me where I can get info on this
: subject?
:
: Thanks.
:

I know of a french magazine that presented (with every information
you can dream of) an assembly (of course) code to display 512 colors
as the Spetrum 512: with 3 palette-switches per scanline. It sure
does work on an STE with 4096 colors.

ST Magasine, editor: PRESSIMAGE, PARIS (same address as Generation 4)
I haven't got any more precise information.

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2370. SWI prolog for ATARI ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-16 14:21:05 UTC
From: kwakkel@cwi.nl
Message-ID: <6327@charon.cwi.nl>
Source record: 43976
Cross-posted to: comp.lang.prolog,comp.sys.atari.st,comp.sys.atari.st.tech

Where can I find an executable of SWI prolog for the ATARI ST?

Thanks,

Fred

Smail: Fred Kwakkel Work: C.W.I. Email: kwakkel@cwi.nl
Comeniuslaan 32 Kruislaan 413
Naarden 1098 SJ Amsterdam
02159-46835 (+31) 020 592 4059/4151

2371. Re: Wierd Assembly Code

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-16 14:57:53 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.708706673@vega>
Source record: 43973

volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:

>In article <BAMMI.92Jun14213451@galaxy1.cadence.com> bammi@galaxy1.cadence.com (Jwahar R. Bammi) writes:
>>here is the output of perl g2m foo, the section within #ifdef __MSHORT__
> ^^^
>What is this? Sounds like GNU2Motorola. Where can I get it? :-)

Here is one possibility. This script was written with a specific and
limited purpose of translating an output of gcc into Motorola syntax.
It DOES NOT handle all possible valid inputs. On the other hand is
definitely faster then g2m and needs "only" awk instead of perl.
Have hacking fun extending it. I will leave posting of g2m for
Jwahar. :-)

Michal
ntomczak@vm.ucs.ualberta.ca
ntomczak@vega.math.ualberta.ca

```
#!/bin/awk -f
#
# Translate MIT assembler syntax into Motorola - awk program
# Usage: awk -f mit2mot.awk infile [> outfile]
#
# Limitations: some constructs and directives are left alone, or
# translated in an incomplete manner.
# 'jbsr' instruction is always changed into 'jsr' and not into
# 'jsr' or 'bsr' - depending on a position of a target.
# Output goes to stdout, so usually you need redirection for this
# to be useful.
#
# Michal Jaegermann, August 1991
#

# remove compiler comments and gcc identifier
/^(#|gcc_)/ {next}
# everything else with non-blank first column should be kept
/^[^ \t]/ { print; next }
# split multi-instruction lines, remove an excess of white space,
# change form of hexadecimal constants and
# translate indirect addressing constructions
{
gsub(/[^ \t]+;/, "\&\n")
gsub(/\t\t+/, "\t")
sub(/;$/,"")
gsub(/#0x/, "#$")
```

```
while (pos = match($0, /[^ ,][^ ,]@-/)) {
$0 = sprintf( "%s-(%s)%s", \
substr($0, 1, pos-1), \
substr($0, pos, 2), \
substr($0, pos+4))
}
while (pos = match($0, /[^ ,][^ ,]@\+/)) {
$0 = sprintf( "%s(%s)+%s", \
substr($0, 1, pos-1), \
substr($0, pos, 2), \
substr($0, pos+4))
}
while (pos = match($0, /[^ ,][^ ,]@\(/ )) {
pos1 = match (substr($0, pos+4), /\)/)
$0 = sprintf( "%s%s(%s)%s", \
substr($0, 1, pos-1), \
substr($0, pos+4, pos1-1), \
substr($0, pos, 2), \
substr($0, pos+pos1+4))
}
while (pos = match($0, /[^ ,][^ ,]@([^-+(]|$)/)) {
$0 = sprintf( "%s(%s)%s", \
substr($0, 1, pos-1), \
substr($0, pos, 2), \
substr($0, pos+3))
}
}
# all "jbsr"s replaced with "jsr"s
$1 ~ "jbsr" { sub("jbsr", "jsr"); print; next }
# replace 'jumps' with branches and insert dots before length modifiers
# printout everything
{
if (sub(/^j/,"b", $1) || sub(/[lw]$/, ".\&", $1))
printf "\t"
print
}
```

2372. Re: MegaSTe Power Supply 'Fix?'

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-16 15:15:18 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Jun16.151518.6184@oz.plymouth.edu>
Source record: 43975

In article <92167.224017JJL101@psuvm.psu.edu> J.J. Lehett <JJL101@psuvm.psu.edu> writes:

> Well, I just recently got my MegaSTe, and it has Tos 2.05 AND
>a 1.44 drive in it. I did the 'power supply fix', which for the
>record is simply a lot of screw removing... BUT be careful of some
>of them blue capacitors(?) under the power supply, I almost bent one
>a bit too muc when trying to put the Power Supply back in its position!

Where can I find a copy of the "power-supply fix" information (BEFORE
I open up my MegaSTe) ?
> Anyways.... it now formats and reads in high density mode just fine!
>I have only formatted from the desktop. Which CPX allows you to format
>at HD? I'll look for it.
It's from a.a (I think). There are a bunch of German .cpx's there.

>From the desktop is you high density option greyed out?
There isn't any HD option on MY desktop (greyed out or otherwise.....)

>If it is , I think you have to flip a dip switch if you indeed have a
>HD drive to let the computer know its possible.
What are the DIP switch settings for a Mega STe ? Does anyone REALLY
know ?

> If there's anything else you'd like me to check i would be glad to help!
Other than dip-switch settings.... I'd like to know those BEFORE I go
opening up my machine & voiding the warranty. Also, how about a part
number/motherboard location for the AJAX chip ?

>J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

This stuff should really be part of the FAQ here :-). (Is it ?)

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

2373. Re: Dave Small?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-16 16:26:08 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jun16.162608.13231@newshost.lanl.gov>
Source record: 43970

In article 1683@msc.cornell.edu, revesz@msc.cornell.edu (Peter Revesz) writes:
>Hi, netters,
>
>I have been ST-ing since 1985. I switchet to PC some years now.
>But those years Dave Small did make quite an impact on the
>ST world (the father of the GCR mac emulator).
>
>His name does not show up among the usenet postings too often.
>
>Whatever happened to Dave Small?

Dave is still busily creating goodies for the Atari community via his company, Gadgets By Small. His latest is a 68030 accelerator for the Mega ST and of course, they still sell as many Spectre GCRs as they can build. He told me this weekend that since it was released, the GCR has never been out of backorder status. He does check in on the Internet, but infrequently.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2374. AHDI 5.0 wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-16 17:22:36 UTC
From: i09r@alf.zfn.uni-bremen.de
Message-ID: <i09r.708715249@alf.zfn.uni-bremen.de>
Source record: 43974

Does anybody know, where i can get the newest version of the Atari Hard Disk Interface (AHDI). I think it should be Version 5.0.
--

Stefan Na"we (I hate Umlauts !!)

2375. AT-Speed mouse configuration

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-16 19:50:15 UTC
From: meyer@milton.u.washington.edu
Message-ID: <1992Jun16.195015.18636@u.washington.edu>
Source record: 43977
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I need help configuring my Atari mouse to run under DRDOS viewmax. I have
following the instructions in the manual, but can't force results.
I think the mouse driver could be the problem. If this is true,
does anyone have a driver that will work?

It seem odd that DR would supply viewmax on their disk but no mouse driver.

My system configuration is:

520St with 1 mb
The Emulator is an AT-Speed 16 (This is a good emulator)

2376. Re: Real-Time interprocess communication (MiNT)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-16 22:26:05 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jun16.182605.1477@uwovax.uwo.ca>
Source record: 43978

In article <1992Jun15.100759.11175@aber.ac.uk>, hrs@aber.ac.uk (Herbert Martin Sauro) writes:
> I've not yet tried programming with
> MiNT. I use the Lattice v5 compiler. I'm not 100% sure what to do what I
> assume I just write the program, link with the MiNT libs and run under MiNT?

I'm not sure that the MiNT library compiles with Lattice (it may need a bit of tweaking). If you don't want to do this, you can just

```
#include <osbind.h>
#include <mintbind.h>
```

and make MiNT kernel calls directly. The MiNT manual pages describe the kernel calls available in <mintbind.h>.

--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2377. Re: gcc 2.1 vs gcc 1.40

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 02:30:09 UTC
From: torrance@ai.mit.edu
Message-ID: <TORRANCE.92Jun16223009@cookie-monster.ai.mit.edu>
Source record: 43979
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Can anyone explain how to make GCC 2.1 produce smaller executables on the Atari? How, for example, do I use the "integer only" libraries iio.olb, and will this decrease the size of the executable programs I create? All of my executables are about 30-32 K for even small programs with minimal integer only I/O, and I think this is too big.

--Mark
--

Mark C. Torrance torrance@ai.mit.edu o:(617)253-8829 h:868-2597

2378. Re: getting mouse to work from .TOS programs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 03:03:00 UTC
From: warwick@cs.uq.oz.au
Message-ID: <8772@uqcspe.cs.uq.oz.au>
Source record: 43980

harold@alice.hobby.nl (Harold van Aalderen) writes:

>In <1992Jun12.143937.1354@unlinfo.unl.edu>, rick wittstruck writes:
>>I've been working in C and assembly language, and I would
>>like to get a functioning mouse pointer on the screen.
>>However, I don't want my program to be a GEM program, i.e. I
>>don't want windows, menu bars, etc. I just want a mouse.

>You have to use a AES function (graf_mouse) which means you have to
>have done a 'appl_init' call first. Or you have to use VDI (v_show_c)
>which means you have to open a workstation first.

>No other way possible!

Bzzzzzzt.

Use the XBIOS call Kbdvecs() call (or whatever - can't remember) to get
a pointer to the IKBDVECS struct, then change the mousevec in that
structure to point to your own routine which draws a sprite on the
screen, etc. I can't remember the exact method for processing the
mouse packet, but that's how I did it in Graphical GNUchessi - which
has its sources included. It works on all machines I know of (The mouse
change thing anyway, Graphical GNUchess only works on Colour 1M+ machines).

Don't forget to set that pointer back once you've finished, or else you're
just ASKING for a crash.

I'm not sure how this will port to MultiTOS, but that's a problem for the
designers of MultiTOS. Perhaps each application will need it's own KBDVECS
table. It works from MiNT, but again, I don't even know what you *expect*
two such processes to do when running in the background!

Oh, note that the old version of osbind.h (that with gcc 1....) had a slight
bug in the Kbdvecs() macro - the return type was bogus. The whole file is
greatly improved now.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / No witticism?
_.-._/ University of Queensland, /
v Brisbane, Australia. / ... so sue me.

2379. Mega STe parts.... what do these do ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 03:21:43 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Jun17.032143.20990@oz.plymouth.edu>
Source record: 43981

[It's a LONG story but.. ->I took apart my Mega STe to see what it had inside & why it SEEMS to have a 1.44meg floppy but the option to format the things doesn't show up...]

Can anyone tell me what the following chips/jumpers/etc are/do on a Mega STe ?

Chips Location on m/b* Description

C301907-001 $3A35 near power supply 20 pin DIP
C301907-001 $2EC4 near power supply 24 pin DIP
C301712-001 right of VME slot square 64pin
WD1772-PH right-hand side of m/b **
INMOS8927-B (2) lower left corner of m/b

Empty sockets Location on m/b* Description

UB1 near UB2 20 pin DIP
UB2 below 68000 64 pin ***
Spare 1 right side of m/b 20pin DIP
Spare 2 right side of m/b 24 pin DIP

Jumpers Location on m/b* Description

W3 next to UB2 2 pin jumper
W202 next to ROMS
W201,W202 between ROM's & SIMM's
J290,J291 near monitor port J290 is
connected to
power-on light
W401,W402
J402 far right on m/b 15 pin pairs
->1st 8 w/jumpers
Misc.....

The is a DIP switch in the lower right hand corner of the m/b. In my machine ALL of the switches are in the down position.

My disk drive is an EPSON SMD-380. Is that a 720K or a 1.44meg drive ? If it is a 720K drive why does it have the detect pin for 1.44 meg disks ?

* m/b = motherboard
** = This is the floppy controller chip, isn't it ? Is the AJAX chip pin compatible ? & This is why I can't format HD floppies... %-)

*** = I'm assuming that UB2 is where the 68881 (?) math co-processor
goes & jumper W3 tells he ST if it is there....

Anyanswers to my questions about these would be appreciated.....
Thanx,

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

2380. Using ESDI drive with old ICD card???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 06:38:41 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Jun17.063841.34467@yuma.ACNS.ColoState.EDU>
Source record: 43982

Have any one successed in using the original ICD host adapter with Adaptec 4520
to drive ESDI drive? If so, what's the software etc. needed? The new software
from ICD would not work at all.
Thanks
Tang
sytang@lamar.colostate.edu

2381. Emacs BS/DEL remap

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 08:36:30 UTC
From: mintha@geog.ubc.ca
Message-ID: <1992Jun17.083630.3488@unixg.ubc.ca>
Source record: 43984

There seems to be a demand for the code to remap the backspace
and delete keys, to there normal (at least in our part of the
computer world) functions in emacs. I use this on the suns
at school, and it seems to function fine on my ST as well. There
are simpler ways of doing this, but this way you don't lose any
functions. Just stick this in you emacs.rc (.emacs) file.

It maps the backspace key to send DEL (and hence the function
delete-backward-char) The delete key to send \C-\, and sets
that to the function delete-char. And finally it remaps
CTRL-\ to \C-h, which gives you the help functions. You can
add other keys. (for example, if you use flow control, then
you can't use CTRL-s for isearch-forward. Rebinding that funciton
to CTRL-u say, will not really work (at least on successive searches)
but if you were to use (aset keyboard-translate-table ?\C-u ?\C-s)
in the code below, CTRL-u would function exactly like CTRL-s.

If the above paragraph, makes no sense, don't worry, just stick
this code in, and Backspace, and delete will work properly. :)

```
(defun swap-ctl-h-and-del ()
"Swap the C-h and C-? keys at the lowest level. Beware, this will
swap related key-sequences as well: e.g., C-M-h and C-M-?"
(interactive)
;; First make a translate table that does the identity translation.
(setq keyboard-translate-table (make-string 128 0))
(let ((i 0))
(while (< i 128)
(aset keyboard-translate-table i i)
(setq i (1+ i))))
;; Now alter translations of some characters.
(aset keyboard-translate-table ?\C-? ?\C-\\)
(aset keyboard-translate-table ?\C-h ?\C-?)
(aset keyboard-translate-table ?\C-\\ ?\C-h)
(aset keyboard-translate-table ?\C-= ?\C-q))

(swap-ctl-h-and-del)
(define-key global-map "\C-\\" 'delete-char)
```

--
Jim Mintha Home: (604) 467-2148
mintha@geog.ubc.ca Work: (604) 465-5074

2382. Re: Wierd Assembly Code

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 11:49:32 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Jun17.114932.25696@olymp.informatik.uni-bonn.de>
Source record: 43987

In article <ntomczak.708706673@vega> ntomczak@vega.math.ualberta.ca (N Tomczak-Jaegermann) writes: [re g2m]
>Here is one possibility.

Thanks Michal!

This was the last nudge, now I'll have to gel perl for the ST :-)

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

2383. Re: Real-Time interprocess communication (MiNT)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 12:41:45 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Jun17.124145.18187@aber.ac.uk>
Source record: 43985

In article <1992Jun16.182605.1477@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith)
writes:
>In article <1992Jun15.100759.11175@aber.ac.uk>, hrs@aber.ac.uk (Herbert Martin Sauro)
writes:
>> I've not yet tried programming with
>> MiNT. I use the Lattice v5 compiler. I'm not 100% sure what to do what I
>> assume I just write the program, link with the MiNT libs and run under MiNT?
>
>I'm not sure that the MiNT library compiles with Lattice (it may need a bit
>of tweaking). If you don't want to do this, you can just
>
>#include <osbind.h>
>#include <mintbind.h>
>
>and make MiNT kernel calls directly. The MiNT manual pages describe
>the kernel calls available in <mintbind.h>.
>--
>Eric R. Smith email:
>Dept. of Mathematics eric.smith@uwo.ca
>University of Western Ontario
I noted in the documentation that an example of using fifos is in the
print utilities (i.e lpr and another related prog which I can't
remember the name of). I've been trying to find the sources
for these examples are as it would help to get me started but I have
so far failed. I was wondering
is anyone knows in which files at a.a/mint they are kept?

I did consider direct calls to mint but wasn't sure whether it was the right
thing to do, but know that I see that it is ok I'll give it a try.

Thanks for the help
Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

2384. Re: Real-Time interprocess communication (MiNT)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 14:20:21 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jun17.102021.1482@uwovax.uwo.ca>
Source record: 43986

In article <1992Jun17.124145.18187@aber.ac.uk>, hrs@aber.ac.uk (Herbert Martin Sauro) writes:
> I noted in the documentation that an example of using fifos is in the
> print utilities (i.e lpr and another related prog which I can't
> remember the name of). I've been trying to find the sources
> for these examples are as it would help to get me started but I have
> so far failed.

Try looking in mntutl93.zoo in the "mint" directory at atari.archive.
It has both the binaries and sources for a number of sample programs
for MiNT.

--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2385. Re: AHDI 5.0 wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 16:17:54 UTC
From: steve@thelake.mn.org
Message-ID: <A1513822417@thelake.mn.org>
Source record: 43988

[In article <i09r.708715249@alf.zfn.uni-bremen.de>,
i09r@alf.zfn.uni-bremen.de (Stefan Naewe) writes ...]

> Does anybody know, where i can get the newest version of the Atari Hard Disk
> Interface (AHDI). I think it should be Version 5.0.

It was posted in comp.binaries.atari.st about a week ago.

If you don't get that newsgroup, you can get it from
archive-server@twitterpater.eng.sun.com. Send a message containing
these words:

index binaries

... and another with the word

help

...and read the help file *carefully*, because the server's behavior
regarding filenames is a little bit strange.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

2386. Backing Up Minix From Tos (again)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 16:30:43 UTC
From: malay@sae.com
Message-ID: <1992Jun17.163043.4496@sae.com>
Source record: 43990

My original query received several replies which stated that I should use "mint094b.zoo" and "mfs055.zoo" - well, I ftp'ed these files, unpacked and installed them. My Minix partitions are now visible from TOS except that the backup programs (BackupST and DiamondBack II) convert the Unix file names into TOS's 8.3 format. Question: Is it possible to back up a Minix partition from TOS without having the file names changed? Will GNU Tar work from TOS. I also need multi-volume support.

Bob Malay

2387. Re: Mega STe parts.... what do these do ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 16:52:48 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Jun17.165248.6229@oz.plymouth.edu>
Source record: 43892

>There is a DIP switch in the lower right hand corner of the m/b. In my
>machine ALL of the switches are in the down position.
Someone suggested I set switch 7 on this DIP to the other position to
get the HD Format option to work. I did that but I still can't format
HD disks. I guess I'll have to spend the money for the OTHER pieces. I
just need to know if -->
>My disk drive is an EPSON SMD-380. Is that a 720K or a 1.44meg drive ?
so I won't have to buy a drive also.

>If it is a 720K drive why does it have the detect pin for 1.44 meg
>disks ?
More to the point, why DOESN'T the Mega STe not know the size of disk
in the machine. Setting the HD Format option causes errors..... when
trying to format 720K floppies.

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

2388. Re: GCC help

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 17:01:30 UTC
From: bigham@acpub.duke.edu
Message-ID: <3366@news.duke.edu>
Source record: 43989

From the Holy Book of <1992Jun16.005616.2940@unixg.ubc.ca>
as spake by mintha@geog.ubc.ca (Jim Mintha) :
>P.S. I finally found UNIXMODE.DOC on a european site somewhere, I still
>can't find it at atari.archive (its not in gnustuff/tos/doc directory) if
>anyone else wants it, mail me, and I'll send it to you.

Look for the file unixmode.lzh in the directory atari/misc. That's where
I got my copy.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

2389. Re: getting mouse to work from .TOS programs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 17:30:04 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Jun17.173004.2852@cs.mcgill.ca>
Source record: 43893

You do not need to have your routine redraw the sprite. Just call Line-A to get the mouse pointer active again. The thing is, the mouse is still there, but hidden (By a call to VDI's v_hide_c()). Of course, VDI cannot be accessed and so v_show_c() is out of the question (Although I haven't tried it myself, so maybe this function does not REALLY need appl_init() or v_openvwk(), but one thing that's sure is that Line-A does the trick !!!.

Patrick BETREMIEUX.

2390. GCC 2.1: shrinking executable size

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 17:40:48 UTC
From: torrance@ai.mit.edu
Message-ID: <TORRANCE.92Jun17134048@cookie-monster.ai.mit.edu>
Source record: 43891

In comp.sys.atari.st I asked:

>Can anyone explain how to make GCC 2.1 produce smaller executables on
>the Atari? How, for example, do I use the "integer only" libraries
>iio.olb, and will this decrease the size of the executable programs I
>create? All of my executables are about 30-32 K for even small
>programs with minimal integer only I/O, and I think this is too big.

I got this response immediately, which I found very helpful and I
thought others might as well:

(from Stephen Neuhaus-Hilgardring:)

Offhand, I can think of these solutions:

* Strip the executables, keeping only the __stksiz symbol (this is a
neglegible overhead).

* Don't use printf(), fopen(), use Cconws(), Fopen() instead. That's
stupid if you want portability, but great if you want small programs.
You don't need all the machinery of printf() in most cases so you
could write your own conversion routines.

* Use 16-bit integers.

* Use -O2 in the GNU compiler options.

To use iio.olb, just add -liio to the linker command line, e.g.,

gcc -o foo.ttp foo.o bar.o -liio

then, do the following

strip foo.ttp

or, if you want to keep __stksiz, use

strip -k foo.ttp

(I have tinkered with strip myself, so the switch may be named
differently from your implementation.)

Have fun.

Oh, BTW, my more thrivial programs never exceed 20K or so, and I use
32-bit ints and no -iio. I do strip, though (the executable, of
course, not myself :-).

--
+------- No .sig? OH, COME ON! --------+-"The derivative snuggles close to-+

email: neuhaus@informatik.uni-kl.de	the function---whatever to snuggle
snail mail: Stephan Neuhaus/Hilgard-	means; I'm too old for that"
ring 32/6750 Kaiserslautern/Germany	-- Math Prof
--

Mark C. Torrance torrance@ai.mit.edu o:(617)253-8829 h:868-2597

2391. boot blocks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 18:50:36 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Jun17.185036.13072@unix.brighton.ac.uk>
Source record: 43904
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just uploaded bpb37.arc to the atari archive, this contains
the assembly source (genst) for a cunning boot block shower (?), it also does
some neat screen mode changes etc.

Try it and see.

Dom De Vitto

Newsgroups: comp.sys.atari.st
Distribution:
Organization: Brighton Polytechnic, UK

2392. Re: Getting AHDI and SUPBOOT to cooperate

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 19:02:13 UTC
From: pegram@emba-news.uvm.edu.UUCP
Message-ID: <1992Jun17.190213.26778@uvm.edu>
Source record: 43896

From article <3304@news.duke.edu>, by bigham@hercules.acpub.duke.edu:
> Having recently purchased a Mega STe with an internal hard drive :-D,
> I'm in the process of transferring stuff from my Supra external HD to
> the internal drive. Only problem is, I can't get both drives working at
> once. The Supra drive was formatted with Supra's utilities and requires
> SUPBOOT.PRG, whereas the internal drive was formatted with Atari's
> utilities and requires AHDI.PRG; neither program, unfortunately, expects
> any other hard drive handlers to be around, and so they don't cooperate
> (I tried, for instance, booting from the internal drive and running
> SUPBOOT to get at the Supra drive, but then both drives thought they
> owned the C: partition -- not a pretty sight). As it stands now, to get
> anything off the Supra drive, I have to reboot with the Supra utilities
> floppy, copy the desired files onto another floppy, and re-reboot from the
> internal drive.
>
> What I want to know is if there is any trick, short of reformatting the
> Supra drive with the Atari utilities, to get AHDI to recognize and deal
> sanely with the Supra drive? Editing the boot sector, perhaps?
> Ideally, what I'd like to do is have both drives up at once, so I can
> determine by actual use patterns what I really need from the Supra drive
> and junk the best by reformatting.
>
> -sbigham
> --
> Scott Bigham | The opinions expressed above are
> bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
> | copied or distributed without a
> | Darn Good Reason(tm).

This is off of the top of my head, but I believe you only need to
remove the driver program off of one of your disks. I went from AHDI
to the Supra driver on my hard disk because I wanted 32 Meg partitions
with 1K clusters. All I had to do for the initial change over was to
remove the AHDI boot program from the hard drive and use the Supra
utilities to install SupBoot. I guess that you should try and boot
from a floppy instead of from the hard disk and then run the Supra
Utils to remove SupBoot from your external drive. You can do this by
powering up your drives after your computer and then manually run the
floppy boot program (you may also need to reinstall the drive icons,
but that's easy 8-).
No Guarantees, but then this isn't hard to do either.
Good luck,
Bob Pegram
--

pegram@uvm.edu
or
..!uvm-gen!pegram

2393. Re: AHDI 5.0 wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 19:14:50 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.&G8TDW6e_Vo@keep.fantasy.sub.org>
Source record: 43905

In <i09r.708715249@alf.zfn.uni-bremen.de>, Stefan Naewe writes:
#Does anybody know, where i can get the newest version of the Atari Hard Disk
#Interface (AHDI). I think it should be Version 5.0.
#--
It should be available on ftp.cs.tu-berlin.de
Also an a.a (It just was posted (week or so) to the binaries group)

Ther was also soem sort of PCtools clone for the ST, But it won't run with
Overscan and also damges the Mousepoistioning.
Or the Hide/Show Sequenz after quit. Whoever wrote that thing,
It would be nice to have this two things fixed...

Bye
Wolfgang

--
Use this signature-checker to find out if your signature is Virusinfected !
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: wong@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
NeXTMAIL: w271zrz.zrz.tu-berlin.de

2394. makefiles and Heat-n-Serve

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 19:44:31 UTC
From: vicb@clark.edu
Message-ID: <1992Jun17.194431.22045@clark.edu>
Source record: 43894

Could someone please e-mail me a couple of MAKE.INI and .MAK files that they use for Heat-n-Serve C? I can't seem to get this to work the way I think it should...the MAKE.INI file I got with it had a typo I think, and didn't include a '.o.prg' rule, but when I put one in there myself I get a "make: no target provided near line 71" message, and line 71 of the .INI file is the .c.prg etc. rule. Apparently I don't have a clear understanding of how it should be done, a few examples that work for other people should help out. Also, that typo? Well, it was like this: "LD = cc.ttp" Doesn't seem right. When I changed it to ld.ttp and added the .o.prg rule, that also produced the same 'no target' message. If I use the .INI file as is, with just the line "iconmake.prg: $(OBJ)" as the meat of the makefile, it compiles to object but doesn't link the things into the .prg file. Any examples involving multiple files and the corresponding .INI used will be greatly appreciated. Thanks-

Victor Bruhn
vicb@clark.edu

2395. Re: Mega STe parts.... what do these do ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 20:09:36 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l3v700INN2qf@aludra.usc.edu>
Source record: 43895

In article <1992Jun17.032143.20990@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>
>[It's a LONG story but.. ->I took apart my Mega STe to see what it had
> inside & why it SEEMS to have a 1.44meg floppy but the option to
> format the things doesn't show up...]
>
>Can anyone tell me what the following chips/jumpers/etc are/do on a
>Mega STe ?
>
> Chips Location on m/b* Description
>---
>C301907-001 $3A35 near power supply 20 pin DIP
>C301907-001 $2EC4 near power supply 24 pin DIP

Not sure, but I think these are the ROMS (each are 256kx4, right?
or was it 128kx4?). Whatever they are, they are obviously related, but
WHY do they have different pin configurations?

>C301712-001 right of VME slot square 64pin

Got me. VME controller/buffer/PLA array maybe?

>WD1772-PH right-hand side of m/b **

Bingo. That is the floppy drive controller that the AJAX replaces
(and one of the DIP switches needs to be switched - don't know which tho.)

>INMOS8927-B (2) lower left corner of m/b

These are the serial port chips for ports 2-4 (I believe - I know
that the LAN port/3rd RS232C definately uses the INMOS chip, but I am not sure
if the 2nd RS232C port uses this too. Port one should use the normal UART.

Unfortunately, I don't know much about the sockets/jumpers, but
here are some guesses:

> Empty sockets Location on m/b* Description
>---
>UB1 near UB2 20 pin DIP

Probably some glue-logic for running the co-pro (see below). Like
maybe some inverters or NAND gates possibly.

>UB2 below 68000 64 pin ***

Most likely the 68881 co-pro slot. Especially if it shares a lot of
the lines running from the 68k.

>Spare 1 right side of m/b 20pin DIP
>Spare 2 right side of m/b 24 pin DIP

Hmm. Sounds an aweful lot like the chips that above I (guessed)
labled as ROM chips. If they are ROM sockets, perhaps this is for updated
ROMs (can you say MTOS? I knew you could ... :). Or perhaps they have
nothing to do with the obove sockets...does it look like they share a lot of
the same signals (that is if they are close enough for you to tell)?

>
> Jumpers Location on m/b* Description
>---
>W3 next to UB2 2 pin jumper

Probably co-pro enable.

>W202 next to ROMS

Probably ROM type :ie, old ROMs had a different starting address
than the new ROMs (see the TEC board).

>W201,W202 between ROM's & SIMM's

Hmm. RAM size? RAM speed? Got me...

>J290,J291 near monitor port J290 is
> connected to
> power-on light

Guess J290 is power good :) ?

>W401,W402
>J402 far right on m/b 15 pin pairs
> ->1st 8 w/jumpers

???????

>Misc......
>-----------
>The is a DIP switch in the lower right hand corner of the m/b. In my
>machine ALL of the switches are in the down position.
>

These are the main control switches. One swtich enables 1.44 drives,
two (three?) enable SCSI offset, one enables multi-HDs on the SCSI bus (I
think that this is disabled on the MSTe ... I reserve the right to be wrong
tho.) Someone was posting earlier about the last two - might ask them which is
which.

>My disk drive is an EPSON SMD-380. Is that a 720K or a 1.44meg drive ?
>If it is a 720K drive why does it have the detect pin for 1.44 meg
>disks ?

This is a 1.44. They don't build 720K drives with two (hole)
detectors. I know, I'm asking to get tromped about this, but it doesn't make
sense to waste money putting it in there if it isn't gonna get used.

>* m/b = motherboard
>** = This is the floppy controller chip, isn't it ? Is the AJAX
> chip pin compatible ? & This is why I can't format HD
> floppies... %-)

Yup. Yup. and Yup.

>*** = I'm assuming that UB2 is where the 68881 (?) math co-processor
> goes & jumper W3 tells he ST if it is there....

I think I said that...:).

>
>Anyanswers to my questions about these would be appreciated.....
>Thanx,
>
>-Andy-
>--
>|"The Snark WAS a Boojum, you see!" | |
>|"Reality !?! Isn't that something | andys@psc.plymouth.edu |
>| you sprinkle on ice ??" | oddjob@oz.plymouth.edu |

Whew! That was long...:)

-Mike

2396. Re: 1.44 Meg Floppy on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 20:52:25 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Jun17.205225.16720@donau.et.tudelft.nl>
Source record: 43898
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Jun16.102120.18345@inmos.co.uk> ganea@inmos.co.uk () writes:

>Hi
> I am trying to upgrade the disk drive in my TT from 720 K to
>1.44 Meg. I have managed to get TOS 3.06, but the every helpfull
>Atari UK are unable to supply me with the new disk controller
>chip that is needed 'AJAX' I think.
Atari Benelux has announced their own upgrade kit for this containing
TOS 2.06/3.06, AJAX, and a disk drive that has the same front panel as
the original ones. They will also sell the parts of the kit separately.
Especially the disk drive is of interest, since other ones require modification
of the housing.

> Anybody know of a Source in Europe ??
I've seen a British firm selling ST parts on a Dutch fair, I think they
are called "Best Electronics". If you cannot locate them, you might try
the more-or-less official Dutch parts dealer:
ATIN electronics
P.O. Box 16069
2301 GB Leiden
phone 071-153555 (this the number to dial from The Netherlands)
They accept VISA, AX and EUROCARD. I don't know if they are prepared
to ship abroad.

> Apart from replacing the drive, the floppy controller chip and
>upgrading TOS to 3.06 what else must I do.
At least for a Mega STe, Flip dipswitch 7 to enable the HD selection button
in the formatting dialog form.

=-=-=-

2397. Re: GCC 2.1: shrinking executable size

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 20:52:50 UTC
From: bigham@acpub.duke.edu
Message-ID: <3369@news.duke.edu>
Source record: 43899

From the Holy Book of <TORRANCE.92Jun17134048@cookie-monster.ai.mit.edu>
as spake by torrance@ai.mit.edu (Mark Torrance) :
>* Don't use printf(), fopen(), use Cconws(), Fopen() instead.

May not help, unless the library has improved a lot recently. For
instance, in the MiNTlibs PL <=19, the startup code called malloc(),
which used the assert() macro, which used the library function
__eprintf(), which called fprintf(). The simple program
`main() {return 0;}' dragged in nearly 12K of library code. Since the
MiNT libraries were derived from the GCC libraries, the situation is
likely as bad there.

-sbigham
--
Scott Bigham | The opinions expressed above are
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| copied or distributed without a
| Darn Good Reason(tm).

2398. Re: Mega STe parts.... what do these do ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 21:03:14 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Jun17.210314.16902@donau.et.tudelft.nl>
Source record: 43900

<List of unidentified parts deleted>

To test if you have a HD drive, simply set dipswitch 7 to ON.
This should enable a new button in the dialog form you get when
you format a floppy. This new button allows you to select formatting
of HD floppies.

As far as I know, no other dipswitch has any function at the moment...

=-=-=-

2399. Screen redraws

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 21:30:53 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <1785@sheoak.bcae.oz.au>
Source record: 43906

I am writing a simple program using Personal Pascal. All I need to do is swap as quickly as possible between two degas screens. The only problem is that it flickers quite badly, even though the swap rate is satisfactory. I assume that this is because the screen is not being redrawn in sync with the display. How can I wait until the screen is about to be redrawn before I call my display procedure?

Thanks in advance for any help offered.

Jared Quinert
i921652@redgum.ucnv.edu.au

2400. Re: Re: HBLs, Has anyone been successful in using them?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-17 23:34:10 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992Jun17.203528.7577@ryn.mro4.dec.com>
Source record: 43897

>Here it is, as promised !!! A whole program that uses Timer-B.
>Sorry for the delay. OH, and I had to retype it from a printout (No disk
>drive on the terminal I'm using), so I hope I haven't made any typos.
> MANY LINES DELETED!
> Patrick BETREMIEUX
> bpat@binkley.cs.mcgill.ca

WOW, Thanks Patrick! I just got back to work yesterday, and have been
unable to try this yet.

I really appreciate your help, and any/all software I develop in the
future (commercial included, if I erver get that far) is YOURS FREE!

John

2401. Re: using the shel library

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-18 04:04:46 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1992Jun18.040446.4374@gumby.cc.wmich.edu>
Source record: 43901

> genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
>
> >How do I execute a program from within another program using High Speed
> >Pascal? What I want to do is have a non-GEM program call up lzh201k to
> >extract a file and then return control to my program. I've tried messing
> >around with shel_write and other shel procedures, but nothing seems to
> >work exactly right. Does anyone have any advice/help/tips? Please?

HighSpeed Pascal supports the Execute call, which is fully documented in
both the manual and the on-line help system. Control will return to
your program when the child process terminates.

Shel_write does nothing until your program terminates, then the AES shell
will launch the specified application. When it terminates, control will
return to the desktop, not your application, which isn't what you want.

How many HighSpeed Pascal users are out there? I thought I was the
only one.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

2402. Re: Mac sequencers just do not work with ST+Spectre?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-18 04:21:41 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1992Jun18.042141.4502@gumby.cc.wmich.edu>
Source record: 43902

In article <22458@castle.ed.ac.uk> ngse18@castle.ed.ac.uk (J R Evans) writes:
> In response to my posting on experiences with MIDI software,
> Jim_Cruickshank@mindlink.bc.ca (Jim Cruickshank) writes:
>
> >You are correct, MAC Midi products DO NOT work on SPECTRE without hardware
> >assist. (THE Megatalk board + a MAC midi adaptor.) Clearly stated in Gadgets
> >Newsletters & Manual.
>
> These boxes
> really contain very little: they perform a voltage to current loop conversion
> and a serial speed adjustment. Surely we have an adequate pool of knowledge
> in this forum to work out what is needed to make this kit function?

There are two ways to get Mac MIDI running under Spectre: hardware or
software. The easy way is to provide exactly the hardware that the MIDI
software is expecting for serial control and timing functions. That is,
a MegaTalk board.

Software would be the hard way, but should be possible. Most Mac MIDI
software these days will work with the Apple MIDI Manager, which relies
on a MIDI Driver to provide an interface layer between the Manager and
the hardware. If you disassembled the MIDI Driver, you could probably
rewrite those sections that accessed Mac-specific hardware to access
Atari-available serial chips and timing clocks. The result could not
be distributed, since it would rely on Apple copyrighted code, although
it might be possible to generate a difference file that could be applied
to an Apple MIDI Driver to transform it into an Atari MIDI driver.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

2403. External Cache for 030 on TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-18 10:22:20 UTC
From: 86669629s@csghsg5a.bitnet
Message-ID: <1992Jun18.102220.95@csghsg5a.bitnet>
Source record: 43903

Hi all

I guess you've been reading the discussion going on (on comp.sys.atari.st) about internal caches on 030 (and 486). What really puzzles me: Why are there no external caches available for the TT (eg a plug-in cachecard)? I know there are different products available for the Mac...I wonder if one could use them?

Anybody got any experience, ideas, running projects?

Greetings,
martin rosenkranz

/--\
| Martin Rosenkranz | BITNET: 86669629S@CSGHSG5A.BITNET |
| University of St. Gallen | INTERNET: 86669629S@ALPHA.UNISG.CH |
Switzerland	
*** I like ATARI-Computers, and I don't care if you don't! ***
\--/

2404. Wierd Assembly Code

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-18 11:32:38 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <709000277.F00002@royaljok.fidonet.org>
Source record: 43935

Thanks a bunch for the help!

"MICRO"

2405. NEED FOLDERXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-18 11:43:42 UTC
From: "Gerry O'Rourke"
Message-ID: <1992Jun18.114342.23321@nt.com>
Source record: 43907

HI
I NEED TO GET A COPY OF FOLDERxxx.PRG OR SOMETHING SIMILAR.
I CAN'T FIND IT IN THE ARCHIVES, CAN SOMEONE POST IT UP OR TELL ME
A FTP SITE.

REGARDS

GERRY O'ROURKE

P.S - I AM CONSIDERING GETTING TOS 1.4 (AS I AM FED UP WITH THE DISK
HANDLING OF 1.2), DOES IT ALSO REQUIRE FOLDERxxx.PRG TO WORK CORRECTLY.

2406. Re: 1.44 Meg Floppy on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-18 13:02:04 UTC
From: elendir@quasar.enst.fr
Message-ID: <2179@quasar.enst.fr>
Source record: 43912
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jun16.102120.18345@inmos.co.uk>, ganea@inmos.co.uk writes:
> I am trying to upgrade the disk drive in my TT from 720 K to
> 1.44 Meg. I have managed to get TOS 3.06, but the every helpfull
> Atari UK are unable to supply me with the new disk controller
> chip that is needed 'AJAX' I think.
> Apart from replacing the drive, the floppy controller chip and
> upgrading TOS to 3.06 what else must I do.

Atari France sell it, and there is somewhere in Paris a place to buy it.
However, you don't need AJAX to handle 1.44 Mb disks. I have such a drive
in my TT, and I have changed nothing at all, execpt the 7th switch.

Even TOS 3.05 handles High Density.

So do nothing, and give up searching for the AJAX !

Vince.

2407. Serpatch and TT TOS 3.0.6?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-18 14:38:07 UTC
From: vspicer@ccu.umanitoba.ca
Message-ID: <1992Jun18.143807.9268@ccu.umanitoba.ca>
Source record: 43908

does anyone out there have problems with TOS 3.0.6 on a recent-model TT030 talking to serial/modem ports? our new TT's, with TOS 3.0.6 (??- a version checking program says it's 3.6), simply won't work on modem1, or modem2. we have tried Stalker, Uniterm and Atari's VT52 emulator all with no luck. it's not the line settings or the link, we've got it working fine on an earlier model TT with an earlier version of TOS.

some suggested installing serpatch in the auto folder. it comes up saying serpatch isn't needed for versions of TOS above 3.0.5 :)

thanks in advance
vic spicer

2408. AtariCSI/SCSI bus access on ST's TT's

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-18 16:28:47 UTC
From: mistik@grex.ann-arbor.mi.us
Message-ID: <Bq1v41.5rt@grex.ann-arbor.mi.us>
Source record: 43913

Hi netters,

I am looking for descriptions on how to send and receive commands/data on the Atari SCSI like bus. If there is any public domain C bindings, that would be very usefull too. Description of calls to the standard HD driver would probably do the same job.

Is there any program under GNU which uses direct calls to the HD drivers?

Thanks in advance

Mustafa Soysal

2409. Graphic Card for ST/TT (SVGA)...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-18 16:33:30 UTC
From: likos@clinet.fi
Message-ID: <1992Jun18.163330.22199@clinet.fi>
Source record: 43910

Technical Specification:

Omega Chroma

Resolution up to 2000000 pixels

640x480, 800x600, 1024x768, etc.

Interlaced and Non-Interlaced Mode

Colors: 2, 16, 256

Palette: 16777216 colors

VideoRAM: 1 MB

Interface: RGB analog 15-pin

Controller: ET4000

Possiblility to add a MC68881

Price: 700 DEM

Very fast window redraw and desktop refresh

Three versions available: 520/1040 (needs extra adapter/+100.- DEM)

Mega ST (what I have tested)

Mega STE and TT (only with VME/+300.- DEM)

Address:

Omega GmbH

Goethestr. 1

W-3000 Hannover 1

Germany

(voice) + 49-511-321525

(fax) + 49-511-321626

---

likos@clinet.fi

2410. Re: Screen redraws

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-18 17:33:40 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jun18.173340.10012@newshost.lanl.gov>
Source record: 43909

In article 1785@sheoak.bcae.oz.au, i921652@redgum.ucnv.edu.au (***THE WIZZARD***) writes:
>I am writing a simple program using Personal Pascal. All I need to do
>is swap as quickly as possible between two degas screens. The only
>problem is that it flickers quite badly, even though the swap rate is
>satisfactory. I assume that this is because the screen is not being
>redrawn in sync with the display. How can I wait until the screen is
>about to be redrawn before I call my display procedure?
>

Jared, you need to use vsync() to wait for the next vertical blank interrupt
before doing the swap. vsync() is at XBIOS(37).

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2411. Re: Overscanning B/W

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-18 18:29:00 UTC
From: tonyl@status.gen.nz
Message-ID: <23oLmB1w164w@status.gen.nz>
Source record: 43911
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Conan.Ford@debug.cuc.ab.ca (Conan Ford) writes:

>
> Lines: 5
>
> Is there anyway to overscan an SM124 Atari monochrome monitor? Is it
> actually possible on an SM124 for the electron gun to scan the borders, or
> is it limited to inside the borders?
>
> Conan.Ford@Debug.cuc.ab.ca

from what I have seen the overscan on mono isn't 100%. From memory
on mono the full borders are not used.

Tony Lewis _
tonyl@status.gen.nz o( ) Fido: 3:772/105
Papakura / /\ Auckland, New Zealand

2412. Re: 1.44 Meg FD on TT/MSTe

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-18 23:22:00 UTC
From: Aleks_Almonacid-Lessmann@k.maus.de
Message-ID: <A3457@K.maus.de>
Source record: 43940

Greetings from Germany!
C. van Reeuwijk wrote on the 17.06.92 in CS.ST.TECH:
r>At least for a Mega STe, Flip dipswitch 7 to enable the HD selection button
r>in the formatting dialog form.
Same's for the TT. Here in Germany there is a CPX Module that allows
you to change the positions of all DIPs from Software. Oh, an no. 3 is for
DMA-Sound if OFF (or was it no. 8...).
Live long and prosper...
Aleks A.

Standart disclaimers apply.

2413. Re: Screen redraws

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-19 01:05:33 UTC
From: warwick@cs.uq.oz.au
Message-ID: <8803@uqcspe.cs.uq.oz.au>
Source record: 43914

hutch@bellman.lanl.gov (John Hutchinson) writes:

>Jared, you need to use vsync() to wait for the next vertical blank interrupt
>before doing the swap. vsync() is at XBIOS(37).

I thought XBIOS Setscreen() synced anyway (by storing the value
into a temporary which gets loaded to the physical location)

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / No witticism?
_.-._/ University of Queensland, /
v Brisbane, Australia. / ... so sue me.

2414. How to check what the baud rate is?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-19 01:30:34 UTC
From: hunt@cthulhu
Message-ID: <1992Jun19.013034.18014@spdcc.com>
Source record: 43915

Hello, I'm writing a program that does funky stuff with the modem.
I am hoping that there is a better way to determine the baud rate
that the user connects at rather than printing a "press return" string at
each baud and waiting for the response...
All the source I have found dealing with the modem does it that way, which
seems a really lame way to do it.. I mean even the C64 BBS's can determine
what BPS you are at without doing that!
Anyone have any ideas?
Thanks,
Tad Hunt
hunt@control.com

2415. Re: External Cache for 030 on TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-19 03:24:44 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.&2p1WgLmV3A@jonh.wimsey.bc.ca>
Source record: 43917

In <1992Jun18.102220.95@csghsg5a.bitnet>, Martin Rosenkranz writes:

>I guess you've been reading the discussion going on (on comp.sys.atari.st)
>about internal caches on 030 (and 486). What really puzzles me: Why are there
>no external caches available for the TT (eg a plug-in cachecard)? I know there
>are different products available for the Mac...I wonder if one could use them?

From GEnie, Jim Allen says the TT design makes a cache immposible,
though that amy mean financially, rather han physically.

--
jhenders@jonh.wimsey.bc.ca

2416. Re: How to check what the baud rate is?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-19 08:55:57 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Jun19.085557.12422@beaver.cs.washington.edu>
Source record: 43916

In article <1992Jun19.013034.18014@spdcc.com> hunt@cthulhu (Tad Hunt) writes:
>
> Hello, I'm writing a program that does funky stuff with the modem.
>I am hoping that there is a better way to determine the baud rate
>that the user connects at rather than printing a "press return" string at
>each baud and waiting for the response...
>All the source I have found dealing with the modem does it that way, which
>seems a really lame way to do it.. I mean even the C64 BBS's can determine
>what BPS you are at without doing that!
>Anyone have any ideas?

I thought this kind of thing was handled by the modems at either end.
That is, if you call a 9600 BPS modem, it will detect what speed the calling
modem is using and establish a connection at that speed, even if it doesn't
happen to be 9600 which might be the default. Perhaps you can watch the
modem result codes and it should tell you what speed the connection is at
so that you can correctly set up the serial port.

>Thanks,
> Tad Hunt
> hunt@control.com

Ben Gilbert
bgilbert@cs.washington.edu

2417. Re: Screen redraws

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-19 10:19:48 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <Bq38p1.ED@newcastle.ac.uk>
Source record: 43918

warwick@cs.uq.oz.au (Warwick Allison) writes:

>hutch@bellman.lanl.gov (John Hutchinson) writes:

>>Jared, you need to use vsync() to wait for the next vertical blank interrupt
>>before doing the swap. vsync() is at XBIOS(37).

>I thought XBIOS Setscreen() synced anyway (by storing the value
>into a temporary which gets loaded to the physical location)

The Compute book, Volume 3: TOS, says that setscreen should occuring to Atari
wait for the sync but it doesn't thus requiring the use of vsync()

Dave

2418. Re: Wierd Assembly Code

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-19 10:26:00 UTC
From: Jan-Hinrich_Fessel@un.maus.de
Message-ID: <A9866@UN.maus.de>
Source record: 43741

v>>here is the output of perl g2m foo, the section within #ifdef __MSHORT__
v> ^^^
v>What is this? Sounds like GNU2Motorola. Where can I get it? :-)

Better Question, where can I get an AtariASM to MIT converter?

Motorola Syntax seems to be different from Atari's.

Oskar

2419. Re: Serpatch and TT TOS 3.0.6?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-19 12:38:05 UTC
From: rosenqui@ncs.dnd.ca
Message-ID: <1992Jun19.123805.12050@netfs.dnd.ca>
Source record: 43919

In article <1992Jun18.143807.9268@ccu.umanitoba.ca> vspicer@ccu.umanitoba.ca writes:
>does anyone out there have problems with TOS 3.0.6 on a recent-model TT030
>talking to serial/modem ports? our new TT's, with TOS 3.0.6 (??- a version
>checking program says it's 3.6), simply won't work on modem1, or modem2. we
>have tried Stalker, Uniterm and Atari's VT52 emulator all with no luck. it's
>not the line settings or the link, we've got it working fine on an earlier
>model TT with an earlier version of TOS.

My guess would be that there is something wrong either on your
motherboard or (more likely) with the connectors or wiring in the TT.
If none of those programs have any luck then I think you can rule out
a software problem, unless somehow your copy of TOS 3.06 is brain
dead. I'm running TOS 3.06 on an early-issue TT and am able to use
all the ports under STalker, so the problem isn't TOS. I know a
couple of people around here that have new TT's (3.06, 1.44M floppy)
and they haven't reported similar problems, so my first guess would be
your hardware.

Do you have any luck with Serial 1? It's hooked up to the 2nd MFP
(Modem 1 is the 1st MFP, Modem 2 and Serial 2 are from the SCC chip).

Eric
--
Eric Rosenquist - Software Kinetics Limited
65 Iber Road, Stittsville Ontario Canada, K2S 1E7
Tel: (613) 831-0888, Fax: (613) 831-1836
email: Eric.Rosenquist@crc.sofkin.ca

2420. Re: Getting AHDI and SUPBOOT to cooperate

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-19 13:30:10 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Jun19153010@orion.laas.fr>
Source record: 43920

>>>>> On 17 Jun 92 04:08:21 GMT, harold@alice.hobby.nl (Harold van
>>>>> Aalderen) said:

Harold> In <3330@news.duke.edu>, Scott Bigham writes:
> Apparently, AHDI stops scanning the bus
>when it finds an unoccupied ID; this seems counterintuitive. Is this
>deliberate?

Harold> To quote a vendors most loved line:

Harold> "This is not a bug but a feature"

Harold> :-)

Still, I believe that AHDI 5.0 can skip unoccupied IDs!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?

2421. Atari TT030 for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-19 14:20:48 UTC
From: rickhall@bruno.cs.colorado.edu
Message-ID: <1992Jun19.142048.8647@colorado.edu>
Source record: 43921
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,misc.comp.forsale

In an attempt to get some cold hard cash, I need to sell my TT.
The package includes:

TT030 Computer w/ 4MB ST RAM
50MB internal hard drive
PTC1426 color monitor
Cordless mouse

All for the low asking price of $2000.
If you are interested, make me an offer.

Besides the above, you get all the other TT features like VME, LAN,
multiple serial ports, higher rez, etc.

--
Richard Hall - University of Colorado at Boulder

"Life's like holding water in your hands,
No grip is tight enough to keep it in." - me

2422. Re: How to check what the baud rate is?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-19 16:37:11 UTC
From: hunt@hal.gnu.ai.mit.edu
Message-ID: <1992Jun19.163711.2798@mintaka.lcs.mit.edu>
Source record: 43922

In article <1992Jun19.085557.12422@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Benjamin Gilbert) writes:
>
> I thought this kind of thing was handled by the modems at either end.
>That is, if you call a 9600 BPS modem, it will detect what speed the calling
>modem is using and establish a connection at that speed, even if it doesn't
>happen to be 9600 which might be the default. Perhaps you can watch the
>modem result codes and it should tell you what speed the connection is at
>so that you can correctly set up the serial port.
>
>
>Ben Gilbert
>bgilbert@cs.washington.edu

Ya, this looks like the way I'm going to do it. Thanks for the help, all those who replied...
Tad Hunt
hunt@control.com, hunt@gnu.ai.mit.edu

2423. Re: Screen redraws

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-19 19:32:17 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Jun19.193217.4839@infoserver.th-darmstadt.de>
Source record: 43923

In article <Bq38p1.ED@newcastle.ac.uk> D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:
>warwick@cs.uq.oz.au (Warwick Allison) writes:
>
>>hutch@bellman.lanl.gov (John Hutchinson) writes:
>
>>>Jared, you need to use vsync() to wait for the next vertical blank interrupt
>>>before doing the swap. vsync() is at XBIOS(37).
>
>>I thought XBIOS Setscreen() synced anyway (by storing the value
>>into a temporary which gets loaded to the physical location)
>
>The Compute book, Volume 3: TOS, says that setscreen should occuring to Atari
>wait for the sync but it doesn't thus requiring the use of vsync()
>
>Dave
The normal ST 'syncs' no matter what you do, 'coz the internal video
counter is refreshed from the screen address register, whenever a new
screen begins. So on a normal ST you can't mess up the display writing
to the screen address register.

The amusing thing is that when you call Setscreen, you don't know when
the flick's gonna happen. Although Setscreen DOES wait for one vertical blank,
to update the VT52 (got this from the TOS listing), it sets the video
base beforehand (the OS or the chip videobase I can't recall at the moment).

For game writing Setscreen is a bad idea, 'coz you might lose enormous
amounts of CPU cycles just waiting for an VBL. (if you care about your
code, don't use either Vsync(), not Setscreen() if you got something else
to do besides just showing pictures)

Using a deferred VBL routine, to set V_BAS_ADR (*), isn't too good either,
(I don't swear on this one), since you end up waiting two VBLs for the
flick.

The trick for reliable screen flicks is to know WHEN to set which
address.

If there actually is some interest I might be willing to part with a
little code, that helps doing animation. (But I need to dig it up at home,
so I can't include it now)

Nat!
[Information above w/o guarantees]

(*) the OS video base address at $4... something
--

Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"
Toetet Joseph Blatter

2424. Re: Mega STe parts.... what do these do ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-19 20:26:35 UTC
From: ekrimen@wet.UUCP
Message-ID: <4030@wet.UUCP>
Source record: 43925

In article <1992Jun17.210314.16902@donau.et.tudelft.nl> reeuwijk@dutentb.et.tudelft.nl (C. van Reeuwijk) writes:
><List of unidentified parts deleted>
>
>To test if you have a HD drive, simply set dipswitch 7 to ON.
>This should enable a new button in the dialog form you get when
>you format a floppy. This new button allows you to select formatting
>of HD floppies.

Wait a second. You're not telling the whole story. :^)

Simply switching dipswitch 7 to on only makes the High Density button appear in the format dialog box on the desktop. If you aren't HD-capable yet, it will still be greyed out.

I have everything installed in my (old) Mega STE: 1.44meg drive, AJAX, TOS 2.06, dipswitch 7 set to on, and yet I still can't format a 1.44meg disk. I'm waiting for my dealer to receive some parts from Atari; waiting forever by the way. :^(I'm waiting for a new PAL and an address line trace is required.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

2425. Please use Vsync and Setscreen (was Re: Screen redraws)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-19 20:52:34 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun19.205234.25116@wam.umd.edu>
Source record: 43924

In article <1992Jun19.193217.4839@infoserver.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>The normal ST 'syncs' no matter what you do, 'coz the internal video
>counter is refreshed from the screen address register, whenever a new
>screen begins. So on a normal ST you can't mess up the display writing
>to the screen address register.

To eliminate flicker you need to double-buffer; if you write to a
screen that is currently visible, you most definitely *will* get
flicker, regardless of the way Setscreen behaves.

You need to explicitly vsync after calling Setscreen because otherwise
you won't know when to stop drawing on the current hidden page and
start drawing on the new hidden page. Setscreen returns immediately;
it just doesn't *take effect* until the next vertical blank. If you
ever draw to a page you *think* is hidden but actually is not (which
you will if you don't explicitly vsync) then you're drawing to the
physical screen, and you'll get flicker.

>For game writing Setscreen is a bad idea, 'coz you might lose enormous
>amounts of CPU cycles just waiting for an VBL. (if you care about your
>code, don't use either Vsync(), not Setscreen() if you got something else
>to do besides just showing pictures)

I couldn't disagree more with this. You *should* use Setscreen and
Vsync for all animation on the ST. Using the Xbios ensures that your
code will work even if the operating system or hardware registers
change, and doesn't cost you anything extra. Any way you slice it, you
must wait for the vertical blank after changing the physical screen
pointer (i.e., after page flipping). The proper way to deal with cycle
lossage is to sync the game to every nth vblank and then drive it to
the wall by adding sprites, sounds, or whatever until the time you're
"wasting" is small.

An additional benefit of vsyncing is that, if done properly, it ensures
that your game will run at the same speed on every machine. This
prevents the game from getting unplayably fast on faster CPU's, a
notorious and very amateurish effect.

Dave Baggett
dmb@wam.umd.edu

2426. Re: Mega STe parts.... what do these do ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-20 00:51:16 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Jun20.005116.13518@oz.plymouth.edu>
Source record: 43926

In article <4030@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>In article <1992Jun17.210314.16902@donau.et.tudelft.nl> reeuwijk@dutentb.et.tudelft.nl
(C. van Reeuwijk) writes:
>><List of unidentified parts deleted>
>>
>>To test if you have a HD drive, simply set dipswitch 7 to ON.
>>This should enable a new button in the dialog form you get when
>>you format a floppy. This new button allows you to select formatting
>>of HD floppies.
>
>Wait a second. You're not telling the whole story. :^)
>
>Simply switching dipswitch 7 to on only makes the High Density button
>appear in the format dialog box on the desktop. If you aren't HD-capable
>yet, it will still be greyed out.
Are you sure about that ? I set DIP switch 7 to on & the HD Format
button is visible but NOT greyed out. The difference is that it chugs
away at floppies for a little while & says that there is something
wrong with the floppy inserted in it. I AM able to click on that
option.

I wonder if anyone else who (possibly) bought their Mega STe from
Joppa has the 1.44meg drive but no AJAX chip.

Where can I get the AJAX chip (cheap) ???

-Andy-

>--
> ||| Ed Krimen
> ||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
> / | \ E.KRIMEN (GEnie)

--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

2427. bitblit problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-20 06:12:19 UTC
From: vicb@clark.edu
Message-ID: <1992Jun20.061219.9004@clark.edu>
Source record: 43927

I am having a small problem getting the vro_cpyfm() call to work correctly.
Any programming aces out there that can help? Bit Blitting is new to me...

The problem is not in getting the form written to the screen-it's
getting the colors to behave. The only color that comes up right for
sure is the background- everything else is different then it should be.
I am using a mode setting of 3 (source data, no bit operations). Any
pixels not set to the background color come up a different color than
the color number corresponding to the bitplanes. An icon defined as
(lo-res, 1 word width)
(hex) 8000 0000 0000 0000 should return a single pixel set to
color register #1, however I get color 2...
(hex) 8000 8000 8000 8000 should have a pixel set to color #15,
but I get color 1...
Experimentation has revealed no pattern, and the basic icon always has
the proper shape/dimensions/etc, so I know I'm doing the setup and calls
correctly, but I must be misunderstanding the bitplane relationships
regarding color selection. I am using Heat-m-Serve C on a 2 meg STe.
Thanks in advance,
Victor Bruhn
vicb@clark.edu

2428. Symbolic Link Support In MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-20 06:28:12 UTC
From: rdo@kynes.bison.mb.ca
Message-ID: <H.PchsMNYfA7c@kynes.bison.mb.ca>
Source record: 43928

I have a few questions on symbolic links:

1) Can the SLN command in mint.cnf create links to files as well
as directories?

2) Does the GNU utility LN work with MiNT? I've read the man
page but can't get it to work.

3) If LN won't work, is there a way to use SLN after MiNT is invoked?

4) Or, do I have to wait for MultiTOS and then the universe will
start unfolding as it should?
--

```
_____________________________________________________________________________
| _ /| | Russell Ochocki
| \`o.0' | rdo@kynes.bison.mb.ca
| =(___)= |-------------------------------------------------------------
| U | We'll fall off that bridge when we come to it!
|_________|_____________________________________________________________
```

2429. Re: Symbolic Link Support In MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-20 13:05:37 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jun20.090537.1498@uwovax.uwo.ca>
Source record: 43929

In article <H.PchsMNYfA7c@kynes.bison.mb.ca>, rdo@kynes.bison.mb.ca (Russell Ochocki) writes:
> 1) Can the SLN command in mint.cnf create links to files as well
> as directories?

Yes.

> 2) Does the GNU utility LN work with MiNT? I've read the man
> page but can't get it to work.

This depends on which version of ln you're using. The one compiled with the MiNT libraries does; the one compiled with UNIXMODE does not. Note that even the MiNT one (found in mint/futil* on atari.archive) will work only on file systems that support symbolic links, i.e. in the root of drive U: or on any minix-formatted disks. You can't make a symbolic link on a normal TOS disk.

> 3) If LN won't work, is there a way to use SLN after MiNT is invoked?

See the manual page for Fsymlink() in the MiNT docs.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2430. Re: Screen redraws

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-20 13:12:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A42701@MS.maus.de>
Source record: 43939

>Jared, you need to use vsync() to wait for the next vertical blank interrupt
>before doing the swap. vsync() is at XBIOS(37).

It's more exact to look at the shifter's hardware register.

Greetings,
Patrick

2431. Re: Screen redraws

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-20 13:15:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A42702@MS.maus.de>
Source record: 43938

```
w>I thought XBIOS Setscreen() synced anyway (by storing the value into a
w>temporary which gets loaded to the physical location)

Vsync() just waits for the next VBI.

Greetings,
Patrick
```

2432. Re: Symbolic Link Support In MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-20 13:41:07 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.92Jun20154104@ruunfs.fys.ruu.nl>
Source record: 43930

```
>>On Sat, 20 Jun 1992 01:28:12 CDT, rdo@kynes.bison.mb.ca (Russell
>>Ochocki) said:

Russell> I have a few questions on symbolic links:

Russell> 1) Can the SLN command in mint.cnf create links to
Russell> files as well as directories?
Yes

Russell> 2) Does the GNU utility LN work with MiNT? I've read the man
Russell> page but can't get it to work.

I compiled gnu fileutitities, textutils and shellutils and all worked well,
without any changes! Even the configure script worked. Note however
that I use the Mint libraries and a Minix filesystem with long
filenames (up to 32 characters in my case).
--
------------------------------------------------------------------------
Peter Mutsaers. |==============================================
muts@fysap.fys.ruu.nl | Memento Mori
```

2433. Re: Please use Vsync and Setscreen (was Re: Screen redraws)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-20 14:02:53 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Jun20.140253.37542@infoserver.th-darmstadt.de>
Source record: 43932

In article <1992Jun19.205234.25116@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>In article <1992Jun19.193217.4839@infoserver.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>>The normal ST 'syncs' no matter what you do, 'coz the internal video
>>counter is refreshed from the screen address register, whenever a new
>>screen begins. So on a normal ST you can't mess up the display writing
>>to the screen address register.
>
>To eliminate flicker you need to double-buffer; if you write to a
>screen that is currently visible, you most definitely *will* get
>flicker, regardless of the way Setscreen behaves.
Well that's basic game design. But the original poster said that he wanted
to switch between two DEGAS screens, which in my eyes are static.

>You need to explicitly vsync after calling Setscreen because otherwise
>you won't know when to stop drawing on the current hidden page and
>start drawing on the new hidden page. Setscreen returns immediately;
^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Yup you're right obout this, I misread something in the OS listing.

>>For game writing Setscreen is a bad idea, 'coz you might lose enormous
>>amounts of CPU cycles just waiting for an VBL. (if you care about your
>>code, don't use either Vsync(), not Setscreen() if you got something else
>>to do besides just showing pictures)
>
>I couldn't disagree more with this. You *should* use Setscreen and
>Vsync for all animation on the ST. Using the Xbios ensures that your

Working with just Vsync() and Setscreen(), you still have the problem of
not knowing when your done, or whether you have gone overboard. At the time
of the Setscreen call, how do you know where you are in terms of screen
redraws ? I was wrong about Setscreen(), but I still think that way about
Vsync().

Lemme show how I do it. It works like this: There's a deferred VBI running
that flips the screen at the rate of the VBL divided by SLICE.
(So far since this is from a mono game, I just flip at 17Hz) The redraws go
like this

0 1 2 3 0 1 2 3 0 ..
[AB][AB][*AB][AB][BA][BA][*BA][BA][AB][...]

where every [] is a VBI, the first letter is the screen currently drawn
on and the second letter is the screen currently shown. The * indicates
when the VBI sets SCREENPT. Since SCREENPT gets loaded into DBASE at the
next VBI, and from then the screen will flick only at the next VBI, you have

```
to do it two VBI's in advance.

/* an excerpt: Hope this runs OK, since I edited it quite a bit */

#define byte unsigned char
#define word unsigned int
#define lword unsigned long

#define VBLSEM (*(word *) 0x452)
#define NVBLS (*(word *) 0x454)
#define VBLQUEUE (*(void (**)()) 0x456)
#define SCREENPT (*(word **) 0x45E)
#define FLOCK (*(word *) 0x43E)
#define FRCLOCK (*(lword *) 0x466)

#define SLICE 0x4L

extern word *drawscr, *showscr, *scrA, *scrB;

int slicecounter,
vbi_mode = -1,
reached_it,
exhaustion;

void animate()
{
word *tmp;

vbi_mode = -1;
restart:
FLOCK = 1;
showscr = scrA;
drawscr = scrB;
Setscreen( (void *) -1L, drawscr, -1); /* This ain't the interesting one */
slicecounter= -1;
vbi_mode = 1; /* reset VBL */
while( slicecounter < 0); /* wait for first hit */

do
{
tmp = showscr; /* now do the flip */
showscr = drawscr;
drawscr = tmp;

... do whatever you want in here on `drawscr' ...
... the vbi will do the flipping ...
... Don't forget to set vbi_mode to -1 when leaving this ...

reached_it = 1; /* must be there before the VBI */
while( reached_it); /* burn up leftover cycles */
}
while( ! exhaustion);
```

```
anim_stop();
nferror("Timeslice exhaustion");
}

/* ---------------------------------------------------------
This is the vbi_routine that synchronizes the drawing.
slicecounter counts the VBIs. When the SLICE value has been
reached, then at the NEXT vbi the screen will, be switched
physically!
If the to be synchronized routine, can't set reached_it,
the vbi assumes, that the CPU was too slow.
This particular routine works only with SLICE values > 1

Control this VBI with vbi_mode:

0 : normal operation
-1 : sleep
1 : reset VBI
--------------------------------------------------------- */
void vbi_routine()
{
if( vbi_mode >= 0)
{
if( vbi_mode)
{
exhaustion = vbi_mode = 0;
slicecounter = 0;
}
else
if( slicecounter++ == SLICE - 2)
SCREENPT = drawscr;
else
if( slicecounter == SLICE)
{
if( ! reached_it)
exhaustion++;

reached_it = slicecounter = 0;
}
}
else
SCREENPT = 0;
}

vbi_linkin( f)
void (*f)();
{
int i, val = 1;
void (**p)() = VBLQUEUE;

VBLSEM = 0;
for( i = 0; i < NVBLS; i++, p++)
if( ! *p)
```

```
{
*p = f;
val = 0;
break;
}
VBLSEM = 1;
return( val);
}

void vbi_linkout( f)
void (*f)();
{
int i;
void (**p)() = VBLQUEUE;

VBLSEM = 0;
for( i = 0; i < NVBLS; i++, p++)
if( *p == f)
*p = 0;
VBLSEM = 1;
}

anim_init()
{
#if ! NOVBL
if( vbi_linkin( vbi_routine))
nferror("We ain't good enough to linkin a VBL properly");
#endif
}

anim_stop()
{
vbi_mode = -1;
SCREENPT = 0;
#ifdef ALLSPEED
FLOCK = 0;
#endif
}

anim_exit()
{
anim_stop();
#if ! NOVBL
vbi_linkout( vbi_routine);
#endif
Setscreen( showscr, showscr, -1); /* no confusion */
}
```

If you wanted you could call Setscreen in the VBL instead of setting SCREENPT, but then you'd need to flip the screens one stage later.

The positive thing is that as soon as the switch has been done, drawing resumes on the new drawscreen. The code never has to explicitly sync to the vertical blank using Vsync(). Since using Vsync() the OS is burning the cycles, you can only regain them by interrupts.

I'd be interested to know, how you do it, apparently just with Vsync() and Setscreen(). Honestly!

Nat!
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"
Toetet Joseph Blatter

2434. Re: Getting AHDI and SUPBOOT to cooperate

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-20 14:05:13 UTC
From: bbs.ruscal@tsoft.sf-bay.org
Message-ID: <eN8NmB1w165w@tsoft.sf-bay.org>
Source record: 43934

pegram@emba-news.uvm.edu.UUCP (Robert B. Pegram) writes:
> >
> > What I want to know is if there is any trick, short of reformatting the
> > Supra drive with the Atari utilities, to get AHDI to recognize and deal
> > sanely with the Supra drive? Editing the boot sector, perhaps?
> > Ideally, what I'd like to do is have both drives up at once, so I can
> > determine by actual use patterns what I really need from the Supra drive
> > and junk the best by reformatting.
> >
==========
I have been sucessful in uning both SUPBOOT and AHDI together, but there are some tricks: First off, with multiple volumes, you must have sequential SCSI ID's. In my case, SCSI-0 was a Supra formatted drive with 16MB partitions C,D,E,F,I,J,K,L,M. Partitions G,H were "dummy partitions only 1MB in size. What would happen is that upon bootup via FLOPPY, SUPBOOT will load partitions C-M off of SCSI-0. Then AHDI will run, and SCSI-1 (a Syquest 44MB "BGM" partition) becomes partition G and SCSI-2 (a ST-277N 60MB "BGM" partition) becomes partition H.

My interpretation of this is that AHDI sees only 4 paritions per physical drive, and therefore "grabs" the fith partition position (G), causing the G parition on SCSI-0 to be phantomed out. OF course, H gets overlayed also once SCSI-2 is mounted.

As you can guess, I purposely formatted G and H on SCSI-0 at minimum size, since they are overlayed by SCSI-1 and SCSI-2. Partitions C-F and I-M remain uneffected, though I assume that if I had mounted a SCSI-3 I would phantom out partition "I" on SCSI-0...

Oh yeah, if you try this, I recommend FLOPPY boot. It saves a lot of grief. Also, AHDI must be the last program to run in the AUTO folder. (and AHDI needs SCSI id's in sequence- You can't have a 2 drive set-up with SCSI id's 0 and 2; It must be 0 and 1)

Hope that helps...

--
Russel Mar (bbs.ruscal@tsoft.sf-bay.org)

2435. Minix file system under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-20 14:19:13 UTC
From: sundsted@cis.uab.edu
Message-ID: <1992Jun20.141913.10060@cis.uab.edu>
Source record: 43931

I am interested in creating a Minix file system on one of my HD partitions
under MiNT, however, I am unsure of what must be done. I have the minix.xfs
zoo file and have read all of the documentation, however, it doesn't
explicitely say what to do. I assumed that the minix.xfs file
must be executed and added the following line to my mint.cnf file

exec /sys/minix.xfs (where minis.xfs is in dir sys on u:/)

when this executes I get a bus error. So, is this all I need to do
or am I missing something?!?

Todd

```
/*
* Todd Sundsted
* sundsted@amnese.eng.uab.edu
*
*/
```

2436. Re: GCC 2.1: shrinking executable size

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-20 15:53:32 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.709055612@vega>
Source record: 43933

There are ways to shrink executables. It depends what you are doing, how much effort you are willing to spent, and what do you expect from results. This program:

```
#include <minimal.h>
#include <osbind.h>

main()
{
Cconws("Hello world!\r\n");
}
```

with '-O2 -s -mshort' options compiles to 1203 bytes of executable. BTW - gnulib is (or better, production code usually is) compiled with -DNDEBUG option so assert() macro vanishes in preprocessor. Check your makes!

Michal Jaegermann
ntomczak@vm.ucs.ualberta.ca

2437. GCC-compiled programs ignore keystrokes under plainTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-20 18:48:34 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <0810.06.92@troja.stgt.sub.org>
Source record: 43747

Hi!

I'm asking for advice, with a strange effect in my software.
Some of my gcc-compiled programs ignore any keystroke, when launched under plainTOS, but they work fine, if fired up under MiNT.

All of these programs are linked with MiNTlib PL20 and compiled with GCC 2.0 PL2.

The first of these programs is less 1.77. I took the original *IX source from our local ftp server's unix/gnu directory and compiled it without any ST-specific changes. All sources compiled well and the program works perfectly under MiNT.
I tried it under TOS and it seemed to work. But then I recognized, that my favo(u?)rite shell had the ARGV-scheme implemented with errors. So I patched the shell. No it writes the string `ARGV=0123456789' to the environment, as the ARGV trigger. As soon, as I start less from this patched shell, it comes up and displays the first page of text, but refuses to do anything further. The program seems to ignore every and any keystroke. The only way to quit less is to press `CTL-ALT-DEL' :-(
If I start the ame program from the unpatched version of the Shell, which writes only `ARGV' to the environment (the `=' is omitted!), less runs!

The second program is GNUemacs 18.57. I recompiled the program using MiNTlibs PL20. It runs really fine under MiNT and tcsh, but refuses to read the keyboard, if launched from any shell under plainTOS. I tried to get emacs to work from my patched and unpatched Shell and from gulam - the result remains the same: I have to reset my computer, because emacs doesn't react to any keystroke.

Does anyone have an idea, that could me help to solve this problem?

stefan

--
!! stenny@troja.stgt.sub.org !!
with lots of luck: stenny@iemars1.e-technik.uni-stuttgart.de
alias Stefan Schober, Stuttgart FRG, +49-711-681151

2438. Re: Graphic Card for ST/TT (SVGA)...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-21 01:35:40 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.oDuRJpQGa_M@marsu.tynet.sub.org>
Source record: 43765

In <1992Jun18.163330.22199@clinet.fi>, Johannis Likos writes:
> Technical Specification:
>
> Omega Chroma
> [... specifications deleted...]

Yes, I also know about this card. Its specifications are really nice at that price. But it is rumoured among German Atari insiders and distributors that Omega seems to be a company which often advertises for products they cannot ship. Nearly everyone I asked about Omega told me the same. I would be very cautious before ordering one.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* ~/.ircrc/nick Marsu *
* /etc/motd "Hey, Dave, what about releasing Spectre 3.1 ?" *

2439. Re: How do you prevent double scroll events?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-21 03:28:50 UTC
From: michael.smith@p3.f842.n680.z3.fido.zeta.org.au
Message-ID: <a481e706@Kralizec.fido.zeta.org.au>
Source record: 43875

Original to: tonyl@status.gen.nz
In a message of <12 Jun 92 14:39:37>, tonyl@status.gen.nz (3:713/602) writes:

>> My program now has a window with scroll bars that actually work,
>> but each time I click on an arrow or grey area of the scroll bar,
>> the window scrolls at least two steps.
>>
>> I think I could solve this by waiting for the mouse buttons to
>> be released before I end the scroll handling, or by waiting for
>> a certain time, but perhaps someone has a better idea.
>> C. van Reeuwijk e-mail: reeuwijk@et.tudelft.nl

t> What TOS version are you running? If I remember correctly one version
t> had that problem.

It's worth noting that STalker has this problem under tos 3.05 as well.

t> Tony Lewis

*Dr. Ziplok

--- ScanMail 0.68 X0501
* Origin: That Which is Not, control point. (3:680/842.3)

2440. Make problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-21 10:36:06 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <lahtinen.709122966@gideon>
Source record: 43742

I downloaded gcc 2.1 from a.a and with the helpfull notes from
this group I managed to install it. Now I can compile programs,
but I did not manage to find a working make-program.

From a.a I found two versions of gnumake. Version 3.62 was not
working at all. When I tried to run it from Mupfel it complained
"not enough memory" and indeed after it there was only 15 KB free
(I am using MultiGEM). Version 3.60 was working better, exept
I think it is so clever that it tries to compile .cc programs with
g++.

Also I noticed that there is some problems with setenv and Mupfel.
It seems to me that the program I start does not see these parameters.
I tried to use also bash under Mint 0.94, but I was not much luckier.

So I would be happy if someone could give me some help!

--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

2441. Re: AHDI 5.0 wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-21 10:54:11 UTC
From: jonc@status.gen.nz
Message-ID: <1cTomB3w164w@status.gen.nz>
Source record: 43936

i09r@alf.zfn.uni-bremen.de (Stefan Naewe) writes:

> Does anybody know, where i can get the newest version of the Atari Hard Disk
> Interface (AHDI). I think it should be Version 5.0.
> --
>
>
> Stefan Na"we (I hate Umlauts !!)

The lastest version is in UUE format and should be in your sites
news group called comp.binaries.atari.st . It was in a feed my
site received last weekend.

regards

Jon Clarke HSBC NZM EBD
GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz

2442. Re: AT-Speed mouse configuration

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-21 10:55:53 UTC
From: jonc@status.gen.nz
Message-ID: <uFTomB4w164w@status.gen.nz>
Source record: 43937
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

meyer@milton.u.washington.edu (Bent Meyer) writes:

> I need help configuring my Atari mouse to run under DRDOS viewmax. I have

I use PC Speed here and I simply added a serial mouse and it works
100% with it.

Jon Clarke HSBC NZM EBD
GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz

2443. Re: Symbolic Link Support In MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-21 14:36:02 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <0821.06.92@troja.stgt.sub.org>
Source record: 43751

7103_2622@uwovax.uwo.ca (Eric Smith) writes:

>This depends on which version of ln you're using. The one compiled with
>the MiNT libraries does; the one compiled with UNIXMODE does not.
>Note that even the MiNT one (found in mint/futil* on atari.archive)
>will work only on file systems that support symbolic links, i.e. in the
>root of drive U: or on any minix-formatted disks. You can't make a
>symbolic link on a normal TOS disk.

what about the posibility, to reinstall a directory-link, if one removed
the wrong link from u:/?

It happened to me, that I did a 'rm /bin', instead of a 'rm /tbin'. But
all efforts, to reinstall the link failed.
I called `ln -F c:/bin /bin', ln `-F /dev/C/bin /bin' and `ln -F /c/bin
/bin'. But every time I got the message: `cannot link ... rename across
drives'

It is no problem, to install a symbolic link from any file to a file in
u:\, but it seems to be impossible, to install directory links, with ln.

stefan

--
!! stenny@troja.stgt.sub.org !!
with lots of luck: stenny@iemars1.e-technik.uni-stuttgart.de
alias Stefan Schober, Stuttgart FRG, +49-711-681151
// never change a winning team - it could get better! //

2444. Re: How do you prevent double scroll events?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-21 17:39:18 UTC
From: UweKloss@lionbbs.bs.open.de
Message-ID: <H.7ncSPNJrk6c@lionbbs.bs.open.de>
Source record: 43758

In <cqkamB1w164w@status.gen.nz>, Tony Lewis writes:

> reeuwijk@dutentb.et.tudelft.nl (C. van Reeuwijk) writes:

> > My program now has a window with scroll bars that actually work,
> > but each time I click on an arrow or grey area of the scroll bar,
> > the window scrolls at least two steps.
> >
> > I think I could solve this by waiting for the mouse buttons to
> > be released before I end the scroll handling, or by waiting for
> > a certain time, but perhaps someone has a better idea.

> What TOS version are you running? If I remember correctly one version had
> that problem.

I don't know his, but mine is 3.06. (TT)
And I'm encountering the same problem.

Bug? Feature?...

Uwe
--
Sie befinden sich in kreisrundem Orbit um einen Planeten.
Sie werden von einem anderen Objekt ueberholt, ebenfalls
in einem kreisrunden Orbit.
Sie beschleunigen um es einzuholen.
Bis spaeter kleiner Beschleuniger.
VIEL spaeter!
(nach: John Brunner - Der Schockwellenreiter)
- -
Uwe Kloss UUCP: UweKloss@lionbbs.bs.open.de
Fasanenstrasse 65 BTX: 0531336908 0001
3300 Braunschweig FIDO: not connected

2445. Re: Please use Vsync and Setscreen (was Re: Screen redraws)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-21 18:24:54 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun21.182454.11817@wam.umd.edu>
Source record: 43746

In article <1992Jun20.140253.37542@infoserver.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>
>Working with just Vsync() and Setscreen(), you still have the problem of
>not knowing when your done, or whether you have gone overboard. At the time
>of the Setscreen call, how do you know where you are in terms of screen
>redraws ? I was wrong about Setscreen(), but I still think that way about
>Vsync().

The program itself doesn't know how close it's getting to the end of
the frame, but you (the programmer) tune the game to the number of
vsyncs per game that works at the minimum CPU speed you intend to
support. (In our case, probably 8Mhz.)

Neil Forsyth came up with a good way to see how close your game is
getting to the end of the frame; you just change the background color
to 0x777 right before you call Vsync. (This assumes your normal
background color is dark.) Using this simple technique you can tell at
approximately what scanline you're calling Vsync.

> reached_it = 1; /* must be there before the VBI */
> while(reached_it); /* burn up leftover cycles */

It seems like this part of your code is doing the same thing Vsync is.

>The positive thing is that as soon as the switch has been done, drawing
>resumes on the new drawscreen.

But *after* the while loop above, right? It seems equivalent to me,
but I may be missing your point.

>I'd be interested to know, how you do it, apparently just with Vsync()
>and Setscreen(). Honestly!

OK, here's the real vsync code from Game Workbench:

```
*------------------------------------------------------------------------*
/*
* Wait 'til at least n vblanks have passed.
*
* Modification History
*
* 6/7/90 dmb Created.
* Hacked around some compiler brain-damage.
* 6/10/90 dmb Rewrote it to call Bios Vsync for guaranteed
* compatibility with all TOSes.
*/
```

```
#include <system.h>
#include <osbind.h>

#include "vsync.h"

#define FRCLOCK *((unsigned long *) 0x466L)

unsigned long _vc;
unsigned long _vclast = 0;

/*
* This routine must be executed in supervisor mode.
* It returns the number of vblanks that have occurred since bootup
* through the global variable _vc.
*/
void
_vcount()
{
_vc = FRCLOCK;
}

void
vsync(n)
unsigned int n;
{
do {
/*
* Wait for next vblank
*/
Vsync();

/*
* Get current frame number in _vc
*/
Supexec(_vcount);

} while (_vc - _vclast < n);

_vclast = _vc;
}
*-------------------------------------------------------------------------*
```

Note that the vsync routine waits as long as necessary to ensure that _at least_ n vertical blanks have passed since the last call. If will always sync at least once, but may sync as many as n times, depenending on how much time there is left to burn that game turn. HacMan II calls this routine with a 4 for the first 100 boards, which means that at times when nothing much is happening (e.g., there's only one sprite on the screen and no sample is playing) this routine will wait for 4 vsyncs. When the game is "busier" this routine may return as soon as the next (single) vertical blank has passed. This self-adjusting algorithm prevents two common problems with game animation:

1. Game becomes faster (even unplayable) on faster machines
2. Game speeds up when few enemies are on the screen, or
slows down when things get "busier."

A properly tuned game will do neither of these.

And here's an excerpt from the main animation loop. I've deleted most
of the actual code but left in the comment that describes the general
algorithm.

```
*-------------------------------------------------------------------------*
gw_animate()
{
/*
* o Refresh new screen
* o Update page counter and screen pointer to point to new screen
* o Draw sprites on new screen, saving backgrounds along the way
* o Make new screen visible
* o Synchronize with the vertical blank to prevent flicker
* o Erase sprites from previously visible screen
* o Update sprites (do animation)
*/

[...]

/*
* Finally, we make the new screen visible.
*/
Setscreen(newpage, newpage, -1);
vsync(_kvsyncs);

[...]
}
*-------------------------------------------------------------------------*
```

Note that the vsync call is a call to the routine given above. This
works on all versions of TOS and never produces flicker. Getting
the Setscreen and vsync calls out of order will cause flicker.

Dave Baggett
dmb@wam.umd.edu

2446. Re: NEED FOLDERXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-21 18:46:00 UTC
From: kjackson@cix.compulink.co.uk
Message-ID: <memo.484722@cix.compulink.co.uk>
Source record: 43745

In article <1992Jun18.114342.23321@nt.com>, Gerry O'Rourke writes:
>
>P.S - I AM CONSIDERING GETTING TOS 1.4 (AS I AM FED UP WITH THE DISK
>HANDLING OF 1.2), DOES IT ALSO REQUIRE FOLDERxxx.PRG TO WORK CORRECTLY.
>
I found that it still does need it with TOS 1.04. Although the out-of-
folder-memory errors are much less destructive they still occur and can
lead to problems. When I've had them it has been like a creeping paralysis
on my hard-disk, with more and more programs behaving oddly until all you
can do is zero the partition and start again.

Keith

2447. Re: Mega STe parts.... what do these do ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-21 19:09:14 UTC
From: ekrimen@wet.UUCP
Message-ID: <4041@wet.UUCP>
Source record: 43748

In article <1992Jun20.005116.13518@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>>Simply switching dipswitch 7 to on only makes the High Density button
>>appear in the format dialog box on the desktop. If you aren't HD-capable
>>yet, it will still be greyed out.
>Are you sure about that ? I set DIP switch 7 to on & the HD Format
>button is visible but NOT greyed out. The difference is that it chugs
>away at floppies for a little while & says that there is something
>wrong with the floppy inserted in it. I AM able to click on that
>option.
>

Oops, I jumped the gun. As Phil Hartman on SNL says when impersonating Ed McMahon, "You are correct, sir. Yes." :^)

I think the reason I thought that it was greyed out was that Double Density is still selected initially and formatting at High Density causes the problems you described.

>I wonder if anyone else who (possibly) bought their Mega STe from
>Joppa has the 1.44meg drive but no AJAX chip.
>
>
>Where can I get the AJAX chip (cheap) ???

Try Best Electronics.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

2448. How to check what the baud rate is?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-21 20:46:24 UTC
From: Bill.Jones@f370.n231.z1.royaljok.fidonet.org
Message-ID: <709173071.F00001@royaljok.fidonet.org>
Source record: 43755

TH> I am hoping that there is a better way to determine the baud rate
TH> that the user connects at rather than printing a "press return" string at
TH> each baud and waiting for the response...
TH> All the source I have found dealing with the modem does it that way, which

All you really need to do is read the connect string from the modem (at the highest baud rate supported from the modem). There really isn't a way to just ask to ST what the baud rate is, because the modem is at liberty to change it.

2449. How to prevent double window scroll events: *a* solution

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-21 22:12:10 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Jun21.221210.27245@donau.et.tudelft.nl>
Source record: 43749

After the question I posted some time ago about spurious double window events, I would like to thank all people that have responded. Unfortunately, none of these responses contained the definite solution.

A few persons mentioned a program to fix this bug, called WINDFIX or variations thereof. I would like to know how this program works, but I don't want to use it, I would like to solve this in my own program. I have downloaded it, but I could not find anything in the documentation, and I 'd rather not dig around in the program itself.

Some other people suggested that I could copy the scroll handling code of the program XXED, since the window handling of this program would be correct. However, when I tried the program on my computer (Mega STe with TOS 2.06), the program had the same problem.

Finally, some people suggested that the extra events could be recognized by the fact that the mouse button was up, or by the fact that they occur together with other events. Unfortunately, neither of these things is true.

I have now found two solutions for the problem, although neither is perfect. The first solution is to wait for a double click of a mouse button in evnt_multi(). The second solution is ignoring scroll messages that immediately follow a previous scroll message. To do this I have used the following code in the message handler:

```
----
static void decode_message( int *buf )
{
static bool bogus_scroll = FALSE;

if( buf[0] == WM_ARROWED ){
if( bogus_scroll ){
return;
}
else {
bogus_scroll = TRUE;
}
}
else {
bogus_scroll = FALSE;
}
<actual handling code here>
}
----
```

To be absolutely sure that each scroll message is followed by an
other message, my handler for the scroll events forced a redraw
of a small area of the screen. I now use the other solution, however.

=-=-=-

2450. Tos 2.05 and 1.44 more oddities

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-22 01:01:52 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92173.210152JJL101@psuvm.psu.edu>
Source record: 43750

Well perhaps I was too hasty in saying that my system that has Tos 2.05
and a 1.44 meg drive installed is fine. I recently bought 2 boxes of HD
disks.. one JVC MF-2HD unformatted, and one Memorex Foamtted for PS/2's 2S/HD
disks. Now on to the oddity... is there anything different about those
formatted ones?
I can format the JVC's to 1.44 on and IBM or just fine here on the MegaSTe.
The memorex however, will not work after the first 700K or thereabouts...
information on the MSTe says the disks holds 1.44 megs.. but when trying to
copy to them NONE of the preformatted Memorex's will accept files once about
700K of the disk is filled. I then tried to reformat on the MSTe, but once
again about 1/2 to 2/3 of the way through the format I always get an error.
This is the same place on each of the memorex disks.
So.... does anyone have any idea on what could be the difference on the
preformatted disks that would cause something like this?

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
GEnie: JLEHETT2 Delphi: JLEHETT

2451. Sagrotan English version

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-22 02:05:32 UTC
From: Conan.Ford@debug.cuc.ab.ca
Message-ID: <1992Jun22.020532.300@debug.cuc.ab.ca>
Source record: 43759
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, does anyone here know where I can get an English version of the German Virus Killer `Sagrotan'? Please reply via Email as we're not properly receiving this newsgroup.

Thanks,

-Conan.Ford@Debug.cuc.ab.ca

2452. Re: Mega STe parts.... what do these do ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-22 06:26:26 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92174.022626JJL101@psuvm.psu.edu>
Source record: 43752

For the life of me I have looked in my MSTe and cannot find the ajax
chip, where exactly is it located and what is its part number of it
does not say ajax on it?
Did the fellow who started this thread have any luck so far? I would
be happy to trade notes with ya, since I too have a MSTe with 2.05 and a
144 drive installed. However I can format 1.44 but ONLY from the desktop
NONE of the external floppy formatters will work (at 8mhz or 16mhz) format
correctly at 1.44. Is THIS a 2.05 bug?
On my MSTe the only dip switch up is 7.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop

2453. Re: Mega STe parts.... what do these do ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-22 07:19:46 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992Jun22.071946.24722@email.tuwien.ac.at>
Source record: 43753

ekrimen@wet.UUCP (Ed Krimen) writes:

>[...]

>Simply switching dipswitch 7 to on only makes the High Density button
>appear in the format dialog box on the desktop. If you aren't HD-capable
>yet, it will still be greyed out.

Are you sure? On my Mega STe (TOS 2.05, one of the 'early' ones), if I switch the DIP switch 7, I _can_ click on the HD-format box, but the disk can't be formatted! Perhaps because I used DD disks when I tried that, but I couldn't read HD disks either (without the switch, but that shouldn't make any difference, should it?). I don't think my Mega STe _is_ HD-capable!

I'm still quite confused about the different ways to upgrade to HD drives with TOS 2.05 or 2.06, and whether a new controller is necessary or not!

Perhaps someone would care to post some information on this subject, so that we (Mega STe users) finally know what we need for an upgrade. I know, there's the AJAX+TOS 2.06 update from Atari, but maybe all I need is a controller (WD 1772-2?) and a HD drive...

Marinos Yannikos

2454. Re: Symbolic Link Support In MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-22 08:54:19 UTC
From: hohmuth@freia.freia.inf.tu-dresden.de
Message-ID: <HOHMUTH.92Jun22095420@freia.freia.inf.tu-dresden.de>
Source record: 43754

In article <0821.06.92@troja.stgt.sub.org> stenny@troja.stgt.sub.org (Stefan Schober) writes:

It happened to me, that I did a 'rm /bin', instead of a 'rm /tbin'. But all efforts, to reinstall the link failed.
I called `ln -F c:/bin /bin', ln `-F /dev/C/bin /bin' and `ln -F /c/bin /bin'. But every time I got the message: `cannot link ... rename across drives'

You can only install _symbolic_ links in u:\, so ln needs a switch -s.
(I don't know what -F does, so forgive me if it means the same like -s.)
I have tried `ln -s /c/bin /bin' and it worked.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

2455. background jobs in MINT.CNF?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-22 10:03:30 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <0829.06.92@troja.stgt.sub.org>
Source record: 43767

Howdy!

you see the above question!
The reason for it is, that I tried to start lpd, the line printer daemon,
from mint.cnf as a background job, using bg.ttp
I included the following line in my mint.cnf file:
exec c:\mint\bg.ttp c:\mint\lpd.ttp
After mint was started, I saw a short message flashing to the screen,
telling me, that a bus error occured. I removed the `exec ... lpd' line
from mint.cnf and could start MiNT without an error. After reenabling the
exec, the error occured as before. Nevertheless, MiNT started normally,
but `ps' showed no line printer daemon. The only active processes found,
were 'MiNT', 'tcsh' and 'ps'.

Is it possible, to start background jobs with `bg.ttp' from mint.cnf, or
has this to be done later, after a shell is started?

stefan

--
!! stenny@troja.stgt.sub.org !!
with lots of luck: stenny@iemars1.e-technik.uni-stuttgart.de
alias Stefan Schober, Stuttgart FRG, +49-711-681151
// never change a winning team - it could get better! //

2456. Re: C encryption routine

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-22 11:01:18 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <9130013@hpbbrd.bbn.hp.com>
Source record: 43772

/ hpbbrd:comp.sys.atari.st.tech / piet@cs.ruu.nl (Piet van Oostrum) / 1:55 am Jun 16, 1992 /

> You can always pad the key to 8 bytes (or repeat it a couple of times).
> However I don't think it is a good idea to use 2 character keys. It is just too
> simple to do an exhaustive key search.

Also DES contains `weak keys'. By duplicating two characters twice, you're probably very likely to get one of these ...

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2457. Re: Emacs BS/DEL remap

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-22 11:04:31 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <9130014@hpbbrd.bbn.hp.com>
Source record: 43773

/ hpbbrd:comp.sys.atari.st.tech / mintha@geog.ubc.ca (Jim Mintha) / 7:01 pm Jun 15, 1992 /
> I just got the new binary of Emacs 18.57 that was recently uploaded
> to atari.archive (by JJK I believe) I works great, and is much faster
> but is there a way to get the arrow keys to work with it? (Apart from
> modifying the source and recompiling :)

Try using XKEY.TTP (from the MiNT utilities) to map up, down, etc. to ^P, ^N
and so on.

Jens.

(I just compiled this - the port is by Erling Henanger).
(Also the binary is probably broken - it won't display documentation).
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2458. Minix file system under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-22 11:13:12 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <9130015@hpbbrd.bbn.hp.com>
Source record: 43771

/ hpbbrd:comp.sys.atari.st.tech / sundsted@cis.uab.edu (Todd Sundsted) / 8:19 am Jun 20, 1992 /

Just put MINIX.XFS into the root directory of your boot drive (right next to MINT.CNF, that is). MiNT will find it.

Of course, you'll also have to set up a Minix partition with MINIT.TTP.

Good luck,

Jens.

BTW: Does anybody have a free fsck for Minix partitions ?
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2459. Re: Minix file system under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-22 12:09:48 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jun22.120948.23151@unibi.uni-bielefeld.de>
Source record: 43756

In article <...>, Todd Sundsted writes:

|> I am interested in creating a Minix file system on one of my HD partitions
|> under MiNT, however, I am unsure of what must be done. I have the minix.xfs
|> zoo file and have read all of the documentation, however, it doesn't
|> explicitely say what to do. I assumed that the minix.xfs file
|> must be executed and added the following line to my mint.cnf file
|>
|> exec /sys/minix.xfs (where minis.xfs is in dir sys on u:/)
|>
|> when this executes I get a bus error. So, is this all I need to do
|> or am I missing something?!?

Yes! I've played a bit with it this weekend. I didn't want to scratch a
hd-partition, so I just took the floppy drive. All you've got to do, is
to put minix.xfs in the same folder as mint when booting, Note: when you're
booting mint from the auto folder, the root dir of your boot drive will be
appropriate, cause the actual folder is / and the programs are run by looking
for /auto/*.prg!
You must then use the minit.ttp to "minix-format" this drive (doesn't matter
if it's a floppy drive or a hd-part.) As mentioned, this will completely erase
the disk, all TOS data will be erased, and furthermore, TOS will never be able
to deal with this disk any longer, reacting in such a way, that it may kill
your minix data. So use the "protect with zero disk" option from minit.
You must do the above mentioned only the first time you'd like to use your
minix part.. Also, and all the other times, you've got to use mfsconf to
determine whether you'd like all filenames to be translated into upper case
letter and stuff like this. I've not checked this one so exactly, but I can
tell that the problem comes from the diferent way, minix handles its filenames,
exspecially that they can have both upper and lower case letters.

Hope this helps, TeSche
--
Torsten Scherer, Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
==> Technische Fakultaet, Universitaet Bielefeld, Germany
Internet E-Mail : itschere@techfak.uni-bielefeld.de

2460. Re: Tos 2.05 and 1.44 more oddities

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-22 12:17:13 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jun22.121713.23681@unibi.uni-bielefeld.de>
Source record: 43757

In article <...>, J.J. Lehett writes:

|> Well perhaps I was too hasty in saying that my system that has Tos 2.05
|> and a 1.44 meg drive installed is fine. I recently bought 2 boxes of HD
|> disks.. one JVC MF-2HD unformatted, and one Memorex Foamtted for PS/2's 2S/HD
|> disks. Now on to the oddity... is there anything different about those
|> formatted ones?
|> I can format the JVC's to 1.44 on and IBM or just fine here on the MegaSTe.
|> The memorex however, will not work after the first 700K or thereabouts...
|> information on the MSTe says the disks holds 1.44 megs.. but when trying to
|> copy to them NONE of the preformatted Memorex's will accept files once about
|> 700K of the disk is filled. I then tried to reformat on the MSTe, but once
|> again about 1/2 to 2/3 of the way through the format I always get an error.
|> This is the same place on each of the memorex disks.
|> So.... does anyone have any idea on what could be the difference on the
|> preformatted disks that would cause something like this?

Actually not, except that i can see the same troubles with my MSTE and a
TEAC FD235HF floppy drive. It seems that it's impossible to access the upper
tracks (>40) correctly. I wrote a small program which just checks if it can
read random sectors correctly and display this on the screen. Coming back
after a break of two hours, the result was the above mentioned. This can't
be a question of the disks, so what else? Err, don't tell me about the MSTE
not being able to read them directly, cause I'm using one of these so called
hd-modules.

TeSche

Torsten Scherer, Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
==> Technische Fakultaet, Universitaet Bielefeld, Germany
Internet E-Mail : itschere@techfak.uni-bielefeld.de

2461. Re: Mega STe parts.... what do these do ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-22 15:57:25 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92174.115725JJL101@psuvm.psu.edu>
Source record: 43760

In article <1992Jun22.071946.24722@email.tuwien.ac.at>,
yannikos@vmars.tuwien.ac.at (Marinos Yannikos (Prak Alex)) says:
>
>ekrimen@wet.UUCP (Ed Krimen) writes:
>
>>[...]
>
>>Simply switching dipswitch 7 to on only makes the High Density button
>>appear in the format dialog box on the desktop. If you aren't HD-capable
>>yet, it will still be greyed out.
>
>Are you sure? On my Mega STe (TOS 2.05, one of the 'early' ones), if I switch
>the DIP switch 7, I _can_ click on the HD-format box, but the disk can't
>be formatted! Perhaps because I used DD disks when I tried that, but I
>couldn't read HD disks either (without the switch, but that shouldn't make
>any difference, should it?). I don't think my Mega STe _is_ HD-capable!
>
> I'm still quite confused about the different ways to upgrade to HD drives
>with TOS 2.05 or 2.06, and whether a new controller is necessary or not!

This is getting more odd by the hour...

1. We have people with older MSTe 2.05 wondering what options are
available to get 1.44 capability and/or 2.06.
2. We have a number of machines which were shipped with 2.05, AND
a 1.44 meg drive (like mine), however I still am trying to locate either
a 1772 or ajax chip in it.
3. We have at least one person who has a 2.05 MSTe machine with 1.44
drive yet he has a 1772, and his dipswitch 7 was not factory set.
4. Presumably all the new machines will have 2.06 and ajax/1.44?

BTW in my MSTe 2.05 with 1.44 like I said , haven't confirmed ajax yet,
but I have confirmed that 1.44 works on 'certain' disk types. Anyways,
in opening up the machine, I found 1 very thin black and one very thin yellow
wire which were soldered to a pins of an IC that ran from under the
floppy drive to over near the power supply. Apparently an afterproduction
fix. But since I have one of the 'odd' machines I was wondering if
everyone else with older and/or newer machines have these 2 small wires running
from IC pin to IC pin (both ends of both wire soldered directly onto one of the
pins on the particular IC chip.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop

GEnie: JLEHETT2 Delphi: JLEHETT

2462. Re: Mega STe parts.... what do these do ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-22 17:30:38 UTC
From: ekrimen@wet.UUCP
Message-ID: <4046@wet.UUCP>
Source record: 43762

In article <92174.022626JJL101@psuvm.psu.edu> JJL101@psuvm.psu.edu (J.J. Lehett) writes:
>
> For the life of me I have looked in my MSTe and cannot find the ajax
>chip, where exactly is it located and what is its part number of it
>does not say ajax on it?

The WD1772 and the Ajax (which replaces it) are under the host adapter. There's one screw on the lower-left corner (I think) of the board that must be removed, and then the board comes out. The Ajax chip doesn't say Ajax on it; I was surprised. I don't remember what it says; it's inside my machine now. :^)

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

2463. Is GCC 2.1 with PL20 mintlibs suppose to fail tests?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-22 18:04:14 UTC
From: chu@acsu.buffalo.edu
Message-ID: <Bq9E72.MGA@acsu.buffalo.edu>
Source record: 43761

Hi,

I'm pretty sure that I have all relevant files and that they are all in the right places (i.e., no complaints of missing files). I made and ran all the tests that were in /atari/gnustuff/tos/gcctest/tests03.zoo on atari.archive (The make went relatively without a hitch. The only problem is that apparently the HSC make (the only one I have) doesn't do command line passing the same way mintshel does, so make works fine if I start it from the desktop but not from mintshel.)

However, somewhere between 5 to 10 of them failed (I have the details of which tests failed and what the diagnostic was at home. I forgot to bring them with me. If they're important, tell me). Now, using GCC 2.1 and PatchLevel 20 of the MiNT Library, is this suppose to happen? In other words, do I have anything to worry about? If so, what did I do wrong?

Thanks,
john
chu@acsu.buffalo.edu

2464. Re: Tos 2.05 and 1.44 more oddities

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-22 19:10:30 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92174.151030JJL101@psuvm.psu.edu>
Source record: 43764

In article <1992Jun22.121713.23681@unibi.uni-bielefeld.de>,
itschere@techfak.uni-bielefeld.de (Torsten Scherer) says:
>
>In article <...>, J.J. Lehett writes:
>
>|> Well perhaps I was too hasty in saying that my system that has Tos 2.05
>|> and a 1.44 meg drive installed is fine. I recently bought 2 boxes of HD
>|> disks.. one JVC MF-2HD unformatted, and one Memorex Foamtted for PS/2's D
>2S/H
>|> disks. Now on to the oddity... is there anything different about those
>|> formatted ones?
>|> I can format the JVC's to 1.44 on and IBM or just fine here on the
>MegaSTe.
>|> The memorex however, will not work after the first 700K or thereabouts...
>|> information on the MSTe says the disks holds 1.44 megs.. but when trying to
>|> copy to them NONE of the preformatted Memorex's will accept files once
>about
>|> 700K of the disk is filled. I then tried to reformat on the MSTe, but once
>|> again about 1/2 to 2/3 of the way through the format I always get an error.
>|> This is the same place on each of the memorex disks.
>|> So.... does anyone have any idea on what could be the difference on the
>|> preformatted disks that would cause something like this?
>
> Actually not, except that i can see the same troubles with my MSTE and a
>TEAC FD235HF floppy drive. It seems that it's impossible to access the upper
>tracks (>40) correctly. I wrote a small program which just checks if it can
>read random sectors correctly and display this on the screen. Coming back
>after a break of two hours, the result was the above mentioned. This can't
>be a question of the disks, so what else? Err, don't tell me about the MSTE
>not being able to read them directly, cause I'm using one of these so called
>hd-modules.
>
>TeSche
>-------
>Torsten Scherer, Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
>==> Technische Fakultaet, Universitaet Bielefeld, Germany
>Internet E-Mail : itschere@techfak.uni-bielefeld.de

You know another odd thing... is on the disks that I CAN get to format
to 1.44 megs on the above machine, at about the 40th track the drive head
travels somewhere and back before continuing on... unlike the rest of the
disk. This same place seems to be where the memorex disks error in formatting
at 1.44. What is it that is 'magical' about the 40th track, and Tos
2.05 with 1.44 drive? The mystery gets deeper, and more confusing.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
GEnie: JLEHETT2 Delphi: JLEHETT

2465. Re: Screen redraws

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-22 19:12:26 UTC
From: graef@rs3.hrz.th-darmstadt.de
Message-ID: <1992Jun22.191226.6799@infoserver.th-darmstadt.de>
Source record: 43763

In article <1785@sheoak.bcae.oz.au>, i921652@redgum.ucnv.edu.au (***THE WIZZARD***) writes:
> I am writing a simple program using Personal Pascal. All I need to do
> is swap as quickly as possible between two degas screens. The only
> problem is that it flickers quite badly, even though the swap rate is
> satisfactory. I assume that this is because the screen is not being
> redrawn in sync with the display. How can I wait until the screen is
> about to be redrawn before I call my display procedure?

I think, you want to swap the screen at every vertical sync. In this case, your (slow) eyes see a (flickery) mixture of both pictures (I used this in a grayscale viewer).

There are two ways:

- You load the two screens in two areas screen1 and screen2 and run a program similar to the following (I do not know the exact bindings of Personal Pascal):

```
while true
do begin
Setscreen( screen1 );
Vsync();
Setscreen( screen2 );
Vsync();
end;
```

You need the Setscreen() to switch the screen. The screen is activated at the vertical sync. You need the Vsync() to prevent the switch to the other screen before this screen is fully displayed!

If you want to do some additional computations, you should insert them before the Setscreen() call. But this computation should not need too much time!

- Add your own trap-routine for the vsync interrupt, which changes the physical screen system variable (I think the name was _phybase, but I don't have any documentation here) every call and then jumps to the original vsync interrupt routine.
The original routine moves this address into the shifter and the next screen shown is changed.

With this method, you have no time constraints for additional computations, because the swichting runs 'parallel' to the user program.

Sincerly

Uli

--

```
#!/bin/ksh
print ' Ulrich Graef \n Lichtenbergweg 11 \n D-W-6103 Griesheim \n Germany \n'
print ' analog: +49 6155 62493 \n digital: graef@hrz.th-darmstadt.de \n'
print ' They agree: "Windows are crazy" \n but they said: "too long!" \n'
```

2466. Help! Transfer ST files to PC or Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-22 23:09:40 UTC
From: altheimm@nextnet.csus.edu
Message-ID: <1992Jun22.230940.4817@csus.edu>
Source record: 43766

Does anyone know of an easy method of transferring ST files from a
double density floppy to either a Mac or a PC? I have a lot of Mac
and PC experience, but none of the folks around here have any knowledge
of Atari STs. The floppy's sender unfortunately has no modem.

(By the way, this is my first post, so if I boobooed please e-mail flambellas
to my address rather than net space.)

" I have seen things as if someone opens a door and the door is closed.
I have had nightmares, but not ordinary ones. I have seen myself introduced
through a hole in the air, and I went through an immense, immense void."
-Eduardo, a Peruvian curandero
(This message does not reflect the intentions or thoughts of my employer,
if they truly exist.)
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A
A
if they truly exist.)

2467. Re: Mega STe parts.... what do these do ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 01:39:15 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Jun23.013915.25426@oz.plymouth.edu>
Source record: 43777

In article <92174.115725JJL101@psuvm.psu.edu> J.J. Lehett <JJL101@psuvm.psu.edu> writes:
>
> This is getting more odd by the hour...
Isn't that attracts some of us to Atari computers ? :-).

> 3. We have at least one person who has a 2.05 MSTe machine with 1.44
>drive yet he has a 1772, and his dipswitch 7 was not factory set.
I assume that means me %-).
>

>floppy drive to over near the power supply. Apparently an afterproduction
>fix. But since I have one of the 'odd' machines I was wondering if
>everyone else with older and/or newer machines have these 2 small wires running
>from IC pin to IC pin (both ends of both wire soldered directly onto one of the
>pins on the particular IC chip.

I haven't noticed one in any of these palces (&I took the WHOLE thing
apart at one point :-).

What it looks like is something out of Darwin. Instead of going
directly from a megaSTe w/out the AJAX, 1.44meg drive & TOS 2.06 to
one with these parts Atari seemsto have released each step along the
way. Each different setup appears to show a different part of the
production process/ assembly line being changed over.

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

2468. Re: Mega STe parts.... what do these do ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 03:10:12 UTC
From: may-j@iguana.cis.ohio-state.edu
Message-ID: <1992Jun23.031012.1683@cis.ohio-state.edu>
Source record: 43768

In article <92174.022626JJL101@psuvm.psu.edu> JJL101@psuvm.psu.edu (J.J. Lehett) writes:
>
>be happy to trade notes with ya, since I too have a MSTe with 2.05 and a
>144 drive installed. However I can format 1.44 but ONLY from the desktop
>NONE of the external floppy formatters will work (at 8mhz or 16mhz) format
>correctly at 1.44. Is THIS a 2.05 bug?

I also have TOS 2.05 and a 1.44 drive. Using the formatters of Neodesk III
and DiamondBack II, I have found the following:
-the DB accessory formatter does not work at all from the desktop
-formatting works fine in both normal and extended densities
when running DB
-the DB accessory formatter works fine in both normal and extended
densities when run from Neodesk III.
-Neodesk III's formatter works fine in both normal and extended
densities (can only be run from Neodesk)
I haven't tried the accessory from any other programs yet, but I would
guess that it would probably work. It seems that something about the
TOS 2.05 desktop interferes with "external" formatters. Has anyone else
had similar results?

> On my MSTe the only dip switch up is 7.

Same here. I read on the net a while back that switch 7 indicates
a HD drive, and the rest are "reserved for future use." Anyone know
if this is correct?

--Jeff

may-j@cis.ohio-state.edu bm110@cleveland.freenet.edu

2469. Re: background jobs in MINT.CNF?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 03:33:28 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jun23.033328.25793@a.cs.okstate.edu>
Source record: 43769

Just fire it up in your login file (in tcsh)
Other than that, you probably could start it from mint.cnf, but I'm unsure how!

jc

2470. Extra hard disk.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 05:07:35 UTC
From: marshall@cs.uq.oz.au
Message-ID: <9078@uqcspe.cs.uq.oz.au>
Source record: 43770

I have a "megafile" 20Meg SH204 (?) hard disk, left over from my old 1040St.
I would like to add it to my Mega4Ste. What has to be done?
Should the dip switch be set to 1? Does it have to be re-formatted?
Where should it be plugged in? Thanks for any info.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

2471. Desperate cry for help...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 07:13:55 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <w6DTmB2w164w@sys6626.bison.mb.ca>
Source record: 43776

Is there an off-line mail reader that works with the program called
Waffle? Waffle is the bbs program my internet place uses (probably DOS
or something). Any ST program to read off-line with? Thanks.

;--- (Trevor Cordes) a user of sys6626, running waffle 1.64
;E-mail: genius@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

2472. TT-Ram SENSATION !!! (MB MB MB MB MB MB (64MB !!))

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 07:31:09 UTC
From: rdjeline@faui09.informatik.uni-erlangen.de
Message-ID: <BqAFJx.J34@immd4.informatik.uni-erlangen.de>
Source record: 43842

Hi all TT-Wizards !

Well here it is! The 64 MB TT-Ram Expansion !

And now listen:

64 MB of FAST-RAM for less than 3500 US$ (5000 DM) !!

Should be nice, shouldn't it ? I feel like having a NeXT Cube :)

Ciao
Atarico

2473. Re: Help! Transfer ST files to PC or Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 07:50:54 UTC
From: PAULETTI@biel.be.tech.ascom.ch
Message-ID: <1992Jun23.075054.9084@hasler.ascom.ch>
Source record: 43775

In <1992Jun22.230940.4817@csus.edu> altheimm@nextnet.csus.edu writes:

> Does anyone know of an easy method of transferring ST files from a
> double density floppy to either a Mac or a PC? I have a lot of Mac
> and PC experience, but none of the folks around here have any knowledge
> of Atari STs. The floppy's sender unfortunately has no modem.
>

What I do to transfer files for/to my ST from a MAC is to format a disk
DD on a MAC (same for MS-DOS) but NOT on the ST.

Under MS-DOS : copy the files you want to transfer on the ST onto the
disk. To tranfer files form ST to MS-DOS - do the same
thing on the ST.

Under FINDER : Use the file conversion utility provided with the MAC to
transfer the files on/from the disk.

I hope it helps

cheers andreas pauletti

2474. Re: Tos 2.05 and 1.44 more oddities

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 07:55:01 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992Jun23.075501.11356@email.tuwien.ac.at>
Source record: 43774

itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:

>In article <...>, J.J. Lehett writes:

>>[...]

> Actually not, except that i can see the same troubles with my MSTE and a
>TEAC FD235HF floppy drive. It seems that it's impossible to access the upper
>tracks (>40) correctly. I wrote a small program which just checks if it can
>read random sectors correctly and display this on the screen. Coming back
>after a break of two hours, the result was the above mentioned. This can't
>be a question of the disks, so what else? Err, don't tell me about the MSTE
>not being able to read them directly, cause I'm using one of these so called
>hd-modules.

Perhaps the track-seek-time is too short, maybe you should try it with a
6ms seek-rate? When the controller runs at 16MHz, it will 'seek' the tracks
twice as fast... Who knows!

Marinos Yannikos

2475. Re: background jobs in MINT.CNF?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 09:53:33 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jun23.095333.26209@bas-a.bcc.ac.uk>
Source record: 43778

In article <0829.06.92@troja.stgt.sub.org> stenny@troja.stgt.sub.org (Stefan Schober) writes:
>
> Howdy!
>
>you see the above question!
>The reason for it is, that I tried to start lpd, the line printer daemon,
>from mint.cnf as a background job, using bg.ttp
>I included the following line in my mint.cnf file:
> exec c:\mint\bg.ttp c:\mint\lpd.ttp
>After mint was started, I saw a short message flashing to the screen,
>telling me, that a bus error occured. I removed the `exec ... lpd' line
>from mint.cnf and could start MiNT without an error. After reenabling the
>exec, the error occured as before. Nevertheless, MiNT started normally,
>but `ps' showed no line printer daemon. The only active processes found,
>were 'MiNT', 'tcsh' and 'ps'.
>
>Is it possible, to start background jobs with `bg.ttp' from mint.cnf, or
>has this to be done later, after a shell is started?
>
> stefan
>
>--
>!! stenny@troja.stgt.sub.org !!
>with lots of luck: stenny@iemars1.e-technik.uni-stuttgart.de
>alias Stefan Schober, Stuttgart FRG, +49-711-681151
>// never change a winning team - it could get better! //

mint.cnf is not meant to start process'. It's purpose is to configure MiNT
at boot time so that things such as links in U:/ exist and tell MiNT whether
to use HARDSCROLL etc.

To do what you want to do you'll need to run a shell (probably called
init.prg and in the same directory as mint.prg) which starts up your
processes for you, then either starts another shell or starts GEM.

Steve

PS. If you don't need GEM and you like your machine to look like a Unix box,
may I suggest you aquire my Unix-like init(8) package from atari.archive.

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

2476. Re: Desperate cry for help...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 11:03:26 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.709297406@groucho.phil.ruu.nl>
Source record: 43782

genius@sys6626.bison.mb.ca (Trevor Cordes) writes:

>Is there an off-line mail reader that works with the program called
>Waffle? Waffle is the bbs program my internet place uses (probably DOS
>or something). Any ST program to read off-line with? Thanks.

I know nothing about Waffle - does it send QWK mail-files? There are several
QWK mail-readers for the ST.

Hendrik Jan

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl

2477. Re: Help! Transfer ST files to PC or Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 11:17:11 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.709298231@groucho.phil.ruu.nl>
Source record: 43781

PAULETTI@biel.be.tech.ascom.ch (Pauletti Andreas) writes:

>In <1992Jun22.230940.4817@csus.edu> altheimm@nextnet.csus.edu writes:

>> Does anyone know of an easy method of transferring ST files from a
>> double density floppy to either a Mac or a PC? I have a lot of Mac
>> and PC experience, but none of the folks around here have any knowledge
>> of Atari STs. The floppy's sender unfortunately has no modem.
>>

>What I do to transfer files for/to my ST from a MAC is to format a disk
>DD on a MAC (same for MS-DOS) but NOT on the ST.

>Under MS-DOS : copy the files you want to transfer on the ST onto the
> disk. To tranfer files form ST to MS-DOS - do the same
> thing on the ST.

>Under FINDER : Use the file conversion utility provided with the MAC to
> transfer the files on/from the disk.

- The St can read/write standard DOS disks
- A PC can read/write standard DOS-disks :)
- The Mac can read/write standard DOS-disks, if you use an Init such as
PC-Access or DOS-mounter.

Guess what the solution is...?
Format your disks as DOS-disks, either on a PC, or on the ST, with a special
DOS-formatting program (several of these can be found at atari.archive), or use
one of the Inits mentioned on the Mac to format DOS-disks (provided the Mac has
a SuperDrive). This way you're able to transfer files form PC <-> ST, PC <->
Mac, ST <-> Mac. I do this often, without problems.

greetings form Holland,
Hendrik Jan

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl

2478. Re: Help! Transfer ST files to PC or Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 11:24:45 UTC
From: minidis@urz.unibas.ch
Message-ID: <1992Jun23.122445.26696@urz.unibas.ch>
Source record: 43779

In article <1992Jun22.230940.4817@csus.edu>, altheimm@nextnet.csus.edu (Murray Altheim) writes:
> Does anyone know of an easy method of transferring ST files from a
> double density floppy to either a Mac or a PC? I have a lot of Mac
> and PC experience, but none of the folks around here have any knowledge
> of Atari STs. The floppy's sender unfortunately has no modem.
>
PC-ST/ST-PC

For one you can format your floppy on a PC - no problem for the atari
to read that format.

You can also use one of several formatting-progs on the atari, which
format PC-disks.

Then you read/write your files on the cmputers as usual.

The only real difference between a MS-DOS disk and an ATARI disk are a few
bytes in the bootsector. There is also a different byte in the FAT, but
most PC aren`t so fussy about that byte that you would have to worry.

MAC-ST/ST-MAC

Dunno.

--
Alexander <minidis@urz.unibas.ch>

-- Scotty, beam me up, there`s no intelligent life down here! --
-- (Capt. J.T. Kirk, USS Enterprise) --

2479. Re: Symbolic Link Support In MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 12:04:20 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jun23.080420.1506@uwovax.uwo.ca>
Source record: 43780

In article <0821.06.92@troja.stgt.sub.org>, stenny@troja.stgt.sub.org (Stefan Schober) writes:
> I called `ln -F c:/bin /bin', ln `-F /dev/C/bin /bin' and `ln -F /c/bin
> /bin'. But every time I got the message: `cannot link ... rename across
> drives'

You need to make a symbolic link; try:
ln -s c:/bin u:/bin
(the "-s" means "symbolic link"; without this it tries to make a "hard"
link, which will fail on TOS drives or on drive u:).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2480. Re: background jobs in MINT.CNF?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 13:57:02 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jun23.095702.1507@uwovax.uwo.ca>
Source record: 43783

In article <0829.06.92@troja.stgt.sub.org>, stenny@troja.stgt.sub.org (Stefan Schober) writes:
> I included the following line in my mint.cnf file:
> exec c:\mint\bg.ttp c:\mint\lpd.ttp

The same thing works OK for me. Make sure that you have your environment set up correctly before doing this; perhaps either "bg.ttp" or "lpd.ttp" is having trouble finding some environment variable.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2481. How to convert MS Mouse for Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 15:53:32 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1992Jun23.115332.3321@newstand.syr.edu>
Source record: 43786
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A while back, someone posted a set of instructions to allow a Microsoft Mouse to be used on the Atari by plugging in the Atari's mouse port. Does anyone still have the instructions, or does anyone know where they might be archived? (I checked atari.archive and didn't see it there)

Thanks in advance,
---jb (jfbruno@rodan.acs.syr.edu)

2482. Re: Mega STe parts.... what do these do ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 16:36:18 UTC
From: may-j@gecko.cis.ohio-state.edu
Message-ID: <1992Jun23.163618.8740@cis.ohio-state.edu>
Source record: 43784

In article <1992Jun23.031012.1683@cis.ohio-state.edu> may-j@iguana.cis.ohio-state.edu (jeff a may) writes:
>
>[stuff about TOS 2.05 w/1.44 meg drive deleted]
>
Oops, as was pointed out to me, Diamond Back does format correctly
on this setup. The only problem is that the show information will
say that only 1 meg is free when using a high density extended format
(the Neodesk show info says that there are 1.6 total bytes
but 1 meg free right after formatting). Other than that it works fine.
Sorry about the misinformation, and thanks to everyone who responded to
my post.
--Jeff

may-j@cis.ohio-state.edu bm110@cleveland.freenet.edu

2483. RAMdisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 17:02:47 UTC
From: glens@natinst.com
Message-ID: <1992Jun23.170247.29272@natinst.com>
Source record: 43785

Well, I finally have 4 Megs of RAM in my STe. I have been using the RAMdisk that was supplied in the Developers Kit from Atari set at 600K. But the other day I tried changing it to 2000K (2 Meg) and it assembled fine (using MadMac) but it would not operate properly at all. It would munge files and report an astronomic amount of free space under 'Show Info'. Is there an upper limit on the size that that RAMdisk can handle? How large have people successfully used this RAMdisk? Or is there a different RAMdisk I can use around the 2 Meg mark?

Thanks.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@natinst.com GEnie: G.SESCILA

2484. Hard disk help (please)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 19:03:04 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1992Jun23.190304.9734@pbhya.PacBell.COM>
Source record: 43787

THE PROBLEM:
The xcontrol.acc causes the ST to bomb (two bombs usually) when I
boot the ST. This happens even when the only thing on the hard
drive is : xcontrol.acc, the standard CPX files, control.inf and
the icdboot.sys.

THE CONFIGURATION:
1040ST 1MEG with either TOS 2.06 or 1.4, -or- 1040STe with TOS 2.06,
and either ICD adSCSI or Supra (early) interface
and either ICDBOOT, AHDI5.0 or SUPBOOT (hard disk driver)
and Seagate ST157N (50meg) hard disk.

OTHER SYMPTOMS:
The control panel sometimes works, if there is only one or two CPXs
loaded.
No error messages are reported by the ICD driver.
It often does not load the first CPX shown.

SUSPECTS ALREADY CLEARED:
CPU (Tried on 3 systems)
Software (Same files work fine on my Mega 44 drive with either CPU)
Interface hardware (Supra and ICD tried)
Format incompatabilites (the disk has been reformated with each driver)
Viruses (My virus checkers show no problems)

OTHER SUSPECTS:
Disk drive hardware options (I have no manuals for the drive)
Disk drive format options (interleave = 1...)
.
.
.

I would appreciate any help that anyone might have. Thanks.

Daniel B. Suthers, CCP
Technology Consultant, PCS & IN Development Lab, Pac*Bell
Work: (510) 671-1325 UUCP: pacbell!pbeos!dbsuthe
HOME: (510) 686-6623 BBS (510) 686-9107 (1200 baud, 8-n-1)
==
= Youth is a difficult time... it gets tougher the longer you draw it out. =
==

2485. Re: A joke.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 20:05:51 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <4bvlb935@csv.warwick.ac.uk>
Source record: 43788

In article <1992Jun23.152327.7986@praxis.co.uk> wex@praxis.co.uk (Work Experience temporary account) writes:
>My dog has no nose.
>(please continue...)

How does he smell?

(BTW this should really be in one of the many joke newsgroups)

2486. Re: Mega STe parts.... what do these do ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 20:41:48 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92175.164148JJL101@psuvm.psu.edu>
Source record: 43790

```
In article <1992Jun23.163618.8740@cis.ohio-state.edu>,
may-j@gecko.cis.ohio-state.edu (jeff a may) says:
>
>In article <1992Jun23.031012.1683@cis.ohio-state.edu>
>may-j@iguana.cis.ohio-state.edu (jeff a may) writes:
>>
>>[stuff about TOS 2.05 w/1.44 meg drive deleted]
>>
>Oops, as was pointed out to me, Diamond Back does format correctly
>on this setup. The only problem is that the show information will
>say that only 1 meg is free when using a high density extended format
>(the Neodesk show info says that there are 1.6 total bytes
>but 1 meg free right after formatting). Other than that it works fine.
>Sorry about the misinformation, and thanks to everyone who responded to
>my post.
> --Jeff
>
>may-j@cis.ohio-state.edu bm110@cleveland.freenet.edu
>

Well, I still am not able to get a reliable format with 2.05, ajax,
and 1.44 in my MSTe... Diamond Format will say it formatted fine, but
anytime I try to copy any files to disks formatted with it, I get random
errors on every disk. I then scanned the disks... got 'bad sectors' at varying
places. And these are HD disks, and new, and from 2 different brand name manu-
facturers.
Arghh... guess I might have to check that I did the power supply fix
correctly, as lately it seems to be getting even more random in where the
errors occur.
------------------
J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
GEnie: JLEHETT2 Delphi: JLEHETT
```

2487. Re: Tos 2.05 and 1.44 more oddities

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 20:52:59 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92175.165259JJL101@psuvm.psu.edu>
Source record: 43789

In article <1992Jun23.075501.11356@email.tuwien.ac.at>,
yannikos@vmars.tuwien.ac.at (Marinos Yannikos (Prak Alex)) says:
>
>itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>
>>In article <...>, J.J. Lehett writes:
>
>>>[...]
>
>> Actually not, except that i can see the same troubles with my MSTE and a
>>TEAC FD235HF floppy drive. It seems that it's impossible to access the upper
>>tracks (>40) correctly. I wrote a small program which just checks if it can
>>read random sectors correctly and display this on the screen. Coming back
>>after a break of two hours, the result was the above mentioned. This can't
>>be a question of the disks, so what else? Err, don't tell me about the MSTE
>>not being able to read them directly, cause I'm using one of these so called
>>hd-modules.
>
>Perhaps the track-seek-time is too short, maybe you should try it with a
>6ms seek-rate? When the controller runs at 16MHz, it will 'seek' the tracks
>twice as fast... Who knows!
>
> Marinos Yannikos
>
>

Well, I just checked with seek rate, and at least my MSTe with 2.05 and
ajax and 1.44 automatically is set at 6ms. And I did try 12 ms, but had
no better luck there... back to the drawing board.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
GEnie: JLEHETT2 Delphi: JLEHETT

2488. Re: Please use Vsync and Setscreen (was Re: Screen redraws)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-23 22:02:54 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Jun23.220254.25599@infoserver.th-darmstadt.de>
Source record: 43841

In article <1992Jun21.182454.11817@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>In article <1992Jun20.140253.37542@infoserver.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>>
>The program itself doesn't know how close it's getting to the end of
>the frame, but you (the programmer) tune the game to the number of
>vsyncs per game that works at the minimum CPU speed you intend to
>support. (In our case, probably 8Mhz.)
Mmmh, basically the same approach.

>> reached_it = 1; /* must be there before the VBI */
>> while(reached_it); /* burn up leftover cycles */
>
>It seems like this part of your code is doing the same thing Vsync is.
Not quite, since with Vsync() you might wait an extra VBI under very dire
circumstances. The concept is the same, but putting in Vsync() there
wouldn't be as good.

>
[Stuff deleted]

>Note that the vsync call is a call to the routine given above. This
>works on all versions of TOS and never produces flicker. Getting
>the Setscreen and vsync calls out of order will cause flicker.

I see that it won't produce flicker and I also see that in usual
circumstances you are not wasting time, so basically both of my comments
about Setscreen() and Vsync() where disproven.

Personally though I don't like this method, since I don't see how you get
clock work precison flick rates. The time the screen is flicked may wobble
from 1- _vcount in the worst case. It won't do that under normal circumstances,
but circumstances aren't always normal.

My problem before I did the VBI code was that in order to do the Setscreen()
at the precise moment, I needed to check FRCLOCK to turn over.
Then doing Stscreen() and Vsync(), I lost one VBL. That's why I said using
Vsync() was not a great idea.

Nat!
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"
Toetet Joseph Blatter

2489. Re: Mega STe parts.... what do these do ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-24 02:25:44 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <60989@cup.portal.com>
Source record: 43843

>
>What it looks like is something out of Darwin. Instead of going
>directly from a megaSTe w/out the AJAX, 1.44meg drive & TOS 2.06 to
>one with these parts Atari seemsto have released each step along the
>way. Each different setup appears to show a different part of the
>production process/ assembly line being changed over.
>
What it looks like to me is the "usual" effects of a part supplier change
that happens in most large production situations where there is alot of
"old stock" still in the plant: you continue using "old stock" until it
is consumed, then begin replacing it with "new". Different parts run out
of "old stock" at different times. There may also be a short period when
final assembly happens in many different combinations of "old" and "new"
assemblies from the way "old" and "new" style assemblies are placed in stock
after board level testing, and issued from stock to final assembly.

Very common practice with commercial electronics, it minimizes the amounts
of "old stock" that must be scrapped (disposed of at a loss). Most
consumers will never even notice it.

Very uncommon in military electronics, usually prohibited in the purchasing
contract since most part/design/configuration changes must be individually
approved by the customer (the military) in these contracts.

Not very common when "just in time" production methods are used either, as
no large stock of any part or assembly is ever maintained.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
California could REALLY use 40 days and 40 nights of rain right now!

2490. MINT Libraries Question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-24 02:46:04 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92Jun23214604@leidecker.gsfc.nasa.gov>
Source record: 43844

ENOTDIR is missing from errno.h in patchlevel 20 of the MINT libs.
In errno.h, it is only defined if __MINT__ is not defined. If ENOTDIR
was intentionally removed, what should I replace it with when porting
BSD-compatible code?

--
Doug
dstailey@leidecker.gsfc.nasa.gov

In the space ship, the silver space ship, the lion waves goodbye. -- TMBG

2491. Re: Symbolic Link Support In MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-24 07:32:44 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <0851.06.92@troja.stgt.sub.org>
Source record: 43853

hohmuth@freia.freia.inf.tu-dresden.de (Michael Hohmuth) writes:

>You can only install _symbolic_ links in u:\, so ln needs a switch -s.
>(I don't know what -F does, so forgive me if it means the same like -s.)
>I have tried `ln -s /c/bin /bin' and it worked.

Sorry ...
I'm sure, I also tried ln -s and got an error message. But it seems, that
I must have made another error. Just two minutes ago, I tried it again
with `ln -s' and it worked.

stefan
--
!! stenny@troja.stgt.sub.org !!
with lots of luck: stenny@iemars1.e-technik.uni-stuttgart.de
alias Stefan Schober, Stuttgart FRG, +49-711-681151
// never change a winning team - it could get better! //

2492. Re: MINT Libraries Question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-24 09:03:07 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jun24.090307.4663@bas-a.bcc.ac.uk>
Source record: 43845

In article <DSTAILEY.92Jun23214604@leidecker.gsfc.nasa.gov>
dstailey@leidecker.gsfc.nasa.gov (Douglas Stailey) writes:
>
>ENOTDIR is missing from errno.h in patchlevel 20 of the MINT libs.
>In errno.h, it is only defined if __MINT__ is not defined. If ENOTDIR
>was intentionally removed, what should I replace it with when porting
>BSD-compatible code?
>
>--
>Doug
>dstailey@leidecker.gsfc.nasa.gov
>
>In the space ship, the silver space ship, the lion waves goodbye. -- TMBG

ECHILD is also not there.. very useful with wait() :-).

Steve

PS. Wouldn't it be nice if the standard Unix compatable library routines
returned the Unix standard error codes. I remember even lattice C on the
Sinclair QL did this.

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

2493. Re: Help! Transfer ST files to PC or Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-24 10:11:32 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <709380691.1923@minster.york.ac.uk>
Source record: 43848

In article <1992Jun22.230940.4817@csus.edu> altheimm@nextnet.csus.edu (Murray Altheim) writes:
>Does anyone know of an easy method of transferring ST files from a
>double density floppy to either a Mac or a PC? I have a lot of Mac
>and PC experience, but none of the folks around here have any knowledge
>of Atari STs. The floppy's sender unfortunately has no modem.

To transfer to the Mac:
Fire up Apple File Exchange on the Mac. Format the disk as DOS 800K. Write to this disk using the ST

To transfer to the PC:
Format disk on the PC (using FORMAT /n:9 /t:80). Write to this disk using the ST.

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
6 July onwards: lodge@alsys.co.uk	-- Blackadder II

2494. PRN status

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-24 11:08:27 UTC
From: PAULETTI@biel.be.tech.ascom.ch
Message-ID: <1992Jun24.110827.487@hasler.ascom.ch>
Source record: 43846

I am writing a utility to setup my DeskJet 500. For that reason I want to
enquire if the printer is on or of.
When I use the GEMDOS function Cprnos I always get the return value -1.
Using the BOIS function Bcostat(0) returns the same value.
How do I get this work ?

SYSTEM : TOS 1.0
Compiler : Pure C

Is the problem perhaps not TOS, is it the HP interface of the printer.
I have heard, that there is something strange with that but I could not
find any exact information about it.

cheers andreas pauletti

2495. Dominion v1.06 on the ST/TERMCAP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-24 12:44:27 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992Jun24.124427.2420@email.tuwien.ac.at>
Source record: 43847

Yesterday I ported Dominion 1.06 to the ST running MiNT/GCC 2.1...
After some minor changes, it compiled correctly, but when I started
it I noticed that some of the wmove() calls were not working
correctly. wmove(w,x,1) for example should have moved the cursor
to the beginning of line x, but it was simply ignored - the cursor
remained where it was before... Is this a known bug in the curses
library (or termcap) or does this sound as if my TERMCAP file
has wrong settings for 'st52'? Apart from some line-clearing
commands, everything else worked fine (reverse video etc.).

Any hints?

Marinos Yannikos

PS: Since I'm rather new to curses/termcap stuff, I might be wrong
in my assumption that wmove() is a call in curses.olb ...
I hope not! :-)

2496. Re: Mega STe parts.... what do these do ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-24 15:27:54 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <898@tekgen.bv.tek.com>
Source record: 43849

In article <92175.164148JJL101@psuvm.psu.edu> JJL101@psuvm.psu.edu (J.J. Lehett) writes:
>
> Well, I still am not able to get a reliable format with 2.05, ajax,
>and 1.44 in my MSTe... Diamond Format will say it formatted fine, but
>anytime I try to copy any files to disks formatted with it, I get random
>errors on every disk. I then scanned the disks... got 'bad sectors' at varying
>places. And these are HD disks, and new, and from 2 different brand name manu-
>facturers.
> Arghh... guess I might have to check that I did the power supply fix
>correctly, as lately it seems to be getting even more random in where the
>errors occur.

An Ajax/HD disk in either a MegaSTe or TT is very susceptable to noise
eminating from the power supply. If you do not have the cables routed
exactly correctly then you will have random formatting and read/write errors
that may or may not be detected by the operating system.

The installation instructions contain detailed instructions on cable routing,
I even had to add extra sheilding around my internal cables before I could get
reliable high density operation. In addition, some TT's & Mega STes' require
that the center grounding screw within the power supply be removed to reduce
the noise that interfers with HD drive operation. Newer models are being
shiped with this grounding screw removed.

---- ----
/\/\/\ Bob Luneski Diamond Back II Support: boblu@tekgen.BV.TEK.COM /\/\/\
\/\/\/ Oregon Research Associates Genie: B.LUNESKI1 \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Phone: (503) 620-4919 \/\/
\/ Tigard, OR 97224 FAX: (503) 639-6182 \/

2497. Immediate addressing in Laser C assembler

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-24 17:01:54 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <61849@hydra.gatech.EDU>
Source record: 43850

Does anyone know if the assembler in Laser C v2.1 can handle
addressing modes like this:

```
asm {
MOVE.L #string, D0
.
.
.
string:
DC.B 'Whatever',0
}
```

I get an illegal numeric constant error message from the compiler
when I tried this. Since the compiler does relocatable code I would
think it could handle this.

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

2498. Re: Dominion v1.06 on the ST/TERMCAP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-24 20:14:31 UTC
From: rosenkra@convex.com
Message-ID: <1992Jun24.201431.7749@convex.com>
Source record: 43851

In article <1992Jun24.124427.2420@email.tuwien.ac.at> yannikos@vmars.tuwien.ac.at (Marinos Yannikos (Prak Alex)) writes:
>it I noticed that some of the wmove() calls were not working
>correctly. wmove(w,x,1) for example should have moved the cursor
>to the beginning of line x, but it was simply ignored - the cursor
>remained where it was before... Is this a known bug in the curses
>library (or termcap) or does this sound as if my TERMCAP file
>has wrong settings for 'st52'? Apart from some line-clearing
>commands, everything else worked fine (reverse video etc.).

there is some sort of bug in curses/termcap for GNU C. i ported sc 6.8 (spreadsheet) but have also had some problems with cursor moves (moving the cursor over a blank line did not reposition the cursor correctly and left weird artifacts, tho moving over non-blank lines is fine). i tracked down the code in sc where the problem occurs and it runs fine on a BSD/POSIX system. i have not had a chance to look into the GNU curses/termcap lib (i have a recent copy, i believe). but i do believe it is either a bug or a bad configuration. it might need padding in the termcap entries (untested since i just thought of that this instant). i assume the GNU termcap lib (correctly or reasonably) handles padding. i have faith in the team of bammi+smith... :-)

if i find the time to track this down, i will post sc-6.8.

good luck...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2499. Re: Dominion v1.06 on the ST/TERMCAP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-24 20:35:42 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <1swlbztw@csv.warwick.ac.uk>
Source record: 43852

In article <1992Jun24.124427.2420@email.tuwien.ac.at> yannikos@vmars.tuwien.ac.at (Marinos Yannikos (Prak Alex)) writes:
>
> Yesterday I ported Dominion 1.06 to the ST running MiNT/GCC 2.1...
>After some minor changes, it compiled correctly, but when I started
>it I noticed that some of the wmove() calls were not working
>correctly. wmove(w,x,1) for example should have moved the cursor
>to the beginning of line x, but it was simply ignored - the cursor
>remained where it was before... Is this a known bug in the curses
>library (or termcap) or does this sound as if my TERMCAP file
>has wrong settings for 'st52'? Apart from some line-clearing
>commands, everything else worked fine (reverse video etc.).
>
> Any hints?
>
> Marinos Yannikos
>
>PS: Since I'm rather new to curses/termcap stuff, I might be wrong
> in my assumption that wmove() is a call in curses.olb ...
> I hope not! :-)

I had a similar problem using curses on UNIX the other day. I turned out I had called cbreak() before initscr() by mistake: cbreak() must be called after initscr(). Also, I think the column numbering starts at zero (although I could easily be wrong).

- Leo Hendry

2500. Help needed running MGR with MiNT 0.94

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-24 20:37:38 UTC
From: mboening.pad@sni.de
Message-ID: <mboen.709418258@offbeat>
Source record: 43854

Hi there,

this may be a stupid and/or frequently asked question, but what the
heck:

I've got MiNT 0.94 running on a Mega ST 2 with 2 MB RAM (no extension)
and a Vortex Sideloader removable disk. Recently, I got mgr for the ST
which is supposed to run with MiNT 0.6 or higher. Well, it starts up OK,
I guess. I get the nice sign-on screen and then the blank desktop with
the mouse cursor. However, there's no icons (can I configure them?).
More important, and this is the real question: When I try to open a new
window in that nice little pop-up menu, all I get is the message
`Can't get pty'. What's happening. Not enough RAM? (MGR is supposed to
run with 1 Meg) Or something missing in the configuration that I should
check for?

Thanx for any help.

So long,
Martin
--
Email: in the USA -> mboening.pad@sni-usa.com
outside USA -> mboening.pad@sni.de
Paper Mail: Martin Boening, Siemens Nixdorf Informationssys. AG, SNI STO SI 325,
Pontanusstr. 55, 4790 Paderborn, W.-Germany (Phone: +49 5251 835641)

2501. HD floppy mechanisms??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-24 23:40:47 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992Jun24.164047.1@misvax.mis.arizona.edu>
Source record: 43855

I am going to be adding a 1.4 meg floppy to my ST system. In regards to the drive mechanism, does it matter which brand I use? I remember some discussion about some 720k drives having trouble recognising disk swaps. Does this problem exist for HD drives also? Thanks.
Note that the drive faceplate does not matter to me. I just need a drive that is functionally compatible (given the appropriate controller modifications, etc.).
--

Doug Tarico
dtarico@mis.arizona.edu Stop cruelty to plants!!
(602)795-7633

2502. Emacs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-25 04:07:45 UTC
From: mintha@geog.ubc.ca
Message-ID: <1992Jun25.040745.18792@unixg.ubc.ca>
Source record: 43856

I have just finished setting up a complete MiNT/ Gnu C/ Emacs
system on my atari, and I thought I would share some of the problems
I have had (as well as ask a couple of questions!)

First, this may be common knowledge to everyone else, but I was
surprised to find out that the mint version of Emacs 18.57 supports
the 'shell' command, so you can run a couple of shells in buffers
inside emacs (thereby never having to leave emacs!) Unfortunately
the arrow keys don't work properly with this version, however the
xkey program, will let you redefine the arrow keys to the emacs
commands (^f ^b ^p ^n) I haven't figured out how to get the function
keys to work yet - anyone know how I can do this?

I set up tcsh as my shell. The file TCSH.ZOO has all you need
except the utilites (i.e. ls, cat, etc.) I picked up the following
which gave me most of the unix utilities:
FUTILBIN.ZOO PSTOPLS.ZOO, LESSBIN.ZOO, TEXT11B.ZOO, AKPUTL7.ZOO

If your setting up GCC 2.2.* you will need the following files:
(The version numbers have probably changed) (I have shown the directories
that I have put them in)

GCC21B02.ZOO - binaries of GCC compiler/assembler/etc. (D:\GNU\BIN)
INCLUE80.ZOO - Include Files (D:\GNU\INCLUDE\GCC)
GMLIBO23.ZOO - Gem libraries (D:\GNU\LIB)
LIBOLB80.ZOO - Gnu Libraries (D:\GNU\LIB)
UTLBIN27.ZOO - Rest of binaries for GCC (D:\GNU\BIN)
PMLOLB18.ZOO - Math libraries (D:\GNU\LIB)
GPINCL07.ZOO - G++ include files (D:\GNU\INCLUDE\G++)
GPLIBO07.ZOO - G++ libraries (D:\GNU\LIB)

and you also need the file crt0.c from the source for the gnu library
GMLIBS23.ZOO and compile it to crt0.o with: gcc -c crt0.c

I use tcsh as my shell, and have the following environment variables
set, to allow gcc to work:

```
setenv GCCEXEC d:/gnu/bin/gcc-
setenv GNULIB d:/gnu/lib
setenv GNUINC d:/gnu/include/gcc
setenv GXXINV d:/gnu/include/g++
setenv TEMP d:/tmp
setenv TMPDIR $TERM
```

(note I use the forward slashes, because that is what tcsh expects)

This should be enough to compile using GCC.

Hope this is of some help to someone. and please let me know if I
am missing anything important (such as the little utility that makes
my 8 MHz Atari run at 50 MHz!)

Jim

--
Jim Mintha Home: (604) 467-2148
mintha@geog.ubc.ca Work: (604) 465-5074

2503. Re: Hard disk help (please)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-25 06:16:21 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.92Jun25081606@kopeka.cs.tu-berlin.de>
Source record: 43857

In article <1992Jun23.190304.9734@pbhya.PacBell.COM> dbsuthe@pbhya.PacBell.COM (Daniel B. Suthers) writes:

> THE PROBLEM:
> The xcontrol.acc causes the ST to bomb (two bombs usually) when I
> boot the ST. This happens even when the only thing on the hard
> drive is : xcontrol.acc, the standard CPX files, control.inf and
> the icdboot.sys.

There is a bug at least in TOS 1.04 known, perhaps that it is:
The AES don't initialisize all variables, so when the fastload-bit of
the physicaly first ACC is set, these variables are not set to zero
and the AES crashes sometimes. I don't know if that is fixed in newer
TOS-versions.

Bye
Herwig

--
Charlottenburger Ufer 1 | MAUS @ B (taeglich) | Please send flames to dev/null
1000 Berlin 10 | StarNet : PGS #1223 | Fido-Net: 2:2403/12.16
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de

2504. Re: RAMdisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-25 07:35:56 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jun25.073556.11489@sactoh0.sac.ca.us>
Source record: 43860

In <1992Jun23.170247.29272@natinst.com> glens@natinst.com (Glen Sescila) writes:

> Well, I finally have 4 Megs of RAM in my STe. I have been using the
>RAMdisk that was supplied in the Developers Kit from Atari set at 600K. But
>the other day I tried changing it to 2000K (2 Meg) and it assembled fine
>(using MadMac) but it would not operate properly at all. It would munge
>files and report an astronomic amount of free space under 'Show Info'. Is
>there an upper limit on the size that that RAMdisk can handle? How large
>have people successfully used this RAMdisk? Or is there a different RAMdisk
>I can use around the 2 Meg mark?

Well, I use Intersect Rambaby on my Mega4, and it works just fine
at 2Mb. Right now, I have it configured as a 1.44Mb L: drive.

--
###
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
###################### default .signature file ######################

2505. Re: MINT Libraries Question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-25 07:40:50 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <0856.06.92@troja.stgt.sub.org>
Source record: 43869

dstailey@leidecker.gsfc.nasa.gov (Douglas Stailey) writes:

>ENOTDIR is missing from errno.h in patchlevel 20 of the MINT libs.
>In errno.h, it is only defined if __MINT__ is not defined. If ENOTDIR
>was intentionally removed, what should I replace it with when porting
>BSD-compatible code?

The same appears to EAGAIN. So, the question remains the same ...

stefan

--
!! stenny@troja.stgt.sub.org !!
with lots of luck: stenny@iemars1.e-technik.uni-stuttgart.de
alias Stefan Schober, Stuttgart FRG, +49-711-681151
// never change a winning team - it could get better! //

2506. Re: Hard disk help (please)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-25 09:42:48 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun25.094248.13672@peponi.wcc.govt.nz>
Source record: 43880

In article <HESCHE.92Jun25081606@kopeka.cs.tu-berlin.de>, hesche@cs.tu-berlin.de (Herwig Schelauske) writes:
>In article <1992Jun23.190304.9734@pbhya.PacBell.COM> dbsuthe@pbhya.PacBell.COM (Daniel B. Suthers) writes:
>
> > THE PROBLEM:
> > The xcontrol.acc causes the ST to bomb (two bombs usually) when I
> > boot the ST. This happens even when the only thing on the hard
> > drive is : xcontrol.acc, the standard CPX files, control.inf and
> > the icdboot.sys.
>
>There is a bug at least in TOS 1.04 known, perhaps that it is:
>The AES don't initialisize all variables, so when the fastload-bit of
>the physicaly first ACC is set, these variables are not set to zero
>and the AES crashes sometimes. I don't know if that is fixed in newer
>TOS-versions.
>
>Bye
> Herwig
>Charlottenburger Ufer 1 | MAUS @ B (taeglich) | Please send flames to dev/null
> 1000 Berlin 10 | StarNet : PGS #1223 | Fido-Net: 2:2403/12.16
>Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de

From what I have read and been told NEVER set the fast load bit on any ACC's
and also don't set it for the last program that runs in the Auto folder...

Roger..... sheppard_r@kosmos.wcc.govt.nz

2507. TT-RAM flags

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-25 09:43:51 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <sFaXmB3w164w@sys6626.bison.mb.ca>
Source record: 43858

Besides that little File config CPX, is there another program that allows someone to change the TT-RAM bits on files? Does is work with DC Squish files (File config doesn't recognize them as executables)? Thanks.

;--- (Trevor Cordes) a user of sys6626, running waffle 1.64
;E-mail: genius@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

2508. Re: background jobs in MINT.CNF?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-25 11:06:03 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <9130017@hpbbrd.bbn.hp.com>
Source record: 43876

/ hpbbrd:comp.sys.atari.st.tech / ucacmsu@ucl.ac.uk (Mr Stephen R Usher) / 3:53 am Jun 23, 1992 /

> PS. If you don't need GEM and you like your machine to look like a Unix box,
> may I suggest you aquire my Unix-like init(8) package from atari.archive.

I tried this; it worked OK, but you probably need a TT to really appreciate it.
I wrote a small utility for running a shell via the serial port(s); if anybody
is interested, I can post the source.

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2509. Reading ST clock from ST Basic

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-25 12:12:51 UTC
From: pgardner@crc.ac.uk
Message-ID: <1992Jun25.121251.5480@crc.ac.uk>
Source record: 43859

Can anyone supply a subroutine for reading the 520STFM clock
in real-time from ST Basic?

Thanks,
Phil

2510. First Word Plus Help

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-25 15:39:36 UTC
From: gordon@meiko.com
Message-ID: <1992Jun25.153936.24359@meiko.com>
Source record: 43861

Hi! I have a friend with an Atari ST and he is having some problems with fw+ ... He can't get it to print on continuous paper. ie. it stops at the end of each page.

Any suggestions? (email please to me, gordon@meiko.com)

Thanx!

Gordon Hendrson

2511. Re: Dominion v1.06 on the ST/TERMCAP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-25 17:40:33 UTC
From: rosenkra@convex.com
Message-ID: <1992Jun25.174033.27413@convex.com>
Source record: 43862

yesterday i claimed that curses/termcap (GNU) had a bug since i could not get sc 6.8 to run properly. while i still think there is a bug (rather than a feature), i did manage a workaround. i claim it is a bug since you should not have to do what i describe below.

setting UNIXMODE to include the "b" option made things work. i also discovered a bug in sc itself, tho i am not sure this had an impact. there was an errant "move(x,y)" which should have been "move(y,x)".

so, i have included

```
...
#include <stdio.h>
...
#ifdef atarist
/* "atarist" is defined by gcc 1.40 */
int __default_mode__ = _IOBIN;
#endif
...
```

as a global in the code to force all streams to be binary. this makes it possible to run and not have to worry about the environment. oh, i am using the MiNT libs PL 19. note that it is not sufficient to call _binmode() as the std{in,out,err} streams are already setup by the time you get to your main. i don't think you can do this if the code calls _binmode(), tho. you will probably get a double definition error from the linker since binmode.c also declares __default_mode__ global (and not external). it might not be a bad idea to put this symbol in a separate file, provided it is in a .olb (so it won't be searched for by ld unless needed).

the global insures that the standard streams are also binary since _main() does essentially:

```
stdin->_flag = ... | __default_mode__;
...
```

long before it calls your main(). note that the scope of this force to binary mode is probably all child processes spawned from the program. in particular, sc is able to invoke a PAGER and has a shell escape (ie !). i am not sure what impact this may have. once sc exits, however, and in the context of the invoking shell, this mode change _should_ have no effect (parents don't inherit their children's handles).

i am still not sure why this fixes the problem, but am satisfied that it does (fix the problem). this may also explain why it starts accepting CR as LF (instead of having to type ^J directly). it may also explain why i have had problems with fscanf(stdin,...) in the past. i suppose i should

look at GCC/MiNT gnu.olb's stdio stuff for enlightenment.

for more info, check the lib source (files binmode.c and main.c).

so i guess i will post sc 6.8 soon after i get a chance to test it on
something more substantial than the tutorial.

man, i LOVE GNU C/MiNT/tcsh!!! i can count the changes i made to this code
on one hand (most are trivial like y.tab.h -> y_tab.h).

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2512. Re: How do you prevent double scroll events?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-25 18:13:42 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Jun25.181342.2971@cs.mcgill.ca>
Source record: 43864

The problem is that *new* TOSes (Starting from the latest 1.2 in late STfm's, the one I've got) don't wait for mouse release when scrolling windows. It just keeps on sending scroll events to the application. If your program is fast enough (Or if you've got more than 8Mhz !!!), then you, the user, cannot let go of the button fast enough, and the computer has time to send 2 or more scroll events !!!
Best way is to ignore scrolls until the event buffer is empty, and then accept one more until it's empty again, and so on. This does not mean you must ingnore ALL events. Just scroll events.

Patrick BETREMIEUX.

2513. Re: NEED FOLDERXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-25 18:45:05 UTC
From: R04E@vm.urz.uni-heidelberg.de
Message-ID: <92177.18
Source record: 43805

I've got an official Support Disk from Atari in which it is said,
that even TOS 1.4 needs the Folder.PRG and a "bug-destroyer"
TOSXXFIX.PRG (or POOLFIX). Both can be get by ftp, for example at
atari.archive.umich.edu
Bye,
TS

2514. Keyboard problem (hardware) on an Atari 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-25 19:05:40 UTC
From: afsl002@cid.aes.doe.CA
Message-ID: <25June.1992.26277@cid.aes.doe.CA>
Source record: 43863

I have an Atari 1040ST with a black&white monitor and a mouse.

I have a problem with my keyboard. The following keys don't work: 'z', 'x', 'b', 'n', 'm' and the space bar. The other ones work fine.

I had the same problem a few times ago. A guy repaired it but it broke again. Someone told me it's because of my mouse.

I'd like to know what the problem really is. Any idea?

(email to afsl002@cid.aes.doe.CA or post to this news group)

Thank you!

2515. Re: Hard disk help (please)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-25 20:00:49 UTC
From: ekrimen@wet.UUCP
Message-ID: <4052@wet.UUCP>
Source record: 43866

In article <1992Jun23.190304.9734@pbhya.PacBell.COM> dbsuthe@pbhya.PacBell.COM (Daniel B. Suthers) writes:
>
>THE PROBLEM:
> The xcontrol.acc causes the ST to bomb (two bombs usually) when I
> boot the ST. This happens even when the only thing on the hard
> drive is : xcontrol.acc, the standard CPX files, control.inf and
> the icdboot.sys.

Try putting original copies of the Control Panel and CPXs on your hard drive.
Do you get the bombs WITHOUT XCONTROL and the CPXs loaded?

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

2516. Re: A joke.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-25 20:03:27 UTC
From: ekrimen@wet.UUCP
Message-ID: <4053@wet.UUCP>
Source record: 43867

In article <4bvlb935@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
>In article <1992Jun23.152327.7986@praxis.co.uk> wex@praxis.co.uk (Work Experience temporary account) writes:
>>My dog has no nose.
>
>How does he smell?

Like a fresh bouquet of flowers?

:^)

>(BTW this should really be in one of the many joke newsgroups)

Naaaah... :^)

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

2517. Re: GCR on TT 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-25 21:23:53 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992Jun25.212353.29808@ccu.umanitoba.ca>
Source record: 43865
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jun24.220430.27432@ccu.umanitoba.ca> I wrote:
>Does anyone have spectre 3.0 (GCR) running on a recent TT with TOS
>3.06 (and 1.4M floppy). Mine gets up to the Welcome to Macintosh
>screen, then freezes. I have tried booting from an ACSI hard disk and
>from a working bootable MAC floppy with the same result. The program/
>cartridge works fine on a 1040ST either way.
>

Someone at gadgets suggested I get a document called TT GCR MOD or
something to that effect, from either Genie or Compuserv. I don't have
access to either. Is there an internet site that might have it, or
could someone send me a copy? I'm told the document describes a
physical modification to the cartridge that may make it work with a TT.

Werner Ens
Univ Manitoba
ens@ccu.umanitoba.ca

2518. Re: RAMdisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-26 02:33:25 UTC
From: jmw@lad.med.utas.edu.au
Message-ID: <jmw.709526005@lad>
Source record: 43868

mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:

>In <1992Jun23.170247.29272@natinst.com> glens@natinst.com (Glen Sescila) writes:

>> Well, I finally have 4 Megs of RAM in my STe. I have been using the
>>RAMdisk that was supplied in the Developers Kit from Atari set at 600K. But
>>the other day I tried changing it to 2000K (2 Meg) and it assembled fine
>>(using MadMac) but it would not operate properly at all. It would munge
>>files and report an astronomic amount of free space under 'Show Info'. Is
>>there an upper limit on the size that that RAMdisk can handle? How large
>>have people successfully used this RAMdisk? Or is there a different RAMdisk
>>I can use around the 2 Meg mark?

>Well, I use Intersect Rambaby on my Mega4, and it works just fine
>at 2Mb. Right now, I have it configured as a 1.44Mb L: drive.

I have used edisk (2.1?) on my STe 4Mb at sizes up to 3.5Mb without any
problems.

John
--
John M Williams, Faculty of Medicine, University of Tasmania
J.M.Williams@med.utas.edu.au

2519. Re: NEED FOLDERXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-26 04:48:53 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun26.044853.24428@peponi.wcc.govt.nz>
Source record: 43881

In article <92177.18:20:43.481474.R04E@vm.urz.uni-heidelberg.de>,
R04E@vm.urz.uni-heidelberg.de (Thomas Schramm) writes:
>I've got an official Support Disk from Atari in which it is said,
>that even TOS 1.4 needs the Folder.PRG and a "bug-destroyer"
>TOSXXFIX.PRG (or POOLFIX). Both can be get by ftp, for example at
>atari.archive.umich.edu
>Bye,
> TS

You DON'T NEED Folder Fix with TOS 1.4 and Please use Poolfix92 as that has
remove some more bugs..

Roger.......... sheppard_r@kosmos.wcc.govt.nz

2520. Re: How do you prevent double scroll events?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-26 08:21:07 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Jun26.082107.25777@donau.et.tudelft.nl>
Source record: 43870

In <1992Jun25.181342.2971@cs.mcgill.ca> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:

>The problem is that *new* TOSes (Starting from the latest 1.2 in late STfm's,
>the one I've got) don't wait for mouse release when scrolling windows. It
>just keeps on sending scroll events to the application. If your program is
>fast enough (Or if you've got more than 8Mhz !!!), then you, the user, cannot
>let go of the button fast enough, and the computer has time to send 2 or more
>scroll events !!!
>Best way is to ignore scrolls until the event buffer is empty, and then
>accept one more until it's empty again, and so on. This does not mean you
>must ingnore ALL events. Just scroll events.

> Patrick BETREMIEUX.

Thank you for your reaction to my original posting. I agree with the solution:
I have succesfully implemented a similar algorithm, although I only ignored
scroll events until any other event.

An other solution is to wait in evnt_multi() for a *double* mouse-click.
This *delays* the sending of subsequent scroll events, instead of preventing
them, and thereby you still have auto-repeat scrolling at a reasonable
pace. This is much simpler to implement, but has as disadvantage that all
reactions to mouse clicks are delayed until the double click timeout has
expired.

=-=
C. van Reeuwijk e-mail: reeuwijk@et.tudelft.nl
Delft University of Technology Phone: +15-781429
Dep. of Electronic Engineering Telefax: +15-785922
Mekelweg 4
2628 CD Delft, The Netherlands

2521. Get mouse-status

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-26 10:01:59 UTC
From: rened@maestro.htsa.aha.nl
Message-ID: <1992Jun26.100159.5302@htsa.aha.nl>
Source record: 43871

Some time I'm busy with making routines to get the mouse-status directly from the keyboardchip. But the only result I got, was that mine Atari ST didn't do a thing anymore.

Is there anybody out there, who can help me with this problem. I'm looking for routines (in assembly) or just hints to get coordinates from the mouse-pointer and the status of the mousebuttons directly from the keyboardchip.

Rene

2522. Re: Keyboard problem (hardware) on an Atari 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-26 12:24:18 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun26.142418@disuns2.epfl.ch>
Source record: 43872

In article <25June.1992.26277@cid.aes.doe.CA>, afsl002@cid.aes.doe.CA (Marc Gagnon) writes:
: I have an Atari 1040ST with a black&white monitor and a mouse.
:
: I have a problem with my keyboard. The following keys don't
: work: 'z', 'x', 'b', 'n', 'm' and the space bar. The other
: ones work fine.
:
: I had the same problem a few times ago. A guy repaired it but
: it broke again. Someone told me it's because of my mouse.
:
: I'd like to know what the problem really is. Any idea?
:
: (email to afsl002@cid.aes.doe.CA or post to this news group)
:
: Thank you!

I had a similar problem some years ago as I tried to put a real time clock in my ST (just plug in the keyboard processor slot). Everything worked well apart some keys ine the numeric keypad.

The answer was quite simple: bad contacts.

Try to wipe the 40 pins of your keyboard processor (with alcohol or anything better)..

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2523. Help needed with ST boot.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-26 15:46:49 UTC
From: dud@cbnewsf.cb.att.com
Message-ID: <1992Jun26.154649.6285@cbfsb.cb.att.com>
Source record: 43873

I have an early 520ST that boots TOS 0.8 (I think) *from disk*.
It has 6 ROM sockets, but only has 2 of them populated with the
minimal boot ROM's that came in the early ST's.

I have gotten TOS1.4 ROMS, and upgraded the machine to 2Meg of RAM.

My question is this:

What is supposed to happen when you power up the ST, when you have
ROM TOS 1.4 ? (Assume no hard disk). Must you have a floppy inserted
in drive A:? Is the desktop supposed to come up even if no floppy is
loaded? If a floppy is loaded, what does it need on it for TOS to "boot"
properly? (I understand that optionally, you can have .ACC's and stuff
in the AUTO folder, but I'm not interested in that right now.)

I can boot my disk TOS 0.8 from floppy with the new ROM's installed,
but nothing useful happens if I power up with no floppy loaded, or
a floppy loaded that has been formatted on my IBM clone.

Is anything special supposed to be in the boot record? How do I put
it there?

Thanks in advance for any help you can give me. I'm really stuck.

Bill Dudley
mail to: dud@homxb.ho.att.com -or- 71631.737@compuserve.com

2524. Re: Mega STe parts.... what do these do ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-26 19:54:04 UTC
From: tonyl@status.gen.nz
Message-ID: <ToRymB1w164w@status.gen.nz>
Source record: 43878

JJL101@psuvm.psu.edu (J.J. Lehett) writes:

> In article <1992Jun23.163618.8740@cis.ohio-state.edu>,
> may-j@gecko.cis.ohio-state.edu (jeff a may) says:
> >
> >In article <1992Jun23.031012.1683@cis.ohio-state.edu>
> >may-j@iguana.cis.ohio-state.edu (jeff a may) writes:
> >>
> >>[stuff about TOS 2.05 w/1.44 meg drive deleted]
> >>
> >Oops, as was pointed out to me, Diamond Back does format correctly
> >on this setup. The only problem is that the show information will
> >say that only 1 meg is free when using a high density extended format
> >(the Neodesk show info says that there are 1.6 total bytes
> >but 1 meg free right after formatting). Other than that it works fine.
> >Sorry about the misinformation, and thanks to everyone who responded to
> >my post.
> > --Jeff
> >
> >may-j@cis.ohio-state.edu bm110@cleveland.freenet.edu
> >
>
>
> Well, I still am not able to get a reliable format with 2.05, ajax,
> and 1.44 in my MSTe... Diamond Format will say it formatted fine, but
> anytime I try to copy any files to disks formatted with it, I get random
> errors on every disk. I then scanned the disks... got 'bad sectors' at varyi
> places. And these are HD disks, and new, and from 2 different brand name man
> facturers.
> Arghh... guess I might have to check that I did the power supply fix
> correctly, as lately it seems to be getting even more random in where the
> errors occur.
> ------------------
> J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....
>
> - jjl101@psuvm.psu.edu Penn State CAC
> - aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
> GEnie: JLEHETT2 Delphi: JLEHETT
Funnily enough I had similar problems when I switched the standard
Floppy disk controller on an STFM to 16 mHz. It would format OK
with diamond formatter but wouldn't write past track one. Is there
a fault with the new AJAX chips???

Tony Lewis _

tonyl@status.gen.nz o( ) Fido: 3:772/105
Papakura / /\ Auckland, New Zealand

2525. Re: Keyboard problem (hardware) on an Atari 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-26 20:36:40 UTC
From: ajb@gserv1.dl.ac.uk
Message-ID: <AJB.92Jun26203640@dlsi.dl.ac.uk>
Source record: 43874

I've had to repair two which showed similar symptoms. The problem both times was a dry joint on one of the wire links. The problem is that you have to unscrew the few thousand screws holding the thing together. If the rubber cups fall all over the place & you count up and find one seems to be missing it probably isn't.... the RETURN key usually has two cup slots but only the bottom one is used.

Alan Bleasby
SERC Daresbury Laboratory
UK

2526. Re: Help needed with ST boot.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-27 14:06:30 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.709653990@groucho.phil.ruu.nl>
Source record: 43877

dud@cbnewsf.cb.att.com (William F. Dudley Jr.) writes:

>I have an early 520ST that boots TOS 0.8 (I think) *from disk*.
>It has 6 ROM sockets, but only has 2 of them populated with the
>minimal boot ROM's that came in the early ST's.

>I have gotten TOS1.4 ROMS, and upgraded the machine to 2Meg of RAM.

>My question is this:

>What is supposed to happen when you power up the ST, when you have
>ROM TOS 1.4 ? (Assume no hard disk). Must you have a floppy inserted
>in drive A:? Is the desktop supposed to come up even if no floppy is
>loaded? If a floppy is loaded, what does it need on it for TOS to "boot"
>properly? (I understand that optionally, you can have .ACC's and stuff
>in the AUTO folder, but I'm not interested in that right now.)

>I can boot my disk TOS 0.8 from floppy with the new ROM's installed,
>but nothing useful happens if I power up with no floppy loaded, or
>a floppy loaded that has been formatted on my IBM clone.

>Is anything special supposed to be in the boot record? How do I put
>it there?

When your TOS1.4 is installed correctly, the machine should power-up without problems, i.e. you should get the desktop without there being a special floppy in the drive. There's even no need to have a floppy at all in the drive, althought powering up then may take longer and the floppy-light will stay on.
This still dates from the floppy-TOS: the new TOS's still start to look at the floppy to see if there's a TOS on it (I think - correct me if I'm wrong), and switch to the ROMs if they found nothing 'usefull' on the floppy.
So putting a plain formatted floppy in the drive should be enough - also IBM floppies should do (since the ST is capable of reading DOS-disks). You may try to put a ST-formatted floppy in the drive, although I suspect it won't make any difference.
Well, I'm afraid this doesn't solve your problem, does it? I'm sorry...

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl

2527. TT fastram upgrading from 4 to 16 MB

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-27 14:23:20 UTC
From: micha@moko.saar.de
Message-ID: <H.h9htBskJ2a6@moko.saar.de>
Source record: 43882
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've a problem upgrading my TT fastram board from 4 to 16 MB. It's copyright Atari Corp., No. CA401058-001 Rev. B. All SIMM modules are in sockets.

I've changed all modules from 1 MB * 8 Bit to 4 MB * 9 Bit, the pins for Bit 9 are not connected. The jumper settings are:

```
W W W W W W
1 1 1 1 1 1
0 0 0 0 0 0
1 2 3 4 5 6

F F R R F F
```

F = front, R = rear

W103 = base address is set to 0x1000000
W104 = dto.
W105 = burst mode disabled
W106 = controler is set to 16 MB (instead of 4 MB)

This configuration works fine on old and new TT versions. But in some cases, there are bus errors or more bombs. Some programs which work in 4 MB mode, don't work in 16 MB mode, some other get problems everytime in the same situation.

The memory check (TOS 3.06) accepts the 16 MB configuration.

The chips on SIMM modules are NEC 424100-70.

Any ideas???

--

EMail: micha@moko.saar.de /\/\ Univers.: mibo@stud.uni-sb.de
Zerberus: micha_b@hit.zer / \ Voice: +49 681 55654 (Ans-Mach.)
SnailMail: Michael Bongartz, Am Ordensgut 43, W-6600 Saarbruecken 1, Germany

2528. Re: MINT Libraries Question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-27 20:01:56 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92Jun27150156@leidecker.gsfc.nasa.gov>
Source record: 43879

In article <0856.06.92@troja.stgt.sub.org> stenny@troja.stgt.sub.org (Stefan Schober) writes:

The same appears to EAGAIN. So, the question remains the same ...

Also, a lot of UNIX programs that use the terminal refer to an extern called "ospeed." Should this be added to the MINT libs? Both JOVE and Berkeley more wanted an extern ospeed. I had to #ifdef these out.

--
Doug
dstailey@leidecker.gsfc.nasa.gov

He
l
p, m
y
.s
ign
a
ture i
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e
l
t
i
n
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2529. Re: NEED FOLDERXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-28 19:33:16 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.Qep7Y0GtcwE@jonh.wimsey.bc.ca>
Source record: 43888

In <1992Jun26.044853.24428@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>In article <92177.18:20:43.481474.R04E@vm.urz.uni-heidelberg.de>,
R04E@vm.urz.uni-heidelberg.de (Thomas Schramm) writes:
>>I've got an official Support Disk from Atari in which it is said,
>>that even TOS 1.4 needs the Folder.PRG and a "bug-destroyer"
>>TOSXXFIX.PRG (or POOLFIX). Both can be get by ftp, for example at
>>atari.archive.umich.edu
>
>You DON'T NEED Folder Fix with TOS 1.4 and Please use Poolfix92 as that has
>remove some more bugs..

Roger, you in fact can need the folder fix on 1.4. While the folder
pool handling is better, it is not fixed 100% and the "out of memeory"
warning does not always show up before damage is done. I have 1.4, and
100 meg of Hard Drive, and rarely turn the computer off, and I use
128 extra folders. Before doing that, I had the same problems as I had on
1.0.
So just saying you don't need it is dead wrong.

--
jhenders@jonh.wimsey.bc.ca

2530. Developing Tools you use...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-28 21:18:15 UTC
From: aa596@cleveland.Freenet.Edu
Message-ID: <1992Jun28.211815.27937@usenet.ins.cwru.edu>
Source record: 43883

To all:
I am compiling a list of development tools that are being used on the ST,STe, and TT systems. This list is being compiled for the Cleveland Freenet - a public access information system. I am a co-sysop of the Atari Forum, with my general responsability being the Programming and developers forum. So, what I would like to know are the following:

1. Compilers/languages that are being used

2. Editors that are being used

3. Assemblers being used

4. Tools - Piblic domain, comercial...

5. The books you find most useful.

6. and any comments you may have in general.

If possible, reply via e-mail to aa596@cleveland.freenet.edu. I will post my findings here, and also in the Freenet programmers forum.

Thanks in advanced...

PCH
--
Peter C. Haller | 'If you do what you
Lorain Products | have always done,
aa596@cleveland.Freenet.Edu | expect what you have
"Are we having fun yet?" | always received.'

2531. Re: Dominion v1.06 on the ST/T

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-28 22:42:00 UTC
From: Kai_Bode@f.maus.de
Message-ID: <A10460@F.maus.de>
Source record: 43885

r>there is some sort of bug in curses/termcap for GNU C. i ported sc 6.8
r>(spreadsheet) but have also had some problems with cursor moves (moving
r>the cursor over a blank line did not reposition the cursor correctly and
.....

I found 2 faults in curses/termcap so far:

1. Newline if not mentioned otherwise in termcap will be achieved by cr
which the Atari vt52 incorrectly realises by cr/lf. The addition of

<TAB>:nl=\EB:\

will make the Lib use ESC-B instead of cr.

2. if moving right, the crput(?) routine uses TAB's if the distance is
greater then 8. Look for the line

#define HARDTABS 8

and increase the number to anything larger then screenwidth. Tabs are then
not used.

Kai.

2532. Re: Help! Transfer ST files to PC or Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-28 23:59:33 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <44441@ucbvax.BERKELEY.EDU>
Source record: 43884

TIP!

Use good disks, and format them on the TARGET machine, not on the system where the data originates. As the others have said, the ST can write to DD PC disks.

Why should you format on the target machine?

For PCs, it will ensure that the PC can read the diskette, since some MS-DOSs are rather "inflexible" about the FAT sizes, etc.

For Macs, the recording methods differ, and you have to be sure that the drive can read the diskette. Sometimes, a disk which works in PCs and STs won't format as 720K DOS on the Mac, and vice versa in all directions.

--
John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

2533. Re: Help! Transfer ST files to PC or Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-29 10:31:15 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Jun29.103115.29768@cs.hw.ac.uk>
Source record: 43886

In article <1992Jun22.230940.4817@csus.edu> altheimm@nextnet.csus.edu (Murray Altheim) writes:

>Does anyone know of an easy method of transferring ST files from a
>double density floppy to either a Mac or a PC? I have a lot of Mac
>and PC experience, but none of the folks around here have any knowledge
>of Atari STs. The floppy's sender unfortunately has no modem.

I don't think Murray has access to an ST.
If so then using a PC disk editor he should edit the first three bytes
of the disk boot sector to read:-

EB 34 90

If that doesn't make it PC readable then the disk is probably 10SPT.
In which case put:-

DRIVPARM = /d:1 /s:10

in your CONFIG.SYS file. This allows the floppy to read 10SPT disks.
I dunno why but if I put /d:0 it doesn't work.

However if all else fails find an ST and follow the other suggestions.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

2534. Get mouse-status (again, I'm sorry!)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-29 12:42:08 UTC
From: rened@maestro.htsa.aha.nl
Message-ID: <1992Jun29.124208.3380@htsa.aha.nl>
Source record: 43801

A few days ago I posted the following request:

| Some time I'm busy with making routines to get the mouse-status directly
| from the keyboardchip. But the only result I got, was that mine Atari ST
| didn't do a thing anymore.

| Is anybody out there, who can help me with this problem. I'm looking
| for routines (in assembly) or just hints to get coordinates from the mouse-
| pointer and the status of the mousebuttons directly from the keyboardchip.

But I forgot to mention, that I've an 1040 STFM met TOS-version 1.4. If
anyone has sources in C, then they are welcome to. But I like Assembly most.

Many thanks in advance,

Rene Drost

2535. Re: Help needed with ST boot.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-29 13:47:29 UTC
From: minidis@urz.unibas.ch
Message-ID: <1992Jun29.134729.28445@urz.unibas.ch>
Source record: 43887

In article <1992Jun26.154649.6285@cbfsb.cb.att.com>,
dud@cbnewsf.cb.att.com (William F. Dudley Jr.) writes:
> ...stuff deleted...
> My question is this:
>
> What is supposed to happen when you power up the ST, when you have
> ROM TOS 1.4 ? (Assume no hard disk). Must you have a floppy inserted
> in drive A:? Is the desktop supposed to come up even if no floppy is
> loaded? If a floppy is loaded, what does it need on it for TOS to "boot"
> properly? (I understand that optionally, you can have .ACC's and stuff
> in the AUTO folder, but I'm not interested in that right now.)
>
> I can boot my disk TOS 0.8 from floppy with the new ROM's installed,
> but nothing useful happens if I power up with no floppy loaded, or
> a floppy loaded that has been formatted on my IBM clone.
>
> Is anything special supposed to be in the boot record? How do I put
> it there?
>
> Thanks in advance for any help you can give me. I'm really stuck.
>
> Bill Dudley

You don`t need a disk in your floppy to boot even though it might take
a while until the desktop appears. Using a floppy speeds the procedure
naturally up. Using a Disk-TOS will eventually bring your ST to boot
the Disk-TOS, even if there ROM-TOS is available.

Your problem (I think) is the following:

Some (one) chip might be loos in its socket or if you fooled
around a lot with cables, one of these might not contact correctly.
I had a similar problem when installing TOS1.4 with TOS1.0 with a switch.
I my case it was a cold soughtering (sathering ? don`t know the correct englisch
word for (german) l\"{o}ten) spot.

You might have to use a current tester or something similar to see if
everything there is ok.

stay cool, :-)
my machine just gave up it`s soul last night :-(
dunno yet what it is.

--
Alexander <minidis@urz.unibas.ch>

-- Scotty, beam me up, there`s no intelligent life down here! --
-- (Capt. J.T. Kirk, USS Enterprise) --

2536. Clock for Ajax on Mega (Question!)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-29 14:24:51 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jun29.142451.16137@a.cs.okstate.edu>
Source record: 43889

I have an Ajax chip sitting in my Mega 2 ST, and I need to pull a doubled clock from somewhere. Can someone tell me where to pull it from?

Also, If my mega has a daughterboard on the back of my CPU, do I need to keep the daughterboard in my system when I go 68030?

(Please answer the 1st question as I'm not wanting to close the case w/o a jumper in place and a trace cut!) (Oh.... which trace to cut/ solder jumper to!!! (3rd question))

jc

2537. Emacs, MiNT and other goodies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-29 15:03:53 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun29.170353@disuns2.epfl.ch>
Source record: 43792

I recently instaled MiNT, tcsh, Emacs, etc on my small Harddrive.

I do have a little question:
I tried to dump the emacs, but without success. Since then, I noticed
that the emacs bin is executable.
So what is exactly this dumping process ('dump' doesn't tell me a lot)
Does it give me back some Kbytes (the 500K of Emacs are not very nice
especially when tcsh is running and I don't even mention mgr) ?

Further more. my Emacs only accepted to start after I put the content
of the termcap file in the TERMCAP variable: the path was not sufficient.

Is it possible to run 2 or 3 times tcsh (or anything else) without having
2 (or 3) duplicates of the same code in memory. It is not possible with
TOS but maybe under MiNT ...?

-- Stefan Monnier --

```
------------------------------------------------------------
----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----
```

2538. share a hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-29 15:08:48 UTC
From: af338@cleveland.Freenet.Edu
Message-ID: <1992Jun29.150848.6686@usenet.ins.cwru.edu>
Source record: 43890

hi there. i would like to know if there is a way that the st coun□ld share an internal hard drive of an ibm compatible. i want to buy a hard drive for my st, but that is 1/2 the price of an ibm. so, what i wnat to do is get an ibm and somehow connect my st to the ibm. thanx for any help.

nick

--
(\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\
)(\/) (\)(\/) (\)(\/) (\)(a star of wit and wizardry (\)(\/) (\)(\/) (\)(
\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/
) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/)!

2539. STe Hardware Scrolling...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-29 15:13:59 UTC
From: glens@natinst.com
Message-ID: <1992Jun29.151359.8740@natinst.com>
Source record: 43791

Am I wrong or can your virtual screen only be about 4 times as wide
as a normal low-rez screen? I am refering to the 'LINEWIDTH' register in
the shifter (offset $FF820F). I believe it is an 8 bit register which means
the maximum number of 'extra words' after a scan line is 255. In low-rez
one scan line takes 80 words. 255 / 80 = 3.1875. I have hardware scrolling
working but I would like a larger virtual screen.

Thanks. (I hope I didn't just violate my non-disclosure agreement)

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com

2540. Re: NEED FOLDERXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-29 16:32:06 UTC
From: wz@echo.chem.tu-berlin.de
Message-ID: <wz.709835526@echo>
Source record: 43793

sheppard_r@kosmos.wcc.govt.nz writes:

>You DON'T NEED Folder Fix with TOS 1.4 and Please use Poolfix92 as that has
>remove some more bugs..

You may have to use FOLDERxxx.PRG under some circumstances. FOLDERxxx
incerases the 'fixed' memory for open files and folders. Even with TOS 2.xx
or TOS 3.xx on the TT.

Bye Wolfgang

Email: wz@echo.chem.tu-berlin.de
BBS: microTalk Fido: 2:248/407

2541. Re: NEED FOLDERXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-29 17:02:35 UTC
From: bcc@lanai.Eyring.COM
Message-ID: <1992Jun29.170235.11732@fcom.cc.utah.edu>
Source record: 43794

In article <H.Qep7Y0GtcwE@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>In <1992Jun26.044853.24428@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>>In article <92177.18:20:43.481474.R04E@vm.urz.uni-heidelberg.de>,
R04E@vm.urz.uni-heidelberg.de (Thomas Schramm) writes:
>>>I've got an official Support Disk from Atari in which it is said,
>>>that even TOS 1.4 needs the Folder.PRG and a "bug-destroyer"
>>>TOSXXFIX.PRG (or POOLFIX). Both can be get by ftp, for example at
>>>atari.archive.umich.edu
>>
>>You DON'T NEED Folder Fix with TOS 1.4 and Please use Poolfix92 as that has
>>remove some more bugs..
>
> Roger, you in fact can need the folder fix on 1.4. While the folder
>pool handling is better, it is not fixed 100% and the "out of memeory"
>warning does not always show up before damage is done. I have 1.4, and
>100 meg of Hard Drive, and rarely turn the computer off, and I use
>128 extra folders. Before doing that, I had the same problems as I had on
>1.0.
> So just saying you don't need it is dead wrong.
>--
>jhenders@jonh.wimsey.bc.ca
>

I would like one thing clarified -- the only pool fix program I can see on
Atari.Archive is Claus Brod's program, poolfix_cb.arc, which has a date of
May 1990. So, there is NOT a poolfix92 on atari.archive, where is it? I
know that poolfix_cb still needed the folderxxx as well; is this poolfix92
an improvement that no longer requires the folderxxx? -- Can Roger or
someone else who knows explain this?
--
Brian Cooper bcc@Eyring.COM
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

2542. Cross-GCC for Minix?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-29 20:35:18 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <0874.06.92@troja.stgt.sub.org>
Source record: 43806

Hi!

I wonder, if I can find a GNU-C cross development system, to compile C
programs for Minix under my usual TOS environment.

I suppose, I could use the standard TOS gcc-cc1 to compile and the normal
gcc-as, to assemble the files. But I would need another gcc and a gcc-ld,
which supports the Minix load format for executable files.

stefan

--
!! stenny@troja.stgt.sub.org !!
with lots of luck: stenny@iemars1.e-technik.uni-stuttgart.de
alias Stefan Schober, Stuttgart FRG, +49-711-681151
// never change a winning team - it could get better! //

2543. Re: Hard disk help (please)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-29 22:07:48 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1992Jun29.220748.1160@pbhya.PacBell.COM>
Source record: 43795

In article <4052@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>In article <1992Jun23.190304.9734@pbhya.PacBell.COM> dbsuthe@pbhya.PacBell.COM (Daniel B. Suthers) writes:
>>
>>THE PROBLEM:
>> The xcontrol.acc causes the ST to bomb (two bombs usually) when I
>> boot the ST. This happens even when the only thing on the hard
>> drive is : xcontrol.acc, the standard CPX files, control.inf and
>> the icdboot.sys.
>
>Try putting original copies of the Control Panel and CPXs on your hard drive.
>Do you get the bombs WITHOUT XCONTROL and the CPXs loaded?
>

Yep, I have tried this. I will try making sure that the fastload bit is not
set, and upload the results to the net.

Anyone know how to determine if the ST157N disk drive has the parity set?
I don't have the documentation, but that appears to be the next step.

Daniel B. Suthers, CCP
Technology Consultant, PCS & IN Development Lab, Pac*Bell
Voice: (510) 671-1325 UUCP: pacbell!pbeos!dbsuthe
==========
= Youth is a difficult time... it gets tougher the longer you draw it out. =
==========

2544. Re: NEED FOLDERXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-29 23:49:22 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.SpvJxmGTzsQ@jonh.wimsey.bc.ca>
Source record: 43810

In <1992Jun29.170235.11732@fcom.cc.utah.edu>, Brian Cooper writes:
>
>I would like one thing clarified -- the only pool fix program I can see on
>Atari.Archive is Claus Brod's program, poolfix_cb.arc, which has a date of
>May 1990. So, there is NOT a poolfix92 on atari.archive, where is it? I
>know that poolfix_cb still needed the folderxxx as well; is this poolfix92
>an improvement that no longer requires the folderxxx? -- Can Roger or
>someone else who knows explain this?

If poolfix92.lzh is on aa, it may still be in new, which means
you can't see it, but you can download if you know the correct filename.
As to poolfix and foldernnn, they fix 2 seperate probles, as far as
I know. As has been stated often enough that it deserves a place in the
FAQ (hint, hint), TOS 1.4 still requires foldernnn, or some fix, if
you have a large hard drive, access a lot of folders, and other situations.
TOS 1.4 should put up a warning and let you know, but my experience is that
this is not always the case.
I run a small usenet site, where every group name is a nested group
of folders, and article counts run aroud 300. I use 128 extra folder slots.
On TOS1.2, I would hve needed over 300.

Some people claim to run bbs for months wioth no extra folders and
no problems, however, I figure for the small ammount of memory the fix
takes, why take chances.

Also, though the bug fixed by poolfix was supposedly rare, and
unlikely on 1.4, _everyone_ I know who has upgraded to 1.4 has hit
it and had to install poolfix.

--
jhenders@jonh.wimsey.bc.ca

2545. Re: NEED FOLDERXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-30 00:59:25 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun30.005925.17331@peponi.wcc.govt.nz>
Source record: 43796

In article <H.Qep7Y0GtcwE@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>In <1992Jun26.044853.24428@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>>In article <92177.18:20:43.481474.R04E@vm.urz.uni-heidelberg.de>, R04E@vm.urz.uni-heidelberg.de (Thomas Schramm) writes:
>>>I've got an official Support Disk from Atari in which it is said,
>>>that even TOS 1.4 needs the Folder.PRG and a "bug-destroyer"
>>>TOSXXFIX.PRG (or POOLFIX). Both can be get by ftp, for example at
>>>atari.archive.umich.edu
>>
>>You DON'T NEED Folder Fix with TOS 1.4 and Please use Poolfix92 as that has
>>remove some more bugs..
>
> Roger, you in fact can need the folder fix on 1.4. While the folder
>pool handling is better, it is not fixed 100% and the "out of memeory"
>warning does not always show up before damage is done. I have 1.4, and
>100 meg of Hard Drive, and rarely turn the computer off, and I use
>128 extra folders. Before doing that, I had the same problems as I had on
>1.0.
> So just saying you don't need it is dead wrong.
>
>
>--
>jhenders@jonh.wimsey.bc.ca
>

Go read Ataries developer notes on TOS 1.4 ...unless you don't believe in any thing that Atari prints...

Roger..... sheppard_r@kosmos.wcc.govt.nz

2546. Re: NEED FOLDERXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-30 01:15:19 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun30.011519.17632@peponi.wcc.govt.nz>
Source record: 43797

>I would like one thing clarified -- the only pool fix program I can see on
>Atari.Archive is Claus Brod's program, poolfix_cb.arc, which has a date of
>May 1990. So, there is NOT a poolfix92 on atari.archive, where is it? I
>know that poolfix_cb still needed the folderxxx as well; is this poolfix92
>an improvement that no longer requires the folderxxx? -- Can Roger or
>someone else who knows explain this?
>--
>Brian Cooper bcc@Eyring.COM
>Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

This program was posted on GEnie has the full source code for all versions,
(no use to these Unix freeks as its all assembler :-)) the Atari version
and Claus Brod's one and the New 92 version, and all the bugs are fully
commented...

I you would like me to post this on A.A...

My statments about FOLDERFIX is that a lot of people here state that it is a
MUST, that is not correct, I run TOS 1.4 and don't use it...

As you have stated its a MUST under some circumstances, but then they are not
always made clear, and Atari do state that it will not corrupt your
hard drive if you don't use it..

Roger..... sheppard_r@kosmos.wcc.govt.nz

2547. Re: Hard disk help (please)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-30 01:50:22 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun30.015022.18018@peponi.wcc.govt.nz>
Source record: 43798

>
>Anyone know how to determine if the ST157N disk drive has the parity set?
>I don't have the documentation, but that appears to be the next step.
>
>
>Daniel B. Suthers, CCP
>Technology Consultant, PCS & IN Development Lab, Pac*Bell
>Voice: (510) 671-1325 UUCP: pacbell!pbeos!dbsuthe
>==
>= Youth is a difficult time... it gets tougher the longer you draw it out. =
>==

At one end of the drive you will find a bed of nails, twin row of pins,
this is next to the 50 way SCSI connector,
there are pair of pins marked P NC 4 2 1, I don't remember from which end,
but a jumper has to be fitted to the P pair to enable parity...

So if there is no jumper fitted at all then you have device 0 and No parity.

Before you do this you will have to E-Mail,

wmagro@roma.uiuc.edu (William Magro)

and ask him if this is correct, as he has posted here that all my messages
are all incorrect...

This message will appear on all my postings from now on, untill that person
retracts his false statments about me..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

2548. POOLFX92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-30 02:06:11 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun30.020611.18242@peponi.wcc.govt.nz>
Source record: 43799

A much updated POOLFX92 is now on A.A. its in atari.new as poolfx92.lzh
this fixes all.?? the bugs in all the other versions, source
code for all the versions is provided in the archive, and comments on all the
bugs are listed...

Roger..... sheppard_r@kosmos.wcc.govt.nz

Before you do this you will have to E-Mail,

wmagro@roma.uiuc.edu (William Magro)

and ask him if this is correct, as he has posted here that all my messages
are all incorrect...

This message will appear on all my postings from now on, untill that person
retracts his false statments about me..??

Roger.....

2549. Re: Emacs, MiNT and other goodies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-30 06:19:32 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun30.081932@disuns2.epfl.ch>
Source record: 43800

In article <1992Jun29.170353@disuns2.epfl.ch>, monnier@disuns2.epfl.ch (Stefan Monnier) writes:
: I recently instaled MiNT, tcsh, Emacs, etc on my small Harddrive.
:

I lastly managed to do a dump of Emacs 18.57. Badly, it is even bigger than before. But at least, I have understood what was that dumping ! (the trick to do the dump was to change some file names in loadup.el so that they aren't bigger than 8 chars and are only in lowercase).

For TERMCAP, the trick has just been posted a few days before (but I only read it yesterday): just have to remove the CR/LF on each terminal description. So each terminal decriptor has to be on one line which is not very nice. I feel that the problem is just that Emacs only accepts Unix eoln that means only LF and not CR/LF. I will check !

finally, one question remains: I heard about UNIXMODE but I still can't understand what it represents, ...: what should be in there (examples are not very clear: why rCLAHbd,./ ?).

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2550. strftime() in gcc library---it works.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-30 08:21:21 UTC
From: neuhaus@vier.informatik.uni-kl.de
Message-ID: <neuhaus.709892481@vier>
Source record: 43803
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi.

I have recently posted an announcement for my port of ash, a
Bourne-compatibe shell from 4.4BSD, for MiNT. In my blurb, I
apparently said several things which may be easily misunderstood.

* strftime() isn't standard

That's not true, and I said so. I said that strftime() was ANSI, but
that the GNU date manpage mentioned several POSIX extensions. When I
wrote this, I had the relevant section of the ISO C Standard before
me, and either I'm blind, or there are really some formats featured by
POSIX, but not by ANSI. :-)

* strftime() can't be kicked out of the library

This can't really be true, because the only entry point that the
strftime() module defines is---strftime itself! The linker gave me
errors when I tried to compile GNU date, and I remember it choking on
strftime(). Must have been a weird setup, then.

* strftime() behaves illegitimately on undefined formats

This is not true, because the Standard itself says that the bahaviour
is undefined in such cases.

I would like to thank Michal Jaegermann for pointing out these errors
to me.

--
+------- No .sig? OH, COME ON! --------+-"The derivative snuggles close to-+
email: neuhaus@informatik.uni-kl.de	the function---whatever to snuggle
snail mail: Stephan Neuhaus/Hilgard-	means; I'm too old for that"
ring 32/6750 Kaiserslautern/Germany	-- Math Prof

2551. Re: MINT Libraries Question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-30 08:36:28 UTC
From: neuhaus@vier.informatik.uni-kl.de
Message-ID: <neuhaus.709893388@vier>
Source record: 43802

Also, the MiNT libraries' using ENOENT for ``No such process'' made me
change an error message in ash to:

```
% foo
foo: No such file or directory (or pid)
```

Looks funny. :-) Our UNIX system has ESRCH for this.

Nontheless, MiNT/gcc is a *very* fine combo, and I would like to thank
all who contributed. I think we all owe them a lot.

```
--
+------- No .sig? OH, COME ON! --------+-"The derivative snuggles close to-+
| email: neuhaus@informatik.uni-kl.de | the function---whatever to snuggle |
| snail mail: Stephan Neuhaus/Hilgard- | means; I'm too old for that" |
| ring 32/6750 Kaiserslautern/Germany | -- Math Prof |
```

2552. Emacs, MiNT and other goodies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-30 10:27:17 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <9130018@hpbbrd.bbn.hp.com>
Source record: 43824

/ hpbbrd:comp.sys.atari.st.tech / monnier@disuns2.epfl.ch (Stefan Monnier) / 9:03 am Jun 29, 1992 /

> So what is exactly this dumping process ('dump' doesn't tell me a lot)

It's the process by which the standard LISP files get preloaded into Emacs.
This saves a *lot* of start-up time.

> Does it give me back some Kbytes (the 500K of Emacs are not very nice
> especially when tcsh is running and I don't even mention mgr) ?

No. You just gain time, not space.

> Further more. my Emacs only accepted to start after I put the content
> of the termcap file in the TERMCAP variable: the path was not sufficient.

Check if you have any CR characters in the termcap file.

> Is it possible to run 2 or 3 times tcsh (or anything else) without having
> 2 (or 3) duplicates of the same code in memory. It is not possible with
> TOS but maybe under MiNT ...?

I fear that MiNT doesn't (yet ?) do this ...

Greetings,

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2553. Sensation TWO: 50Mhz in the TT !!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-30 10:50:20 UTC
From: rdjeline@cip.informatik.uni-erlangen.de
Message-ID: <BqnnFw.GK5@immd4.informatik.uni-erlangen.de>
Source record: 43804

Well 64MB of Ram is quite nice. But there should be a "little bit"
more of CPU-Speed in such a Computer, shouldn't it ?

There's one solution for the old TT's (those who have an Daughter
board.) The CPU and FPU are asynchronous clocked with 32 Mhz, while
the System is running 16 MHz :-(And Now: The CPU and FPU are new
and run 50 MHz. The Speed-Up is worst case: 35%.

Of course, the CPU and FPU are turning Wait States. But I hope the□
technicians manage to give it a BIG Cache. (sooner or later).

Ciao
Atarico

2554. Re: Help needed with ST boot.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-30 11:57:17 UTC
From: tony@microware.co.uk
Message-ID: <1075@mwuk.UUCP>
Source record: 43809

In article <1992Jun29.134729.28445@urz.unibas.ch> minidis@urz.unibas.ch (Capt.J.T. Kirk) writes:
>
> Some (one) chip might be loos in its socket or if you fooled
> around a lot with cables, one of these might not contact correctly.
> I had a similar problem when installing TOS1.4 with TOS1.0 with a switch.
> I my case it was a cold soughtering (sathering ? don`t know the correct englisch
> word for (german) l\"{o}ten) spot.

The word is "solder(ing)". What you are referring to is normally called a "dry joint" in English.

Hope that helps.

Tony.
--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

2555. MIDI interrupts and buffers...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-30 16:31:54 UTC
From: joeg@praven.gsf.dec.com
Message-ID: <JOEG.92Jun30113154@praven.gsf.dec.com>
Source record: 43811

Anyone have a clue how to write an interrupt routine in C (Turbo) that will get called whenever something comes in the midi port? I'm perfectly happy with the internal routines to handle midi i/o, I'd just like the interrupt chain to get around to calling my code (safely).

Also, clues on how to set larger midi buffers would be helpful. I'm thinking of something where I'd like to have multiple buffers, etc.

Is there anyway to determine how large the current buffer is?

Please mail to me (unless there is general interest), thanx.

Joe
-=-

2556. Re: Dominion v1.06 on the ST/TERMCAP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-30 18:34:20 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jun30.143420.1@uwovax.uwo.ca>
Source record: 43807

In article <1992Jun25.174033.27413@convex.com>, rosenkra@convex.com (William Rosenkranz) writes:
>
> [about problems with curses and text-mode streams]

There probably is a conflict between curses' notion of what the terminal is doing and the kernel's notion of it... hopefully it won't be hard to fix it, although your work-around of setting UNIXMODE to include "b" seems to work fine. (You don't mention whether this problem occurs under both MiNT and TOS, or just under one or the other... the MiNT libraries leave terminal control up the the kernel if MiNT is running, but have to attempt to emulate ioctl() themselves if MiNT is not present.)

> the global insures that the standard streams are also binary since _main()
> does essentially:
> stdin->_flag = ... | __default_mode__;
> long before it calls your main(). note that the scope of this force to
> binary mode is probably all child processes spawned from the program.

The actual setting of the _flags to binary mode affects only the process involved, since the FILE structure is a library construct, not a kernel one; so binary mode is not inherited by children.

(Of course, changing the UNIXMODE environment variable does affect the children, since the environment *is* inherited unless you do somthing like putenv() to change it.)
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2557. 2.06 ROMS for an 1040ST ??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-06-30 21:26:56 UTC
From: charltn@ccu.umanitoba.ca
Message-ID: <1992Jun30.212656.8404@ccu.umanitoba.ca>
Source record: 43808

I have a 1040ST with ver 1.00 ROMS. I have finally decided to get new ROMS. Someone mentioned that this will require an add-in board for the 2.06 ROMS. Can someone please E-mail me names of companies supplying this board (with tel # please). Also would appreciate reommendations if there are differences. At a minimum, can someone give me Codehead's tel number.
Many thanks.. jim... charltn@ccu.umanitoba.ca

2558. Re: NEED FOLDERXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-01 06:12:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul1.061246.5320@peponi.wcc.govt.nz>
Source record: 43812

In article <H.SpvJxmGTzsQ@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> I run a small usenet site, where every group name is a nested group
>of folders, and article counts run aroud 300. I use 128 extra folder slots.
>On TOS1.2, I would hve needed over 300.
>
> Some people claim to run bbs for months wioth no extra folders and
>no problems, however, I figure for the small ammount of memory the fix
>takes, why take chances.
>
> Also, though the bug fixed by poolfix was supposedly rare, and
>unlikely on 1.4, _everyone_ I know who has upgraded to 1.4 has hit
>it and had to install poolfix.
>jhenders@jonh.wimsey.bc.ca
>

You will find that FOLDER FIX does use a bit of memory, at least 128 + bytes per folder....

The POOLFIX92 is now on A.A. as poolfx92.lzh, in new...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

Before you do this you will have to E-Mail,

wmagro@roma.uiuc.edu (William Magro)

and ask him if this is correct, as he has posted here that all my messages are all incorrect...

This message will appear on all my postings from now on, untill that person retracts his false statments about me..??

Roger...........

2559. HBLs, etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-01 06:49:58 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992Jul1.065216.29946@ryn.mro4.dec.com>
Source record: 43819

Hi,

I've typed the HBL / Timer B example assembler program in, and
I just crash the machine when I run it, when it gets to the part
where it executes the VBL_INIT routine in supervisor, via the
XBIOS 38 call...

I just finished moving out of my apartment, and my ST won't be
hooked up to a modem for another day or so... I'll be posting
the program as I have it, in Mark Williams C assembler format.

I don't have the person's name that posted it here, but I've got
it in the comments of the assembler program...

If the person who posted it can check it against the magazine
article, perhaps there's just a simple problem or two...

Post coming soon!

John

2560. Re: Emacs, MiNT and other goodies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-01 08:18:52 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <0881.07.92@troja.stgt.sub.org>
Source record: 43823

monnier@disuns2.epfl.ch (Stefan Monnier) writes:

>finally, one question remains: I heard about UNIXMODE but I still
>can't understand what it represents, ...: what should be in there
>(examples are not very clear: why rCLAHbd,./ ?).

You should download a copy of UNIXMODE.{LZH,ZOO,ARC,???} from a.a. I'm not
quite sure, but I think you should find it near the GNU-docs.

stefan
--
!! stenny@troja.stgt.sub.org !!
with lots of luck: stenny@iemars1.e-technik.uni-stuttgart.de
alias Stefan Schober, Stuttgart FRG, +49-711-681151
// never change a winning team - it could get better! //

2561. tty and MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-01 08:23:28 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <0882.07.92@troja.stgt.sub.org>
Source record: 43822

Hi!

is there a legal way, to determine if a file handle, (result of an
open() call), describing a tty, belongs to the system console, or any
other terminal/modem connected via serial lines (RS232, Midi, ...)?

stefan

2562. Prolog on the ST(e) ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-01 09:03:22 UTC
From: rainer@winx05.informatik.uni-wuerzburg.de
Message-ID: <1992Jul1.090322.24160@informatik.uni-wuerzburg.de>
Source record: 43813

Maybe I'm just not up to date but I'm wondering if there is a PD-version of Prolog available anywhere for my 1040 STE. I'm not looking for a monster-mega-all-features-built-in environment, just something to play around with ...

... hope somebody's got something!

"... we all know, an hour is about | R. J. Frohnhoefer, Uni Wuerzburg
3800 seconds ..." (Dr. Py) | rainer@winx06.informatik.uni-wuerzburg.de
---

2563. Re: POOLFX92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-01 10:42:05 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Jul1124205@orion.laas.fr>
Source record: 43814

```
And look what this gives you on a Unix(tm) box:

Doing poolfx92.lzh ...
xlharc Error: Sorry, Cannot Extract this method.
: 24813 Bus error

Let's hear it for -lh5- HIP! HIP! HOORAH!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
================================================================================
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?
```

2564. Emacs Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-01 10:43:13 UTC
From: mintha@geog.ubc.ca
Message-ID: <1992Jul1.104313.8000@unixg.ubc.ca>
Source record: 43815

After experimenting with emacs for a while, I have come up with a number of problems. Using the MiNT version of emacs (recently sent to atari.archive - done by Erling Henanger), it crashes when it does a garbage collection. Otherwise it's great - fast, and supports the 'shell' command.

The other version of emacs (done by Scott Kolodzieski) doesn't crash, but its a lot slower on redraws, and it doesn't seem to support sub-processes (i.e. 'shell')

Has anyone managed to get around the shortcomings of either version? Also has anyone managed to compile the sources for the MiNT version recently send to atari.archive (in atari/new/mntemacs.zoo)

Thanxs Jim

--
Jim Mintha Home: (604) 467-2148
mintha@geog.ubc.ca Work: (604) 465-5074

2565. Re: MIDI interrupts and buffers...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-01 14:11:29 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.709999889@groucho.phil.ruu.nl>
Source record: 43817

joeg@praven.gsf.dec.com (Joe Gaudreau) writes:

>Anyone have a clue how to write an interrupt routine in C (Turbo) that
>will get called whenever something comes in the midi port? I'm perfectly
>happy with the internal routines to handle midi i/o, I'd just like the
>interrupt chain to get around to calling my code (safely).

>Also, clues on how to set larger midi buffers would be helpful. I'm
>thinking of something where I'd like to have multiple buffers, etc.

>Is there anyway to determine how large the current buffer is?

>Please mail to me (unless there is general interest), thanx.

>Joe
>-=-

XBIOS 14 can be used to install a new buffer. I've got some sample code at home which I could send you - but then you'll have to wait till august 15th, because I'll be off for a holiday - this is the last time before my vacation I'm logged in.

Hendrik Jan

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl

2566. Keyboard interrupt?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-01 16:37:01 UTC
From: mpnolan@vax1.tcd.ie
Message-ID: <1992Jul1.163701.1@vax1.tcd.ie>
Source record: 43816

At the moment, I'm trying to code a text/graphic adventure.
The problem, is that I need to sevice the keyboard.
I can't.

I am using a system call, that samples the keyboard, but
it's a busy wait routine.

I would love to interrcept the keyboard interrupt,
and service it myself, with my own code.

Could someone please show me how to intercept?
-and how to make sense of the hardware regs.?

thanks in advance.
-Mark N.

--

.-------------------------------------.
*Mark Nolan ************				
Trinity College Dublin				
*Eire********************	/	\
*mpnolan@vax1.tcd.ie****	/	\

2567. Re: NEED FOLDERXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-01 17:50:42 UTC
From: R04E@vm.urz.uni-heidelberg.de
Message-ID: <92183.15
Source record: 43818

I really love it to watch what happens if somebody wants to help another.
T.S.

2568. Problems with AT-Speed C16

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-01 19:43:43 UTC
From: CCC_BALL@RZMAIN.RZ.UNI-ULM.DE
Message-ID: <1992Jul1.194343.25584@wega.rz.uni-ulm.de>
Source record: 43820

Hi!
I have a problem with a AT-Speed C16-equipped Mega STE/4:
If I try to start up AT-Speed, the emulator screen is built up about 2
times per second, probably by whatsoever-caused frequent resets.
Then I have to restart the ST by pressing <escape>.
I tried to fix it by soldering an additional ground cable from the
AT-Speed-board to the motherboard, but that brought no improvement.
Does anyone know how to repair it? (Please reply by e-mail.)
TIA,
Joe.

! Bitnet: ccc_ball@dulruu51.bitnet Internet: ccc_ball@rzmain.rz.uni-ulm.de !
! Joerg Ballschmiter Gartenhalde 68 W-7900 ULM-Maehringen GERMANY !
! Chaos Computer Club ULM !

\ [DISCLAIMER] /
_____/

2569. Re: Developing Tools you use...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-01 23:21:07 UTC
From: comeau@csanta.attmail.com
Message-ID: <1992Jul1.232107.26002@well.sf.ca.us>
Source record: 43821

In article <1992Jun28.211815.27937@usenet.ins.cwru.edu> aa596@cleveland.Freenet.Edu (Peter Haller) writes:
>I am compiling a list of development tools that are being used on the
>ST,STe, and TT systems....
>.... So, what I would like to know are the following:
>
>1. Compilers/languages that are being used

Just a quick note that Comeau C++ 3.0 With Templates should be
available RSN.

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Producers of Comeau C++ 3.0 With Templates
Here:attmail.com!csanta!comeau / BIX:comeau / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a

2570. Topping windows

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-02 08:45:33 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Jul2.084533.19656@echo.philips.nl>
Source record: 43831

Hi,

Making a GEM application I run into the following situation:

I want to have two windows on the screen at the same time:
A. SCROLL WINDOW (A scrollable text window).
B. BUTTON WINDOW (A window with some self-drawn buttons, usign vdi).

Simplified it should look like one of the following:

```
A. B.
============= ==============
| |^| or | |^|
| ||| | |||
| |v| | |v|
------------- |------------|
============= | |
| -- -- | | -- -- |
------------- --------------
```

Two windows, each one One window completely visible
completely visible, drawn on top of the other
together filling the big one which fills the total
whole screen. screen.

In both situations, all info is completely visible.

I want the user to input on both windows randomly,
without having to top a specific window first.
As this would give a nasty flickering without any use for the user.
It is even worse, as the scrollbar won't be visible if its window
is not topped.

However, GEM assumes that you have only one active window.
Further more, you are not aware if a specific window is not visible
(as early TOS versions do not send the untopped event).

So if a user should click on a button in the button window,
I want to react with an appropriate reaction to the
function of that button, without having to top that window
first (which would lead to flickering, no scrollbar being visible
anymore!!, and no extra information to the user).
A reaction to button click may be an update of its state,
doing internal actions within the program, and changing the
view of the (other) scroll window.

I was thinking of always having the scroll window topped.
Everytime I get a TOP event for the button window, to react
on it as being a possible click on a button (by examining the
x and y positions of the mouse). So I ignore GEM's top request
and will leave the scroll window topped.

Questions:

1. What would be best positioning of windows. A or B?
2. Will this work in all existing GEM versions?
3. If not, what needs to be changed?
4. Any additional remarks?

I do think this will be ok for the current single task system, but...

5. What about MULTI-TOS (or other already existing multi* environment)?

As an alternative, I could do the following (which I do not like to do,
as this will take quite some time to re-implement):
6. If I'd make the buttons real GEM objects, would I get an event from
GEM when the button is pressed, even if they are outside the current
topped window.

Note that I do not want to make a dialog box or a new desk, as the
program should work in multi* environments as well.

Many thanks in advance.

John
--
John Janssen Email: johnj@echo.tds.philips.nl
The Netherlands or: John.Janssen@atehv.bso.nl
Work: +31 40 756425
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, Astrology, C

2571. Re: Emacs, MiNT and other goodies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-02 09:18:07 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92184.101807MEBEB@LIVERPOOL.AC.UK>
Source record: 43832

In article <1992Jun30.081932@disuns2.epfl.ch>, monnier@disuns2.epfl.ch (Stefan Monnier) says:
>
>I lastly managed to do a dump of Emacs 18.57. Badly, it is even
>bigger than before. But at least, I have understood what was that
>dumping ! (the trick to do the dump was to change some file
>names in loadup.el so that they aren't bigger than 8 chars and
>are only in lowercase).
>
I'm afraid its not quite that simple. You'll also need to edit some of the other files, since they in turn call files with long names - eg, try doing an M-x compare-windows on your version. Its worth editing the other files anyway, to get a dumped version of Emacs that suits your needs. For example, I didn't need any of the rmail or ftp, etc stuff, but there where a few things I did want in that weren't included in the basic version.

Incidentally, is there any sign of the updated non-mint Emacs being available yet? The one that, apart from anything else, knows how to launch external programs.

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~
~~~~~~

2572. FTPing to A.A..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-02 10:04:14 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul2.100414.22700@peponi.wcc.govt.nz>
Source record: 43825

When I FTP files to A.A. , were do I post the information about the files,
so that Jeff knows were to put it..??

Or does some one else checks them all out first..???

Roger..... sheppard_r@kosmos.wcc.govt.nz

2573. Re: Keyboard interrupt?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-02 11:36:02 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ZSDffcm_TAk@jonh.wimsey.bc.ca>
Source record: 43829

In <1992Jul1.163701.1@vax1.tcd.ie>, mpnolan@vax1.tcd.ie writes:
>
>I am using a system call, that samples the keyboard, but
>it's a busy wait routine.
>
>I would love to interrcept the keyboard interrupt,
>and service it myself, with my own code.
>
RTFM.
There really is no need to catch the keyboard interupt, from
what you describe.
If you use Bconstat, at various times, it will check for whether a
key was pressed. It's #1,trap 13, in case you don't have docs. Oh yeah,
there's also a devicenum parameter, which would be 2 for the keyboard.

```
Bconstat
move.w #devnm,-(sp) ; #2 for keyboard
move.w #1,-(sp)
trap #13
addq.l #4,sp
```

If you really want to to grab the interupt, it looks like you can use
Mfpint, pushing the vector of the new routine, the register you want to
steal the interupt from on the MFP, and $13, It's a trap #14 call, and
you'd have to check the register mask, I'd assume, to see if bit 6 is set,
(keyboard requestt) and jump top your own routine. Might want to read
CFJ's 13 commandments on vector stealing while you're at it.

```
Mfpint
move.l #pointer to your code,-(sp)
move.l #number of register to change vector for,-(sp)
move.w #13,-(sp)
addq #8,sp
```

BTW, the new 3 part c.s.a.st FAQ arrived on my system yesterday. In it
you'll find a list of sources for all the information you need. Also, the
gemfast library docs are free and have similar info, and the hitchhikers
guide to the bios seems be available for download many places.

--
jhenders@jonh.wimsey.bc.ca

2574. Re: FTPing to A.A..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-02 13:08:13 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <BqrJ5p.Bu2@newcastle.ac.uk>
Source record: 43826

When you upload to atari.archive, you should email Jeff with a short message about you program.

It takes ages for anything to be moved from new to the proper place though.

CRAIG GRAHAM.

2575. Re: FTPing to A.A..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-02 14:32:14 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jul2.143214.22743@news2.cis.umn.edu>
Source record: 43827

In article <BqrJ5p.Bu2@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>When you upload to atari.archive, you should email Jeff with a short message
>about you program.
>
>It takes ages for anything to be moved from new to the proper place though.

This is due primarily to the fact that Jeff is no longer AT the University of Michigan. It is a long distance call in order for him to connect with atari.archive. He drives down periodically, and goes through the 'new' stuff.

It's a temporary thing. When he gets to grad school this fall, Jeff should once again have direct, non-long-distance, access. I suspect that's when most folks will be returning from summer vacation anyway ...

-- David Paschall-Zimbel

2576. Re: Sensation TWO: 50Mhz in the TT !!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-02 15:02:55 UTC
From: UK1T@DKAUNI2.BITNET
Message-ID: <1992Jul2.150255.22416@rz.uni-karlsruhe.de>
Source record: 43828

Hatari!

> There's one solution for the old TT's (those who have an Daughter
> board.) The CPU and FPU are asynchronous clocked with 32 Mhz, while
> the System is running 16 MHz :-(And Now: The CPU and FPU are new
> and run 50 MHz. The Speed-Up is worst case: 35%.

That's very nice, after such a long time of having my TT I always waited
for some hardwarespeeders. But I heard, this speeder would have a 68030,
and, what I want, is a 68040, especially, when I hear the price of DM
2000 !!

So...I have to wait again...

Maybe, someone creates a nice DSP-Board for the TT and implement it
as in the Falcon030 ? :)

****
* uk1t@dkauni2.bitnet uk1t@ibm3090.rz.uni-karlsruhe.de *
* Roland_Schorr@ka.maus.de ATARI/NeXT/INGENIUM *
* "each computer is as perfect, as its programmer" *
****

2577. Re: tty and MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-02 18:23:32 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jul2.142332.1@uwovax.uwo.ca>
Source record: 43830

In article <0882.07.92@troja.stgt.sub.org>, stenny@troja.stgt.sub.org (Stefan Schober) writes:
> is there a legal way, to determine if a file handle, (result of an
> open() call), describing a tty, belongs to the system console, or any
> other terminal/modem connected via serial lines (RS232, Midi, ...)?

See the source code for isatty() in the MiNT library. This is also the "official" way of telling whether a TOS file handle is connected to a terminal.

For determining *which* terminal a tty is connected to, use ttyname(); this will work only under MiNT, though. (ttyname() works by using MiNT's extended file attributes and directory searching operations; it searches through the u:\dev and u:\pipe directories until it finds a file with the same index number as the handle.)
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2578. Re: Keyboard interrupt?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-03 01:37:23 UTC
From: anamr@cats.ucsc.edu
Message-ID: <37548@darkstar.ucsc.edu>
Source record: 43833

Hmm!! Why don't you check the Keyboard status first before you just get a keyboard byte. There are a few ways to check keyboard status. Don't have my ST Internals with me, so all I can say is that I have done it before.

If you can't figure ou the call, just message me and I will look it up.

Later...

2579. Re: Prolog on the ST(e) ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-03 02:47:57 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9222@uqcspe.cs.uq.oz.au>
Source record: 43834

rainer@winx05.informatik.uni-wuerzburg.de (Rainer Frohnhoefer) writes:

>Maybe I'm just not up to date but I'm wondering if there is a PD-version of
>Prolog available anywhere for my 1040 STE. I'm not looking for a monster-mega-
>all-features-built-in environment, just something to play around with ...

"xprolog.arc" in the atari/languages directory on atari.archive.umich.edu
is only 54K long. It implements what seemed to me like standard prolog -
I used it for assignments in undergrad.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / No witticism?
_.-._/ University of Queensland, /
v Brisbane, Australia. / ... so sue me.

2580. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-03 05:29:27 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul3.052927.4403@peponi.wcc.govt.nz>
Source record: 43835
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Lq29mB1w164w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>Hi.
>
>I'm soon going to be buying a high speed modem, but I think I may have
>run across a problem. I have a regular ST, which means that the maximum
>serial speed is 19200 baud. The modem is a BOCA 14,400. On compressed
>files, everything will be fine. But on text data, the modem will
>compress the data and send it. Even if the compression ratio were only
>2:1 the text would come in at faster than 19,200. Then the ST will limit
>it to 19,200. So the modem will work with the computer, but I would like
>to be able to take full advantage of the text compression. I have seen a
>file (an accessory) that has german documentation. From what I could
>gather (from the file itself, since I couldn't make sense out of the
>documentation) the program supports 38400 baud, 72600, and 15600 baud.
>Is this true and will it work?
>
>Any information would be greatly appreciated. By the way, I have Serial
>FIX installed in my AUTO folder if that makes a difference.
>
>
><< -- >>
><< mforget@ersys.edmonton.ab.ca >>
><< ~~~~~~ >>
><< Michel Forget >>
><< The Key: Spirit over mind over matter. >>
><< -- >>
>

From what I can remember there is a Hardware hack that is required to get a faster clock rate to the MPF (MC68901) chip, but its stuck at that rate, unless you put in a switch....

Roger..... sheppard_r@kosmos.wcc.govt.nz

2581. looking for program "more"

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-03 07:46:33 UTC
From: streibel@fernuni-hagen.de
Message-ID: <8174@fuhainf.fernuni-hagen.de>
Source record: 43692

```
alias l ls -l !* | more

I already looked in various archives, but I did not find one which seems
to work on pipes. Yes, I found "less", but I want to have "more". Maybe it is
in one of those many packages. In any way, I did not find it yet.

Hans

e-mail: streibel@fernuni-hagen.de
```

2582. Re: Sensation TWO: 50Mhz in the TT !!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-03 08:51:06 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jul03.085106.5385@bas-a.bcc.ac.uk>
Source record: 43836

In article <1992Jul2.150255.22416@rz.uni-karlsruhe.de> UK1T@DKAUNI2.BITNET writes:
>Hatari!
>
>> There's one solution for the old TT's (those who have an Daughter
>> board.) The CPU and FPU are asynchronous clocked with 32 Mhz, while
>> the System is running 16 MHz :-(And Now: The CPU and FPU are new
>> and run 50 MHz. The Speed-Up is worst case: 35%.
>
>That's very nice, after such a long time of having my TT I always waited
>for some hardwarespeeders. But I heard, this speeder would have a 68030,
>and, what I want, is a 68040, especially, when I hear the price of DM
>2000 !!

The problem with adding an '040 is that it drives the bus in a different
manner, so an accelerator board would need to translate the signals.

>
>So...I have to wait again...
>
>Maybe, someone creates a nice DSP-Board for the TT and implement it
>as in the Falcon030 ? :)
>
>**
>* uk1t@dkauni2.bitnet uk1t@ibm3090.rz.uni-karlsruhe.de *
>* Roland_Schorr@ka.maus.de ATARI/NeXT/INGENIUM *
>* "each computer is as perfect, as its programmer" *
>**

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

2583. MiNT: How to suppress access to drives? (2)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-03 10:06:37 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jul3.100637.9963@unibi.uni-bielefeld.de>
Source record: 43840
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello world! (2nd try)

This is my second attempt to ask anybody if there is any information on how to prevent MiNT from accessing some GEMDOS drives: The idea is that if you run a multi-user system, you'd probably like some users not to access some data. One problem might be, that the ST can only run one GEM, but what if a remote user calls it too? On Minix partitions you can set the access permissions so that stuff like this will never happen. But there will be the entries in drive U:/ left which can be accessed by anybody. Is there any way to prevent MiNT from recognizing these drives or any other way to make them not occur in drive U: or to make then not accessable by all users? Patching the _DRVBITS system variable works fine, but how should MiNT load the minix partition driver, if its own boot partition c: has dissappeared?

Any ideas? I'll appreciate them!

TeSche
--
Torsten Scherer, Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
==> Technische Fakultaet, Universitaet Bielefeld, Germany
Internet E-Mail : itschere@techfak.uni-bielefeld.de

2584. Re: Topping windows

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-03 10:36:04 UTC
From: rb420@rbhp14.rbg.informatik.th-darmstadt.de
Message-ID: <1992Jul03.103604.46293@infoserver.th-darmstadt.de>
Source record: 43837

In article <1992Jul03.080526.24615@donau.et.tudelft.nl>, reeuwijk@dutentb.et.tudelft.nl (C. van Reeuwijk) writes:
|> In <1992Jul2.084533.19656@echo.philips.nl> johnj@echo.philips.nl (John Janssen) writes:
|> >Hi,
|>
|> >Making a GEM application I run into the following situation:
|>
|> >I want to have two windows on the screen at the same time:
|> >A. SCROLL WINDOW (A scrollable text window).
|> >B. BUTTON WINDOW (A window with some self-drawn buttons, usign vdi).
|> > [He wants to handle clicks in both windows without handing 'topped'
|> > events before]
|>
|> >I was thinking of always having the scroll window topped.
|> >Everytime I get a TOP event for the button window, to react
|> >on it as being a possible click on a button (by examining the
|> >x and y positions of the mouse). So I ignore GEM's top request
|> >and will leave the scroll window topped.
|>
|> >Questions:
|>
|> >1. What would be best positioning of windows. A or B?
|> >2. Will this work in all existing GEM versions?
|> >3. If not, what needs to be changed?
|> >4. Any additional remarks?
|>
|> 1. If you want, you can get a window without move/title bar. Just don't
|> specify a move, title, full or close attribute for that window. That
|> way both choices are equivalent.

Why should he. I always create windows with all elements (that is except INFO).
All he has to do is, NOT to handle those elements he doesn't want to be changed
or clicked or whatever.

|> 2. The only problem I see (but I'm no authority on this) is that you don't
|> get informed if the right button is pressed, or about double clicks.

You can get information, but as far as I know, this message is in binary.
I guess it is %0111 for the right button.

|> 4. Clever! I would like to know if this works reliably.
|>
|> >5. What about MULTI-TOS (or other already existing multi* environment)?
|>
|> Someone from atari has stated that your window should at least have a move

|> bar. So much for my advice above. Why don't you allow the user to arrange
|> (and perhaps size) the windows? If you want to get fancy you could even
|> store the selected window positions in some sort of configuration file.
|>

Right!

|> >As an alternative, I could do the following (which I do not like to do,
|> >as this will take quite some time to re-implement):
|> >6. If I'd make the buttons real GEM objects, would I get an event from
|> > GEM when the button is pressed, even if they are outside the current
|> > topped window.
|>
|> No, you wouldn't. The only benefit is that you can use objc_find()
|> (or whatever it is called) to find an object in an object tree.
|>
|>
|> =-=
|> C. van Reeuwijk e-mail: reeuwijk@et.tudelft.nl
|> Delft University of Technology Phone: +15-781429
|> Dep. of Electronic Engineering Telefax: +15-785922
|> Mekelweg 4
|> 2628 CD Delft, The Netherlands

2585. Re: Topping windows

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-03 12:01:55 UTC
From: UK1T@DKAUNI2.BITNET
Message-ID: <1992Jul3.120155.20743@rz.uni-karlsruhe.de>
Source record: 43839

Hatari!

> Making a GEM application I run into the following situation:
>
> I want to have two windows on the screen at the same time:
> A. SCROLL WINDOW (A scrollable text window).
> B. BUTTON WINDOW (A window with some self-drawn buttons, usign vdi).

> I want the user to input on both windows randomly,
> without having to top a specific window first.
>
> However, GEM assumes that you have only one active window.
> Further more, you are not aware if a specific window is not visible
> (as early TOS versions do not send the untopped event).
>
> So if a user should click on a button in the button window,
> I want to react with an appropriate reaction to the
> function of that button, without having to top that window
> first (which would lead to flickering, no scrollbar being visible
> anymore!!, and no extra information to the user).
> A reaction to button click may be an update of its state,
> doing internal actions within the program, and changing the
> view of the (other) scroll window.

Well, I've got a better idea, which will work on almost every TOS-Ver-
sion:

make an evnt_multi with the two rects WINDOW1, WINDOW2 as a event, when
the mouse goes in. If this event happens, just top the window, in which
the mouse is, so the user always has only to make one mouseclick.

> I do think this will be ok for the current single task system, but...
>
> 5. What about MULTI-TOS (or other already existing multi* environment)?

Well, that's really a problem. You have to be sure, that both windows
are topped, well sure, only one is active, but the user has to be able
to click in both windows. Then this function will work fine.

Another way is, to merge these two windows to one. Maybe you can make
this... :)

> As an alternative, I could do the following (which I do not like to do,
> as this will take quite some time to re-implement):
> 6. If I'd make the buttons real GEM objects, would I get an event from
> GEM when the button is pressed, even if they are outside the current
> topped window.

>
> Note that I do not want to make a dialog box or a new desk, as the
> program should work in multi* environments as well.

Well, then forget 6.

Greetings and much fun with programming :) Roland.

****
* uk1t@dkauni2.bitnet uk1t@ibm3090.rz.uni-karlsruhe.de *
* Roland_Schorr@ka.maus.de ATARI/NeXT/INGENIUM *
* "each computer is as perfect, as its programmers" *
****

2586. Re: Sensation TWO: 50Mhz in the TT !!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-03 12:01:57 UTC
From: UK1T@DKAUNI2.BITNET
Message-ID: <1992Jul3.120157.20773@rz.uni-karlsruhe.de>
Source record: 43838

Hatari!

> The problem with adding an '040 is that it drives the bus in a different
> manner, so an accelerator board would need to translate the signals.

Well, I know this, but look at the 'old' STs. The 68020 has also got
another businterface than the 68000 and 68010, but there are many many
boards for the ST. And I guess, that the 50 Mhz-hardware is not so much
cheaper than designing a new one for a 68040. (Well, I hope this :)

Greetings, Roland :)

****
* uk1t@dkauni2.bitnet uk1t@ibm3090.rz.uni-karlsruhe.de *
* Roland_Schorr@ka.maus.de ATARI/NeXT/INGENIUM *
* "each computer is as perfect, as its programmers" *
****

2587. Re: Topping windows

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-03 14:03:33 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Jul03.140333.29450@donau.et.tudelft.nl>
Source record: 43694

In <1992Jul03.103604.46293@infoserver.th-darmstadt.de>
rb420@rbhp14.rbg.informatik.th-darmstadt.de (Chris Vetter) writes:
>|> 1. If you want, you can get a window without move/title bar. Just don't
>|> specify a move, title, full or close attribute for that window. That
>|> way both choices are equivalent.

>Why should he. I always create windows with all elements (that is except INFO).
>All he has to do is, NOT to handle those elements he doesn't want to be changed
>or clicked or whatever.

In my opinion, if you show a window attribute, you should handle it.
Otherwise, what is the point? You use precious screen area with those
attributes.

=-=-=-

2588. Re: Emacs, MiNT and other goodies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-03 14:07:54 UTC
From: sundsted@cis.uab.edu
Message-ID: <1992Jul3.140754.13731@cis.uab.edu>
Source record: 43691

As I understand it, in order to use other programs within Emacs (shell, lisp...) you _need_ MiNT. For example, when you type M-x shell, Emacs starts your shell with its input and output taken from Emacs buffer *shell*. While the shell is running, you can still use Emacs. Wihtout MiNT there would be no way of switching back and forth between *shell* and regular Emacs because only one process can be runing at a time.
Todd

2589. Mac Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-03 14:27:29 UTC
From: psurge@cs.utexas.edu
Message-ID: <l58ouhINN4sl@levelland.cs.utexas.edu>
Source record: 43693

I saw this thread recently, but did not read it because I didn't think the situation would ever come up. Please bear with me if this is a rehash.

I recently aquired an Everex Macintosh HD. The mechanism is a seagate ST225N set up as SCSI ID 2. It appears to be SCSI imbedded, because the connectors do not look like the same used on my other HD. The cable goes from the HD to two SCSI ports. There is also a smaller connector to the side of the larger one similar to the smaller connector on a non-SCSI drive.

I have an older ICD adapter and an OMPTI controller for the first drive. OMTI (I forget which one it is, ompti or omti) is set as ID 0, drive one is, of course, unit 0.

Now the nitty gritty. How do I patch the Seagate into my system and second, not including defects, will it run?

Thanks, and if you need more information please let me know and I will provide it.

Thanks again

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

2590. .JPGs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-03 16:28:40 UTC
From: dandy@sys6626.bison.mb.ca
Message-ID: <HimcNB1w164w@sys6626.bison.mb.ca>
Source record: 43696

I've been having a problem, I have several great gif veiwers for my
ST, but now all the IBM files are JPGs... Does anyone have, or heard of a
prg for ST that will read .JPGs?

|) /\ |\| |) \/
/ (dandy@6626.bison.mb.ca)

2591. Re: Topping windows

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-03 16:37:44 UTC
From: steve@thelake.mn.org
Message-ID: <A1555437795@thelake.mn.org>
Source record: 43697

[In article <1992Jul3.120155.20743@rz.uni-karlsruhe.de>,
UK1T@DKAUNI2.BITNET writes ...]

> make an evnt_multi with the two rects WINDOW1, WINDOW2 as a event, when
> the mouse goes in. If this event happens, just top the window, in which
> the mouse is, so the user always has only to make one mouseclick.

This sounds like a good solution. The Leaf Systems (Associated Press)
electronic darkroom software on the Macintosh has an option to select this
behavior. Because it's different, I found it a little bit confusing, but I
suspect that people who aren't mouse-literate* might prefer it.

(*Most of the people at work find the Mac-type user interface
overwhelmingly complex. We've had to install function-key aliases for 30
or 40 common tasks. Using the mouse isn't as intuitive as many people
assume. It's a skill that has to be learned.)

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

2592. EMACS 18.58 update!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-03 17:28:28 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Jul3.122828.1@vaxc.stevens-tech.edu>
Source record: 43695

UPDATED Emacs 18.58,

Sorry for the delay in getting out Emacs 18.58, but I have been tied up with s much stuff that it had to take a back seet for a liitle bit. It is beginning to lighten up a bit for me so I a looking at releasing the new binaries,lisp and ST-TeX documentation next week. The only thing left to do is the documentation, and I am 1/2 way through that. It should make installation/usage/customization much easier.

It does have the ability to directly launch processes. "M-x complile" and "M-x grep" work fine. Screen updates are much faster, and all filenames have been shrunk to comform to the 8.3 TOS limit, the ".emacs" init file has been changed to "emacs.rc" as to be legal under non-UNIXMODE TOS.

Once again sorry for the delay, but I can gaurentee it is worth the wait.

Cheers,
Scott Kolodzieski...

PS. Remember to check out "Bash 1.12" on atari.archive, they are in the files "112src-d4.zoo, 112bin-d4.zoo, and 112doc-d4.zoo" in the atari/new subdirectory.

2593. Gem Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-03 18:40:17 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <75171@ut-emx.uucp>
Source record: 43699

Hi,

I am trying to write a GEM shell for Ghostscript and the following questions/problems have arisen:

1) Gem programs compiled with gcc choke when amcgdos is loaded. I know that there was recent discussion of this topic, but I didn't pay much attention, and I don't recall a solution being posted.

2) The Gem shell calls appl_init and opens a virtual workstation. It then Pexecs GS, whose screen driver then makes another appl_init call and opens a virtual workstation. I expected this to cause problems, but it seems to work OK. Is the system behavior well defined in such instances, or will this have unpredictable results on some machines (don't want to change the GS screen driver if I don't have to :-).

3) Is it possible (with or without mint) for a child process (GS) to open a window and write to it, without messing up the window handles or the gem environment of the parent (the shell).

4) I have a dialog box which contains an editable text object, and it does not behave properly. Sometimes when I delete characters, they are not erased from the screen, although the actual string referenced by the object is changed. Also, sometimes lots of vertical bars are typed on the screen instead of the characters I am inputting. Other times, the cursor is not shown in the right place, but will suddenly jump to the beginning after you have deleted all the characters in the string. These problems occur in various mixtures in different circumstances. This seems to be a problem only with what appears on the screen. The contents of the editable string always seems to be correct.

Any information on any of these problems will be greatly appreciated. I am using gcc 1.4 on a 4M 520STf with TOS 1.0.

Thanks,

-Tim Gallivan
timg@landau.ph.utexas.edu

2594. Re: HBLs, etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-03 18:45:53 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Jul3.184553.8403@cs.mcgill.ca>
Source record: 43698

Hmmm. I was sure I typed it in right. I'll check it against what you'll post (I didn't save a copy of what I posted. my fault)

It didn't come from a mag, so I hope I didn't make a mistake that made it crash on anything else but an old 520STfm.

It could just be one single character that I mistyped (as a 1 instead of a 2 in one of those addresses, or something similar.)

Anyways, sorry for the inconvenience. I hope I could get to repairing the error. Unfortunately, I might not be able to get access to internet until september. So don't be angry if I do not reply.

Patrick.

2595. Re: looking for program "more"

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-03 21:59:27 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul03.215927.9195@convex.com>
Source record: 43700

In article <8174@fuhainf.fernuni-hagen.de> streibel@fernuni-hagen.de (Hans Streibel) writes:
>I already looked in various archives, but I did not find one which seems
>to work on pipes. Yes, I found "less", but I want to have "more". Maybe it is
>in one of those many packages. In any way, I did not find it yet.

i am not 100% certain, but i think less has a more emulation, which may even include not stopping at the bottom of a file (ie exit at end). you can probably map keys for up scroll, etc, out of existence, too. that's what lesskey does.

the other thing to look for is a version of pg(1). note that "less" does not imply lower functionality. less is actually far more capabile than more.
i can also send the diffs to less 177 for making it run under MiNT. i found the recent one posted at atari.archive as having problems in my environment. could this be your problem?

i know i have source for more. i just don't recall if it is PD or not. send me mail after you try the above without success and i'll dig up my source code and see if i can send it...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2596. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-03 22:57:46 UTC
From: bart@bluemoon.rn.com
Message-ID: <ZyycNB3w164w@bluemoon.rn.com>
Source record: 43703
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

> gather (from the file itself, since I couldn't make sense out of the
> documentation) the program supports 38400 baud, 72600, and 15600 baud.
> Is this true and will it work?

it will work. the speed will be set at 38,400, but the computer
will lose characters at that speed. i know because I've used the
accessory you're talking about with my USR DS HST modem, which
seemed to report 38,400 as the port speed, but characters would
get lost, and garbage was all over the screen.

if perhaps you have a 16+ mhz ST, you might be able to get it to work.

ciao..

This is from
bart@bluemoon.rn.com
who doesn't have their own obnoxious signature yet

2597. reading TTL from cartridge port

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-04 00:40:10 UTC
From: reyy@vax5.cit.cornell.edu
Message-ID: <1992Jul3.204010.13440@vax5.cit.cornell.edu>
Source record: 43701

Greetings,

I hope this isn't a silly question, but I want to know how to
interface my ST with an IR decoder via the cartridge port.
My naive approach was to use the power supplied by pins 1 (+5V)
and 39 (GND) to run a radio shack IR decoder module, and send the
output to pin 17 (data 0). Then just read the cartridge port
(address hex FA0000) and presto, I'd have nice raw data.

Well, what really happened was that my ST froze up. Then I would
reboot, and I'd get a whole bunch of bombs. I thought I fried
something internally. But I guess not, because it worked the
next day, so I tried it again, same thing. I really don't know
why it gives me bombs when I try to boot afterwards, but if
I wait a day or two, it's fine.

So, is my procedure as described above OK, or am I missing
something rather significant? Any suggestions as to a better
way of accomplishing this? This is mostly what I'm concerned
with, but if you think you know why my computer keeps crashing,
I'd be interested in knowing that, too!

Thanks,

David S. Rowell
REYY@Vax5.cit.cornell.edu
.sig available upon request

2598. Re: reading TTL from cartridge port

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-04 00:59:13 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul4.005913.16084@peponi.wcc.govt.nz>
Source record: 43702

In article <1992Jul3.204010.13440@vax5.cit.cornell.edu>, reyy@vax5.cit.cornell.edu writes:
>Greetings,
>
>I hope this isn't a silly question, but I want to know how to
>interface my ST with an IR decoder via the cartridge port.
>My naive approach was to use the power supplied by pins 1 (+5V)
>and 39 (GND) to run a radio shack IR decoder module, and send the
>output to pin 17 (data 0). Then just read the cartridge port
>(address hex FA0000) and presto, I'd have nice raw data.
>
>Well, what really happened was that my ST froze up. Then I would
>reboot, and I'd get a whole bunch of bombs. I thought I fried
>something internally. But I guess not, because it worked the
>next day, so I tried it again, same thing. I really don't know
>why it gives me bombs when I try to boot afterwards, but if
>I wait a day or two, it's fine.
>
>So, is my procedure as described above OK, or am I missing
>something rather significant? Any suggestions as to a better
>way of accomplishing this? This is mostly what I'm concerned
>with, but if you think you know why my computer keeps crashing,
>I'd be interested in knowing that, too!
>
>Thanks,
>
>David S. Rowell
>REYY@Vax5.cit.cornell.edu
>..sig available upon request
>

You can't do that as you must stobe the input to D0, what you are doing in
pulling D0 high or low and crashing the computer..

Also is the output of this device serial..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2599. Re: .JPGs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-04 07:10:54 UTC
From: ninja@halcyon.com
Message-ID: <1992Jul4.071054.19014@nwnexus.WA.COM>
Source record: 43704

- Does anyone have, or heard of a prg for ST that will read .JPGs?

What I've one for a long time is use DJPEG to conver the file back to GIF, and then run DMJ_GIF 3.0 to convert it to spectrum. Works well! If you want it full size, then the GIF_COLOR is a good one... On the TT, my friend uses the latest version of GEM_VIEW to view them with, since he has 256 color that way. GEM VIEW works on teh ST of course, but you only get 16 colors in low res. (That's why I like the conversion to SPC...)

DJEG and DMJ_GIF are both on atari.archive. The new GEM_VIEW might be.

2600. TOS 2.06 Startup Wait Skip

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-04 16:50:13 UTC
From: mario@rbiffm.informatik.uni-frankfurt.de
Message-ID: <3079@rbiffm.informatik.uni-frankfurt.de>
Source record: 43709

I have just installed TOS 2.06 on my old ST1040.

The startup delay to wait for the SCSI-disk to become ready has been done by the hdw3 bootsector, which tweaks the devices at the DMA bus with test-unit-ready commands.

The new TOS introduces a very long delay to wait for disks to become ready. With an additional utility named "NOROACH" the delay may be adjusted or skipped (also a bootsector).

As I am not satisfied with the adjustable wait solution of NOROACH I was planning to modify the hdw3 bootsector to turn off TOS 2.06 initial spin-up wait. Does anybody know what I have do at bootsector run time to change the time of the initial wait?

Perhaps there is a NOROACH source available somewhere?

- Mario
--
Mario Schulz Technische Informatik
Postfach 11 19 32 D-6000 Frankfurt 11 Germany
Tel.: +49 69 798 8363 Fax.: +49 69 798 8353 Tlx.: 0413932 unif d
E-Mail: mario@tisu1.ti.informatik.uni-frankfurt.de

2601. ST Power Supply Question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-04 20:48:23 UTC
From: bcc@lanai.Eyring.COM
Message-ID: <1992Jul4.204823.5445@fcom.cc.utah.edu>
Source record: 43705

From previous postings here, I've learned that the ST power supplies leave something to be desired. Well, my 1040 now makes fizzing noises, the LEDs flicker, the screen image on a monochrome monitor is lousy, and the floppy drive won't work. Since the fizzing comes from the power supply, I am laying the blame there.

My options are fix the old supply or buy a new one. If I fix the old one, is it most likely to be a capacitor or the regulator? How can I tell? What is the Radio Shack replacement for the regulator? If I buy a new power supply, does BEST have the corner on the product?

Thanks!

--
Brian Cooper bcc@Eyring.COM
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

2602. Re: .JPGs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-04 22:34:00 UTC
From: Christoph_Bregulla@k2.maus.de
Message-ID: <A43167@K2.maus.de>
Source record: 43630

d>Does anyone have, or heard of a prg for ST that will read .JPGs?

Jip.
The wonderful GEM-View will show this and lots of other formats... It runs as acc as well as prg and is very fast. The newest version is 1.1m (I think...) and can be ftp'ed somewhere, but I don't know an exactly ftp site :-(

bye

2603. Re: reading TTL from cartridge port

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-04 23:34:39 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Jul04.233439.26263@cdsmn.mn.org>
Source record: 43706

In article <1992Jul3.204010.13440@vax5.cit.cornell.edu> reyy@vax5.cit.cornell.edu writes:
>Greetings,
>
>I hope this isn't a silly question, but I want to know how to
>interface my ST with an IR decoder via the cartridge port.
>My naive approach was to use the power supplied by pins 1 (+5V)
>and 39 (GND) to run a radio shack IR decoder module, and send the
>output to pin 17 (data 0). Then just read the cartridge port
>(address hex FA0000) and presto, I'd have nice raw data.
>
>Well, what really happened was that my ST froze up. Then I would
[...]
>
>So, is my procedure as described above OK, or am I missing
>something rather significant? Any suggestions as to a better
>
[...]
>
>David S. Rowell

You are causing what is referred to as "bus contention" (that's not important to know, I just love buzz words! :-) This is when two data sources (like your detector and any of the RAM/ROM in the computer) place data on the bus at the same time. What you need is a tri-state buffer that will only allow your detector data to be placed on the bus when the cartridge port address is selected. I've not built a cartridge port interface yet, so I'm not sure of all the bus timing, but I believe you would use the ROM select signal(s) and the data strobe signal(s) to enable the tri-state buffer, gating your data through the device. I have collected some info on the port, but haven't experimented with it yet. Your application of reading one bit from the port will require a little more logic, but not much more. E-mail me for more specific info.

Regards,
Doug Plate

2604. Re: signal() exceptions... esp. in GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-05 07:46:28 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jul17153028@acae127.cadence.com>
Source record: 43494

In article <9300@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

> MyBusErrorHandler()
> {
> asm("unlk a6; addl #14,sp; movew 0x300,sr");
> }
>
>
> Obviously this is VERY POOR, and I believe it will fail on the TT.
>
> Please, does anyone know a correct solution? I just want to be able
> to process hardware exceptions in C, and not return from the exception

its kinda hard to do this for the gcc library too in a
portable/general way. the way i have done it in the past is to have
two codings, one for the 68k one for 680X0 (where X >0), and put a test
based on 0x59e:w (which indicates a long frame). the code basically
does what you suggest, that is, hack the mode, and then does a longjmp
to someplace i have done a setjmp already in my C code to handle the
exception. you can see some of this in the atarist-gdb src, and also
in the gmon.c source (in the library). oh, and dont forget to use the
XBRA protocol.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2605. Re: Passing modified environment to child process--HOW?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-05 08:29:23 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jul17161323@acae127.cadence.com>
Source record: 43493

In article <75723@ut-emx.uucp> timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:

> I have tried every reasonable manner of passing an environment which has
> been modified by the parent with putenv() to a child process started
> with Pexec().
>
> Pexec(0, ..., 0); passes the original environment of the parent, but not
> the modifications.

that is correct, because the environment passed by Pexec is the
environment gemdos knew about. on startup, the library make a copy of
the env gemdos knows about, and any putenv()'s happen to the library's
copy and not to gemdos's.

> extern char **environ;
> Pexec(0, ..., environ); doesn't work either.
>

that will not work, you need to pass the env down using the Atari/Mwc
conventions, not just the raw array. (see spawnve.c to see how we do
it).

> like to know why passing environ doesn't work. I have spent quite
> a bit of time messing with this and I am getting a little annoyed.

dont get annoyed, just ask! send mail!

> I am using GCC 1.4 on a 4M 520STF. Help will be greatly appreciated.

what i am curious about is why you are using Pexec() directly, instead
of one of the execXX()/spawnXXX() forms, which are more higher level
and take care of all these issues for you, pass the correct env using
the correct conventions, the spwanvp/execvp() forms even look up PATH
for you, and so on. heck you you even use system() to do redirections etc.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2606. Fellow High Speed Pascal user please respond!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-05 13:02:28 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <Ta3FNB2w164w@sys6626.bison.mb.ca>
Source record: 43707

This is to the guy who told me about the latest version of HSP (and how he upgraded by sending to the UK)...please email me! I lost your net address and I have a couple of questions to ask. Thanks!

;--- (Trevor Cordes) a user of sys6626, running waffle 1.64
;E-mail: genius@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

2607. Re: HBLs, etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-05 19:45:38 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992Jul5.195013.12544@ryn.mro4.dec.com>
Source record: 43720

In article <1992Jul3.184553.8403@cs.mcgill.ca>, bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes...
>Hmmm. I was sure I typed it in right. I'll check it against what you'll post
>(I didn't save a copy of what I posted. my fault)
>
>It didn't come from a mag, so I hope I didn't make a mistake that made it
>crash on anything else but an old 520STfm.
>
>It could just be one single character that I mistyped (as a 1 instead of a 2
>in one of those addresses, or something similar.)
>
>Anyways, sorry for the inconvenience. I hope I could get to repairing the
>error. Unfortunately, I might not be able to get access to internet until
>september. So don't be angry if I do not reply.
>
> Patrick.
Hi,

I still haven't got MY modem hooked up to my ST yet, as I just
moved, and I'm still setting things up...

I saw your EMAIL regarding your terminal room shutting down today,
so perhaps I won't be able to contact you until September...

I WILL be posting the whole assembler program (converted to MWC)
soon, in the hope that with everyone out there, we can get it
to work...

John

P.S. - ST users never get angry!

2608. Re: .JPGs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-06 03:41:45 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <1829@sheoak.bcae.oz.au>
Source record: 43708

In article <1992Jul4.071054.19014@nwnexus.WA.COM> ninja@halcyon.com (Jonathan Roy) writes:
>
> - Does anyone have, or heard of a prg for ST that will read .JPGs?
>
>What I've one for a long time is use DJPEG to conver the file back to GIF,
>and then run DMJ_GIF 3.0 to convert it to spectrum. Works well! If you
<stuff deleted>
>DJEG and DMJ_GIF are both on atari.archive. The new GEM_VIEW might be.

I ftp'ed a copy of djpeg and I was just wondering: How much memory does
it require? I have 1 meg and I seem to get out of memory messages on
JPEG files greater than about 20k. Is this normal?

Jared Quinert
i921652@redgum.ucnv.edu.au

2609. topping windows (continued)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-06 11:56:01 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Jul6.115601.10703@echo.philips.nl>
Source record: 43723

Hi,

Thanks for all reactions.

Although I got some more ideas now, I'm still not convinced about a
particular solution. That's why I react on some topics brought up.
I hope to get the discussion going on.

Summary:
>I want to have two windows on the screen at the same time:
>A. SCROLL WINDOW (A scrollable text window).
>B. BUTTON WINDOW (A window with some self-drawn buttons, usign vdi).
> [wants to handle clicks in both windows without handing 'topped'
> events before]

>I was thinking of always having the scroll window topped.
>Everytime I get a TOP event for the button window, to react
>on it as being a possible click on a button (by examining the
>x and y positions of the mouse). So I ignore GEM's top request
>and will leave the scroll window topped.

In article from reeuwijk@et.tudelft.nl (C. van Reeuwijk) writes:
>1. If you want, you can get a window without move/title bar. Just don't
> specify a move, title, full or close attribute for that window. That
> way both choices are equivalent.
>2. The only problem I see (but I'm no authority on this) is that you don't
> get informed if the right button is pressed, or about double clicks.

I do not know why not. As the multi_event always returns the mouse button
state. This includes the right button. Or do I miss something...

>>5. What about MULTI-TOS (or other already existing multi* environment)?
>
>Someone from atari has stated that your window should at least have a move
>bar.

Question: Is this really necessary, or "just" to allow users to
move the different applications on screen. As I would not like to do that.
I want my application to work with MULTI-TOS. Not necessarily cooperate
with it...

> So much for my advice above. Why don't you allow the user to arrange
>(and perhaps size) the windows?

What about MULTI-TOS? Does it move/clip inner windows (like X and MSWINDOWS)
or is it up to the application programmer (I wouldn't be supprised;-(

In article from rb420@rbhp14.rbg.informatik.th-darmstadt.de (Chris Vetter) writes:
>In article <1992Jul03.080526.24615@donau.et.tudelft.nl>, reeuwijk@dutentb.et.tudelft.nl
(C. van Reeuwijk) writes:
>|> In <1992Jul2.084533.19656@echo.philips.nl> johnj@echo.philips.nl (John Janssen)
writes:
>|> 1. If you want, you can get a window without move/title bar. Just don't
>|> specify a move, title, full or close attribute for that window. That
>|> way both choices are equivalent.
>
>Why should he. I always create windows with all elements (that is except INFO).
>All he has to do is, NOT to handle those elements he doesn't want to be changed
>or clicked or whatever.

If I get you right. You display the closer even when you do not support it
(as an example). I think this would be too confusing for the user.

>|> 2. The only problem I see (but I'm no authority on this) is that you don't
>|> get informed if the right button is pressed, or about double clicks.
>
>You can get information, but as far as I know, this message is in binary.
>I guess it is %0111 for the right button.

Wha? How/where do you get that from?

In article UK1T@DKAUNI2.BITNET writes:

>Well, I've got a better idea, which will work on almost every TOS-Ver-
>sion:
>
>make an evnt_multi with the two rects WINDOW1, WINDOW2 as a event, when
>the mouse goes in. If this event happens, just top the window, in which
>the mouse is, so the user always has only to make one mouseclick.

The problem with this is that the scrollbar will be invisible as soon
as its window is no longer topped...

Currently I am doing something simular. I am using graf_mkstate() and as
soon as the mouse moves out of the work area (Eg. to use the scrollbar)
I am using event_multi again (with a rect to wait for the mouse to come
back in the work area rect.
But this allows no other applications to run when the mouse is in the
work area, so no good for MULTI-TOS (I think).

>> 5. What about MULTI-TOS (or other already existing multi* environment)?
>
>Well, that's really a problem. You have to be sure, that both windows
>are topped, well sure, only one is active, but the user has to be able
>to click in both windows. Then this function will work fine.

This would not be a problem if MULTI-TOS clipped everything outside your main
window or parts that or not topped (because of other applications' windows).
But I have no information about this.

>Another way is, to merge these two windows to one. Maybe you can make
>this... :)

I did think about this. However, I thought it wouldn't be nice,
as the scrollbar is besides the whole window, while the scrollable data
is only in one part of it... You'd expect the buttons to get scrolled
as well (being a user...).

--
John Janssen Email: johnj@echo.tds.philips.nl
The Netherlands or: John.Janssen@atehv.bso.nl
Work: +31 40 756425
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, Astrology, C

2610. Help! Problem with serial port...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-06 13:52:39 UTC
From: hack@hector.stsci.edu
Message-ID: <1992Jul6.135239.12716@stsci.edu>
Source record: 43710

Recently lightning took out my modem and the phone my wife was talking on. After replacing both, I am now getting some odd behavior when I run UNITERM. I call up the dialer and have it dial a number. The modem receives the number from the computer (the appropriate lights on the modem flash), I hear it dial the number, the other end responds correctly, then NOTHING.

Normally, the dial command (ATDT########) shows up on the screen, however, it does not any more. When the modem connects with the other end, it usually beeps and then shows the CONNECT 2400 message, but not any more. It appears that my 1040ST RD line has gone south. Does this sound correct? Could anyone provide some suggestions on how/where to check/correct this problem?

Warren J. Hack
hack@stsci.edu

2611. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-06 13:52:52 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1063@usdtsg.DaytonOH.NCR.COM>
Source record: 43712
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Lq29mB1w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>Hi.
>
>I'm soon going to be buying a high speed modem, but I think I may have
>run across a problem. I have a regular ST, which means that the maximum
>serial speed is 19200 baud.
[stuff deleted]
>I have seen a
>file (an accessory) that has german documentation. From what I could
>gather (from the file itself, since I couldn't make sense out of the
>documentation) the program supports 38400 baud, 72600, and 15600 baud.
>Is this true and will it work?

Well, I can't say if it will work for your case or not, but I have used the accessory (HSPD_232.ACC) to do null-modeming between my MegaSTe and 286 with no problems at 38400 baud. At least in this case, yes the accessory does work as advertised (it's real cool seeing the files fly at 38400 baud). In case anyone wonders, yes, I know I can put PC disks in my ST, etc. The reason I null-modem is because my PC has a 720k drive, and I'm using 1.44M disks on my ST (now there's a switch, eh? :-)

I do have one "problem" however with this accessory, or rather with its options. The accessory does give the choice of 38400 and two higher speeds, but the speeds that it does have (above 38400) do not match any of the high speeds that my PC term programs handle (namely Procomm and Telix). If there was a way to set a custom baud rate, then that would be even more useful (BTW the PC term supports 57600 and 115200 baud, while the ST supports 38400, 72600 (I think) and 156000 (I think))...

Robert J. Anisko

2612. Re: looking for program "more"

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-06 14:00:38 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jul06.140038.20099@bas-a.bcc.ac.uk>
Source record: 43711

I can send you (and anyone else who asks) a copy of my port of BSD more, if you want it.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

2613. Tex, nroff, ps documentation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-06 16:39:56 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul6.183956@disuns2.epfl.ch>
Source record: 43713

I was just wondering what was the point to distributing documentation
in Tex, nroff or postscript form ?

Is nice presentation so important ?

Personnally, I just want to read it (maybe printed, maybe not) !

-Nroffed manpages could be fine, but I don't know of any package
that can really handle at least half of the manpages found on
MiNT or UNIX.
-For Tex, the problem is just that Tex is big: too big for my HD
and anyway too slow.
-Finally postscript is even worse than Tex to get printed (ghostscript
is also big and slow) !

I LOVE ACSII TEXT !!!!
SO EASY TO HANDLE !!!!

Where could I find a nice util to transfer from PS or Tex to ASCII ?

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2614. Re: reading TTL from cartridge port

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-06 16:50:59 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul6.185059@disuns2.epfl.ch>
Source record: 43714

In article <1992Jul04.233439.26263@cdsmn.mn.org>, plate@cdsmn.mn.org (Doug Plate) writes:
: same time. What you need is a tri-state buffer that will only allow your
: detector data to be placed on the bus when the cartridge port address is
: selected. I've not built a cartridge port interface yet, so I'm not sure
: of all the bus timing, but I believe you would use the ROM select signal(s)
: and the data strobe signal(s) to enable the tri-state buffer, gating your
: data through the device. I have collected some info on the port, but haven't
: experimented with it yet. Your application of reading one bit from the port
: will require a little more logic, but not much more. E-mail me for more
: specific info.
:
: Regards,
: Doug Plate

As you add this logic you could include a serial to parallel chip
(that is a shift register with parallel out) so that you could read 8
or 16 bits at once ! (just take care not to read two times the same word
or to miss one)

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2615. Which MiNTlibs to use with GCC 2.1??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-06 19:03:28 UTC
From: chu@acsu.buffalo.edu
Message-ID: <BqzE9s.E13@acsu.buffalo.edu>
Source record: 43715

Hi,

GCC 2.1 with PL20 MiNT libs fails some tests (including bus error on the bcopy test). I assume that this means that there are some errors in Patch Level 20 of the MiNT libraries?

Has anyone had any real programs that didn't work properly because they were compiled under GCC 2.1 and used PL20 MiNTlibs??

(In other words, what I'm really asking is, "Should I fall back to GCC 1.4 and PL19 of MiNT libraries?" Can PL19 be used with GCC 2.1?)

john
chu@acsu.buffalo.edu

2616. Re: Which MiNTlibs to use with GCC 2.1??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-06 21:47:28 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul06.214728.16827@convex.com>
Source record: 43717

In article <BqzE9s.E13@acsu.buffalo.edu> chu@acsu.buffalo.edu (John C. Chu) writes:
>Can PL19 be used with GCC 2.1?)

conversely, can MiNT/gcc libs at PL20 be used with gcc 1.40?

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2617. Re: Tex, nroff, ps documentation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-06 21:52:38 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jul6.175238.1@uwovax.uwo.ca>
Source record: 43718

In article <1992Jul6.183956@disuns2.epfl.ch>, monnier@disuns2.epfl.ch (Stefan Monnier) writes:
> I was just wondering what was the point to distributing documentation
> in Tex, nroff or postscript form ?

So people have the option of producing either plain ASCII, or a nicely formatted (e.g. for laser printed output) manual page.

> -Nroffed manpages could be fine, but I don't know of any package
> that can really handle at least half of the manpages found on
> MiNT or UNIX.

Bill Rosenkranz's nroff handles every single MiNT manual page. It's freeware (thanks, Bill!) and he posted it to comp.{sources,binaries}.atari.st last year.

The only manual page people have reported problems with is the manual page for csh distributed with tcsh. My System V nroff won't handle that either, so evidently the problem is in what the folks from Berkeley wrote, not in Bill's nroff.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2618. Re: Which MiNTlibs to use with GCC 2.1??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-06 21:55:06 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jul6.175506.1@uwovax.uwo.ca>
Source record: 43719

In article <BqzE9s.E13@acsu.buffalo.edu>, chu@acsu.buffalo.edu (John C. Chu) writes:
> GCC 2.1 with PL20 MiNT libs fails some tests (including bus error on
> the bcopy test). I assume that this means that there are some errors
> in Patch Level 20 of the MiNT libraries?

Nothing serious. If NetHack works with gcc 2.1 and mntlib pl20 (and it
does :-)) then I expect that most "real" applications will work fine.

PL21 of the libraries will be out someday "soon", depending on how little
sleep I can get by on :-P.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2619. memory upgrade for Mega 1/2 w/o extra cards ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-06 22:05:22 UTC
From: kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de
Message-ID: <H.2_lafc5_09k@wpcst1.phys-chemie.uni-wuerzburg.dbp.de>
Source record: 43716

The title says it. Is it possible to upgrade a Mega ST1 or an Mega ST2
by soldering RAM chips into the free positions ?

Or do you need another MMU ? What are the specifications needed if
such thing is possible ?

I'm sorry for my technical ignorance; I know the various cards offered
but I thought it just might be possible.

Thanks,
Thomas.

--
Thomas-Martin Kruel Institut f. Physikalische Chemie / Universitaet Wuerzburg
Marcusstr. 9-11, D-8700 Wuerzburg, Tel. +49 931 31579

2620. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-06 22:08:46 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Jul6.220846.15366@mits.mdata.fi>
Source record: 43731
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1063@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:

<Stuff about the high speed ACC deleted>

> Well, I can't say if it will work for your case or not, but I have used
>the accessory (HSPD_232.ACC) to do null-modeming between my MegaSTe and
>286 with no problems at 38400 baud. At least in this case, yes the
>accessory does work as advertised (it's real cool seeing the files fly
>at 38400 baud). In case anyone wonders, yes, I know I can put PC disks
>in my ST, etc. The reason I null-modem is because my PC has a 720k drive,
>and I'm using 1.44M disks on my ST (now there's a switch, eh? :-)
>
> I do have one "problem" however with this accessory, or rather with
>its options. The accessory does give the choice of 38400 and two higher
>speeds, but the speeds that it does have (above 38400) do not match any
>of the high speeds that my PC term programs handle (namely Procomm and
>Telix). If there was a way to set a custom baud rate, then that would
>be even more useful (BTW the PC term supports 57600 and 115200 baud,
>while the ST supports 38400, 72600 (I think) and 156000 (I think))...
>
> Robert J. Anisko
>

The reason it works for you is probably that you have a Mega STe,
which can handle the 38400 serial speed. I tried it with my 8 MHz STe
with a Courier HST DS, and there were characters lost and garbage in
everything the modem sent. Probably even the MegaSTe couldn't handle
speeds like 57600 even if the Accessory supported it.
--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

2621. Re: Tex, nroff, ps documentation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-06 23:01:56 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul06.230156.20191@convex.com>
Source record: 43721

ooh, i get some relief from the zoo/lharc flame fest in .. :-)

>> -Nroffed manpages could be fine, but I don't know of any package
>> that can really handle at least half of the manpages found on
>> MiNT or UNIX.

nroff 1.10p5 usually does a decent job, but there are both bugs and limitations. especially problematic is .TP macros (don't have one) and failure to do .IP correctly (won't put text on the same line as the tag, even if tag is small). .TP's can be converted to .IP's, eg:

```
.TP [optional_indent]
tag
text...
```

becomes:

```
.IP tag [optional_indent]
text...
```

(someday i'll either fix nroff or write something to fix this. also need .ta) tag can have font escapes (eg \fB\-I\fIpath\fR) and n can be specified in chars or "inches". also does not remember indent from IP to IP, but this can be "fixed" in tmac.an with a number reg to remember the indent and reset at the next .PP or whatever. otherwise my nroff should handle all but system-dependent macros (eg convex seems to use .CX for xrefs). it handles .TH,.SH,.PP,.LP,.RS,.RE,.IP,.B,.I,.BR,.IR,.BI,.RB,.RI, and a couple more that i forget now. these represent 95+% of the macros you are likely to find in unix-style documentation anyway. as eric mentioned, extremely complex manpages may cause problems, tho i have not found one yet i can't "coerce" into working. (oh, and i believe tcsh came from cornell)

other options are the cawf port someone did (i have also done this port and cawf works well) and an pending port of GNU groff which i look forward to that someone is doing. cawf is small and suprisingly capable, considering henry spencer originaly wrote in in awk (!). cawf is a C version. groff promises to be exceptionally capable, but both a disk and memory hog (in the true GNU tradition :-).

note that all nroff's will allow the creation of ascii files. you may need a filter (as in nroff -man file | ul -t dumb). the only "advantage" nroff has is there is a standard (ok, a convention) for documentation under unix so everything has a minimum set of information and a common "look". that's about it, really.

you have options...

-bill
rosenkra@convex.com

(thanx for the kind words, eric...)
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2622. Public Thanks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-07 03:36:00 UTC
From: dholland@cc.weber.edu
Message-ID: <6JUL199220360914@cc.weber.edu>
Source record: 43722

I just wanted to thank all of the wonderful people who have contributed so much
to the ATARI user community of which I am a part.

There are many people to be thanked, and most I do not know, but I
just wanted to let people know that they are appreciated and a lot of good
comes from the hard work they put into making and/or porting the software,
libraries, and utilities that I am sure many of us use.

Someday, I would like to be able to show my gratitude by doing my part
in expanding the base of useable and useful material in the spirit of GNU.

My three favorite things are:

Mint094 and Mintlib20 -- better than Unix on an ATARI and in
constant use!

GCC and G++ -- very powerful, very useful!

PD KSH (a Mint Shell) -- does almost everything in the book
as described for the real thing!

P.S.
atari.archive.umich.edu -- who so graciously collect everything
and provide the directorys /mint,
/gnustuff, and so on.

2623. Re: Status of GDB working with G++ ??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-07 03:54:20 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jul19113820@acae127.cadence.com>
Source record: 43504

In article <9377@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:
> Last I checked, GDB did not work with G++. I have no idead why, but I'd
> like to know so as I can decide whether I can make an input into getting
> it working.

this is correct. the reason is that the atari gdb port is
based on a very old version of gdb, which has been hacked extensively to
bring it upto par with more modern versions of gdb as far as C
language support is concerned, but the C++ support just has'nt gone
in. A brand new port based on something like gdb 4.X would probably
be a good idea, though it will take a lot of work as the structure has
changed considerably, and the monkey shine tricks of the current gdb
port will not carry over (not easily anyways). also, the newer
versions of gdb are based on the more portable (to unix) bfd lib,
which is a non trivial proposition for the atari. what i am trying to
say is that a port based on modern gdb will be much harder than the
one based older gdb, though not impossible. i would like to see it
done this way rather than hack up the present port even more. i
certainly dont have the time in the foreseeable future to do this, so
i will be more than glad if someone steps up for the task.

btw: if you took the apporach that gdb will run under MiNT
exclusively, then the task will be considerably easier with the newer
gdb structure (its harder to fake not having real concurrent processes in the
newer gdb versions). another positive to this approach is that
facilities may be added to MiNT to make this job easier (ptrace(),
supporting the notion of a core files etc).

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2624. Re: Emacs, MiNT and other goodies

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-07 06:12:46 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92Jul7011246@leidecker.gsfc.nasa.gov>
Source record: 43724

In article <9130018@hpbbrd.bbn.hp.com> jensk@hpbbrd.bbn.hp.com (Jens Kilian) writes:

First:
> > Does it give me back some Kbytes (the 500K of Emacs are not very nice
> > especially when tcsh is running and I don't even mention mgr) ?
> No. You just gain time, not space.
>

And Then:
> > Is it possible to run 2 or 3 times tcsh (or anything else) without having
> > 2 (or 3) duplicates of the same code in memory. It is not possible with
> > TOS but maybe under MiNT ...?
> I fear that MiNT doesn't (yet ?) do this ...
>

I assume that tcsh has an exec builtin which replaces the shell with some
other program. From the root shell, you can say "exec mgr" and mgr will
become pid 1. Then, when you open your mgr window, enter "exec emacs" and
emacs will be the only process running in that shell window. When you
exit emacs, the window will go away. Under the setup I have described, when
you exit mgr, MiNT will exit, too.

> Greetings,
> Jens.

>As the air to a bird, or the sea to a fish, so is contempt to the contemptible
-- William Blake, I believe

--
Doug
dstailey@leidecker.gsfc.nasa.gov

No more melting .sigs...too many complaints.

2625. Re: topping windows (continued)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-07 08:24:23 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Jul07.082423.11673@donau.et.tudelft.nl>
Source record: 43726

In <1992Jul6.115601.10703@echo.philips.nl> johnj@echo.philips.nl (John Janssen) writes:

>In article from reeuwijk@et.tudelft.nl (C. van Reeuwijk) writes:
>>2. The only problem I see (but I'm no authority on this) is that you don't
>> get informed if the right button is pressed, or about double clicks.

>I do not know why not. As the multi_event always returns the mouse button
>state. This includes the right button. Or do I miss something...

You are right that evnt_multi() always returns the current mouse button
state (although, as I read the docs, this is only guaranteed for mouse
click events). What I meant was that clicking on the right button would not
generate a topped event, although it might generate a mouse button event.
No big deal I guess.

=-=-=-

2626. Re: Which MiNTlibs to use with GCC 2.1??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-07 09:33:21 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jul07.093321.46994@bas-a.bcc.ac.uk>
Source record: 43725

In article <BqzE9s.E13@acsu.buffalo.edu> chu@acsu.buffalo.edu (John C. Chu) writes:
>Hi,
>
>GCC 2.1 with PL20 MiNT libs fails some tests (including bus error on
>the bcopy test). I assume that this means that there are some errors
>in Patch Level 20 of the MiNT libraries?

I also found this, the same is true with GCC 1.40 and mntlibs pl20. Have you tried the same executables under TOS? :-) You get a totally different set of errors then! (The most annoying are the stdio and printf errors).

>
>Has anyone had any real programs that didn't work properly because
>they were compiled under GCC 2.1 and used PL20 MiNTlibs??

Yes, I recompiled my port of Rayshade 4.0 using GCC 2.1 (wanting some extra speed) but it produced a flawed executable. The same code worked with GCC 1.40 and mintlibs pl19, and minlibs pl20, so I think there's a problem with GCC 2.1.2. (Flags used for compilation ranged from -O2 -m68020 -m68881 -D_M68881 to no optimisation.. all gave the same results).

>
>(In other words, what I'm really asking is, "Should I fall back to GCC
>1.4 and PL19 of MiNT libraries?" Can PL19 be used with GCC 2.1?)
>
> john
> chu@acsu.buffalo.edu

Steve

PS. Have you noticed how some programs will double their speed on the TT if you use the -m68020 option on any version of GCC? Maybe Atari should think about doing this with TOS, maybe it would run at a decent speed then.

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

2627. Re: POOLFX92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-07 11:34:11 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1992Jul7.113411.9222@syma.sussex.ac.uk>
Source record: 43727

From article <1992Jun30.020611.18242@peponi.wcc.govt.nz>, by
sheppard_r@kosmos.wcc.govt.nz:
> A much updated POOLFX92 is now on A.A. its in atari.new as poolfx92.lzh
> this fixes all.?? the bugs in all the other versions, source
> code for all the versions is provided in the archive, and comments on all the
> bugs are listed...

Where does this one come from? The versions I would trust at this
moment are those by Allan Pratt (poolfix3) and Claus Brod (pfix_cb). It
would be nice to know more about poolfix92 before we all start pulling
it across.

Graham

2628. Re: topping windows (continued)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-07 13:02:20 UTC
From: UK1T@DKAUNI2.BITNET
Message-ID: <1992Jul7.130220.20481@rz.uni-karlsruhe.de>
Source record: 43728

Hatari again!

> From: johnj@echo.philips.nl (John Janssen)
> >make an evnt_multi with the two rects WINDOW1, WINDOW2 as a event, when
> >the mouse goes in. If this event happens, just top the window, in which
> >the mouse is, so the user always has only to make one mouseclick.
>
> The problem with this is that the scrollbar will be invisible as soon
> as its window is no longer topped...

Maybe do this: make your own scrollbar, (with buttons, etc. like the
other window). Then this will not be invisible, if you top the other
window. But if you do that, you can also put the two windows together
in one, and you put the scrollbar just next to the scrollable items.

> Currently I am doing something simular. I am using graf_mkstate() and as
> soon as the mouse moves out of the work area (Eg. to use the scrollbar)
> I am using event_multi again (with a rect to wait for the mouse to come
> back in the work area rect.
> But this allows no other applications to run when the mouse is in the
> work area, so no good for MULTI-TOS (I think).

Well, hard to say. But if you put the two windows together, make your
own scrollbar, then you can use just evtn_multi(); and everyting, even
MultiTOS has to work fine!

> This would not be a problem if MULTI-TOS clipped everything outside your main
> window or parts that or not topped (because of other applications' windows).
> But I have no information about this.

I guess MultiTOS has to do so. At the CeBit some old programs were
shown, and the windows of these programs where updated, even if the
window wasn't topped. So - MultiTOS does automatical clipping.

> as the scrollbar is besides the whole window, while the scrollable data
> is only in one part of it... You'd expect the buttons to get scrolled
> as well (being a user...).

But also a user thinks first to top a window before using the buttons
inside. Better put the two windows together, it's more Userlike, more
GemLike, etc.

Greetings, Roland.

****
* UK1T@DKAUNI2.BITNET uk1t@ibm3090.rz.uni-karlsruhe.de *
* Roland_Schorr@ka.maus.de ATARI/NeXT/INGENIUM *

```
* "each computer is as perfect, as its programmers" *
*****************************************************
```

2629. hp deskjet centronics interface

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-07 14:09:50 UTC
From: robertle@ecs.comm.mot.com
Message-ID: <1992Jul7.140950.11536@lmpsbbs.comm.mot.com>
Source record: 43730

Does anyone out there know how to solve the problem of the Deskjet printer not always resonding to the Atari ST. It seems like I have to always either reset my ST whenever the Deskjet doesnt respond to a printing command. I recall a few years ago I heard of a similar problem, but cant remember if there was a solution.

Thanks..

2630. GEM, MultiTOS & Windows (Discussion wanted)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-07 14:10:23 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jul7.141023.16239@unibi.uni-bielefeld.de>
Source record: 43729

Greeting to all intelligent/unintelligent life forms out there!

Concerning all this stuff about MultiTOS and talking about window programming,
I'd like to put the following question:

When using GEM you've got to record every output you make on any window,
because when the time comes that something has happened to it, you (the
program) are responsable for updating the screen. If I'm not running any
vector- or textorientated stuff, I've got to hold a complete copy of what's
in my window, just for the case that I must redraw something. First this is
going to be a unacceptable waste of memory (on ST's with better graphic
features = more screen memory) and second this makes programming more
complicated than it must be.

So how about the idea of a GEM which does this whole stuff of updating and
redrawing windows when topped, itself? Is it so difficult? (Well at least
it would be for me...) Just imagine the advantages! I don't know if the
x-windows here on this sparc statios does so, but I presume it. You can
just forget any WM_REDRAW message because it will no longer be send to
a program. I think this makes GEM programming a lot easier.

Any ideas? Or comments?

TeSche
--
Torsten Scherer, Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
==> Technische Fakultaet, Universitaet Bielefeld, Germany
Internet E-Mail : itschere@techfak.uni-bielefeld.de

2631. Re: GEM, MultiTOS & Windows (Discussion wanted)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-07 16:23:00 UTC
From: sourada@iastate.edu
Message-ID: <sourada.710526180@vincent1.iastate.edu>
Source record: 43732

In <1992Jul7.141023.16239@unibi.uni-bielefeld.de> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:

[stuff about having to redraw windows.]

>So how about the idea of a GEM which does this whole stuff of updating and
>redrawing windows when topped, itself? Is it so difficult? (Well at least
>it would be for me...) Just imagine the advantages! I don't know if the
>x-windows here on this sparc statios does so, but I presume it. You can
>just forget any WM_REDRAW message because it will no longer be send to
>a program. I think this makes GEM programming a lot easier.

>Any ideas? Or comments?

As I see it, there are a few reasons why the responsibility of redrawing falls on the application:

1) You mention that it is a waste of memory to have your program keep track of what to redraw. Actually, though, it would be more of a waste to have GEM do it. GEM could either store all the commands you sent it (and thier associated overhead) or a bitmap. Either of these methods would end up storing more than your program does in most cases. For example, if your program drew a dense full screen grid, GEM would have to keep a list of hundreds of commands or a bitmap the size of the screen, but to redraw it, your program would not have to store anything.

2) In a multitasking environment, there could be activity going on in windows that are partially covered. It is quite easy to just ignore the areas that are covered, then redraw them later when necessary. The alternative of having GEM keep track of what is happening in those covered areas is much harder.

3) Since you _must_ redraw the window when anything else happens (the window is moved, resized, closed, scrolled, etc.), it isn't really any extra pain to redraw it when it is topped.

>TeSche
>--
>Torsten Scherer, Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
>==> Technische Fakultaet, Universitaet Bielefeld, Germany
>Internet E-Mail : itschere@techfak.uni-bielefeld.de

Later,
Steven Ourada
--

Steven Ourada Member of the Students for Electronic Freedom

Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

2632. Re: reading TTL from cartridge port

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-07 16:40:21 UTC
From: tapp@uvphys.phys.uvic.ca
Message-ID: <1992Jul7.194547.2113@sol.UVic.CA>
Source record: 43736

In article <1992Jul04.233439.26263@cdsmn.mn.org>, plate@cdsmn.mn.org (Doug Plate) writes...
>I've not built a cartridge port interface yet, so I'm not sure
>of all the bus timing, but I believe you would use the ROM select signal(s)
>and the data strobe signal(s) to enable the tri-state buffer, gating your
>data through the device. I have collected some info on the port, but haven't
>experimented with it yet. Your application of reading one bit from the port
>will require a little more logic, but not much more. E-mail me for more
>specific info.

The problem of interfacing to the cartridge port was described in detail in an article by Tim G. Hunkler on page 161 of the June, 1987 issue of Byte magazine.

2633. Re: GEM, MultiTOS & Windows (Discussion wanted)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-07 17:25:41 UTC
From: paul@jupiter.noname
Message-ID: <1992Jul7.102545.3459@arizona.edu>
Source record: 43737

In article 16239@unibi.uni-bielefeld.de, itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
> Greeting to all intelligent/unintelligent life forms out there!
>
> Concerning all this stuff about MultiTOS and talking about window programming,
> I'd like to put the following question:
>
> When using GEM you've got to record every output you make on any window,
> because when the time comes that something has happened to it, you (the
> program) are responsable for updating the screen. If I'm not running any
> vector- or textorientated stuff, I've got to hold a complete copy of what's
> in my window, just for the case that I must redraw something. First this is
> going to be a unacceptable waste of memory (on ST's with better graphic
> features = more screen memory) and second this makes programming more
> complicated than it must be.
>
> So how about the idea of a GEM which does this whole stuff of updating and
> redrawing windows when topped, itself? Is it so difficult? (Well at least
> it would be for me...) Just imagine the advantages! I don't know if the
> x-windows here on this sparc statios does so, but I presume it. You can
> just forget any WM_REDRAW message because it will no longer be send to
> a program. I think this makes GEM programming a lot easier.
>

I agree, this would be nice for the programmer, but it wouldn't necessarily be more efficient. It wouldn't save any memory, since GEM would have to save all the stuff somewhere, and it could take more it GEM decided to save a text screen as graphics.

Also, the x-windows I'm working on DOES NOT back up the widows itself. Whenever I have some graphics plot which needs to be redrawn when I flip widows, it calls the plotting program, which does the whole thing from scratch (slooowwww).

> Any ideas? Or comments?
>
> TeSche
> --
> Torsten Scherer, Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
> ==> Technische Fakultaet, Universitaet Bielefeld, Germany
> Internet E-Mail : itschere@techfak.uni-bielefeld.de

Just my thoughts (though, yes, it would be nice).

Paul Harris
paul@jupiter.ame.arizona.edu

2634. Using SC1224 with VGA on IBM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-07 17:49:36 UTC
From: Kevin Maher <KDM101@psuvm.psu.edu>
Message-ID: <92189.134936KDM101@psuvm.psu.edu>
Source record: 43734
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm posting this for a friend. You can reply to me (I'll forward) or directly to him at bouv@ncc1701.psu.edu.

Posting follows:

Hello Everyone,

First off, I would like to say that I am by no means a regular reader of this newsgroup, so I apologize if this sort of project has been discussed before at length. Also, I would request that responses be emailed, since I don't really have the time to wade through the volume of postings in this group. Thanks!

I have been a long time Atari fan and owner (way back to the 400 days..) and I currently have a 1040STf, with both the SM124 and SC1224 monitors.

Recently I have been considering building a 386 PC compatible system and looking at component prices, it seems that over half my costs would go towards a decent VGA color monitor.

Since the SC1224 is an analog RGB monitor, I have been thinking that it might be possible to use it for VGA. Does anyone out there know if this is possible ?

I would hope it could be as simple as making a new cable and matching the pin outs (with the exception of the audio and some others).

Has anyone out there had any experience with doing this sort of thing?

Thanks for your time.
-Mark

2635. HELP ME - INFO NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-07 18:38:42 UTC
From: jmscott@apgea.army.mil
Message-ID: <1992Jul7.183842.27364@apgea.army.mil>
Source record: 43733

Hey guys,

I hate to clutter the band width with simple stuff but here goes - I'm thinking of switching from my Amiga to an Atari ST for my MIDI needs. Here's where I need some help - do the Atari ST series computers have normal SCSI interfaces, or did Atari install a proprietary format? Also - my Amiga is now running a 68030 processor @ 25 MHz, will I be able to accelerate an Atari 1040ST to this speed? What kind of support does Atari offer to owners? Are there any mags available for users (what are their names).

ANY help getting info about Atari's would be eternally appreciated.

THANKS EVERYONE - Joyce Scott <jmscott@apgea.army.mil>

2636. Re: Tex, nroff, ps documentation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-07 19:07:10 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <75427@ut-emx.uucp>
Source record: 43735

In article <1992Jul6.183956@disuns2.epfl.ch> monnier@disuns2.epfl.ch (Stefan Monnier) writes:

[Vehement expression of hatred for TeX and Ghostscript deleted.]

>I LOVE ACSII TEXT !!!!
>SO EASY TO HANDLE !!!!
>
>Where could I find a nice util to transfer from PS or Tex to ASCII ?

Ghostscript can be used for PS->ascii (sorry, I couldn't resist :-).

-Tim
timg@landau.ph.utexas.edu

2637. Re: TOS 2.06 Startup Wait Skip

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-07 21:07:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A10856@UN.maus.de>
Source record: 43629

In article <3079@rbiffm.informatik.uni-frankfurt.de>
mario@rbiffm.informatik.uni-frankfurt.de (Mario Schulz) wrote:

>I have just installed TOS 2.06 on my old ST1040.
>
>The startup delay to wait for the SCSI-disk to become ready has been done
>by the hdw3 bootsector, which tweaks the devices at the DMA bus with test-
>unit-ready commands.
>
>The new TOS introduces a very long delay to wait for disks to become ready.
>With an additional utility named "NOROACH" the delay may be adjusted or
>skipped (also a bootsector).
>
>As I am not satisfied with the adjustable wait solution of NOROACH I was
>planning to modify the hdw3 bootsector to turn off TOS 2.06 initial spin-up
>wait. Does anybody know what I have do at bootsector run time to change
>the time of the initial wait?

TOS 2.06/3.06 appears to wait for the 200 hertz system timer (_hz200, 0x4ba)
to reach a value of 18000 (90*200 - 90 seconds).
Simply set this variable to 180000 (but only if it's currently lower!)
when your boot sector is executed - this will completely bypass both the
lengthy memory test and the startup delay.

NOROACH uses the same method.

Martin
[Martin_Koehling @ un.maus.de]

2638. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-07 22:13:14 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <RkBkNB2w164w@ersys.edmonton.ab.ca>
Source record: 43596
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

paetau@mits.mdata.fi (Rasmus Paetau) writes:

> In article <1063@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:
>
> <Stuff about the high speed ACC deleted>
>
> > Well, I can't say if it will work for your case or not, but I have used
> >the accessory (HSPD_232.ACC) to do null-modeming between my MegaSTe and
> >286 with no problems at 38400 baud. At least in this case, yes the
> >accessory does work as advertised (it's real cool seeing the files fly
> >at 38400 baud). In case anyone wonders, yes, I know I can put PC disks
> >in my ST, etc. The reason I null-modem is because my PC has a 720k drive,
> >and I'm using 1.44M disks on my ST (now there's a switch, eh? :-)
> >
> > I do have one "problem" however with this accessory, or rather with
> >its options. The accessory does give the choice of 38400 and two higher
> >speeds, but the speeds that it does have (above 38400) do not match any
> >of the high speeds that my PC term programs handle (namely Procomm and
> >Telix). If there was a way to set a custom baud rate, then that would
> >be even more useful (BTW the PC term supports 57600 and 115200 baud,
> >while the ST supports 38400, 72600 (I think) and 156000 (I think))...
> >
> > Robert J. Anisko
> >
>
> The reason it works for you is probably that you have a Mega STe,
> which can handle the 38400 serial speed. I tried it with my 8 MHz STe
> with a Courier HST DS, and there were characters lost and garbage in
> everything the modem sent. Probably even the MegaSTe couldn't handle
> speeds like 57600 even if the Accessory supported it.
> --
> ---
> | Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
> ---
>

This is interesting. So far I have been told with absolute certainty
that the software program both works and does not work, and the hardware
modifications both work and do not work.

It was mentioned above that characters were lost. Was that only when the
speed approached the maximum speed, or was that all the time? Did you
have RTS/CTS working and active when you tried it? I noticed dropped
characters and garbage on the screen when I turned off RTS/CTS on my

Supra 2400+ and sent a stream of text at it. Things went fine until the modem started receiving too fast for the computer to handle. Instant garbage...:) This was when I first got the modem. I don't see why the same thing shouldn't happen with faster modems. The principle should be the same?

Does anyone have any comments or help to add? When I get the modem, I'd like to be able to use it to it's full advantage...

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

2639. Re: HELP ME - INFO NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-07 22:14:46 UTC
From: mhughes@visual.spk.wa.us
Message-ID: <1992Jul07.221446.26546@visual.spk.wa.us>
Source record: 43738

> Here's where I need some help - do the Atari ST series computers have normal
> SCSI interfaces, or did Atari install a proprietary format?

The first 3 generations of STs (520/1040STfm, Mega STfm, and 520/1040STe)
had a proprietary HD adaptor, but ICD sells SCSI adaptors. The Mega STe and TT
have SCSI built-in.

> Also - my Amiga is now running a 68030 processor @ 25 MHz, will I be able to
> accelerate an Atari 1040ST to this speed?

Yes, but you will need to buy a Mega STfm, Mega STe, or TT. The Megas can
then have a 68030 board (Dave Small's SST and Turbo (dunno who the company is)
seem to be the best) added in. The TT comes with 32MHz 68030 and a much better
display, and many other fine things...

> What kind of support does Atari offer to owners?
> Are there any mags available for users (what are their names).

To be honest, support is not great. The FAQ list should have a list of
current Atari mags, and several of the professional music magazines have ST-
related articles. However, the MIDI software (and the companies) are generally
excellent at support.

- Mark Hughes mhughes@visual.spk.wa.us

2640. Re: GEM, MultiTOS & Windows (Discussion wanted)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-07 23:30:15 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992Jul7.233015.1022@ccu.umanitoba.ca>
Source record: 43740

I already put this in atari.st but I realize it may be better here.

Thanks to everyone that responded after my last query about a GCR on a TT. Most informed me about a hardware modification necessary for the GCR. I got a copy of the document and made the modification but I still get the same behaviour:

I have a new TT with TOS 3.06, and a 1.4M floppy and 10 Mbyte ST RAM. I connected the (modified) GCR and connected a HD containing Spectre 3.0 and a MAC partition to the ACSI port. With or without the Cache on, Spectre gets up to the "Welcome to Macintosh" screen and then freezes. The GCR and HD work fine on a 1040.

Is it relevant that the GCR test fails even though I am not using the floppy drive at this stage?

If anyone has more ideas I would be happy to hear them.

Werner Ens
ens@ccu.umanitoba.ca

2641. Re: HELP ME - INFO NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-07 23:45:27 UTC
From: paul@jupiter.noname
Message-ID: <1992Jul7.164535.3462@arizona.edu>
Source record: 43739

In article 27364@apgea.army.mil, jmscott@apgea.army.mil (Joyce M. Scott <jmscott>) writes:
> Hey guys,
>
> I hate to clutter the band width with simple stuff but here goes - I'm
> thinking of switching from my Amiga to an Atari ST for my MIDI needs.
> Here's where I need some help - do the Atari ST series computers have normal
> SCSI interfaces, or did Atari install a proprietary format? Also - my Amiga
> is now running a 68030 processor @ 25 MHz, will I be able to accelerate an
> Atari 1040ST to this speed? What kind of support does Atari offer to
> owners? Are there any mags available for users (what are their names).
>
> ANY help getting info about Atari's would be eternally appreciated.
>
> THANKS EVERYONE - Joyce Scott <jmscott@apgea.army.mil>

(From my limited knowledge:)

Only the Atari TT has a true SCSI port. The ST (and TT) have a slightly (?) modified SCSI (called ACSI or DMA), but there are interfaces available to convert to SCSI for arount $100 or less (from ICD).

You can allcelerate and ST to 16 MHz, but it's still slowed down by the memory. The TT has a 68030 @ 32 MHz, with the rest of the computer at 16 MHz.

As for support, the best I know of is on this network. Don't look for much from Atari, at least in USA.

-Paul Harris
paul@jupiter.ame.arizona.edu

2642. MegaSTe 1.44 Drive problems!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-08 04:32:36 UTC
From: as423@cleveland.Freenet.Edu
Message-ID: <1992Jul8.043236.14188@usenet.ins.cwru.edu>
Source record: 43591

I have a MegaSTe with the 1.44 Drive that is basically
useless. It will not Format correctly, when it does the disk
has bad sectors. I was wondering if this is a common problem
add if there is a 1.44 formatter for the ST? I have heard that
TOS 2.06 will rectify the situation, but I have a disk version
and it will not even give the option to format high density.
Any help is appreciated!

Ken Wallace

2643. Re: MegaSTe 1.44 Drive problems!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-08 05:19:45 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92190.011945JJL101@psuvm.psu.edu>
Source record: 43593

I am in the same situation as you, 2.05 and 1.44 drive that will
not format reliable at all. I have now hearda number of possibilities
which I am soon to try out. First is upgrading to 2.06 and see if
that helps, (I am hoping it comes tommorow). Second I have heard that
that the power supply is not good enough. Third I have heard the older ajax
chips may be flakey. I am hoping that with all these things I am trying
out I will get the 'real scoop' on the problem, and will post here on my
results.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop

GEnie: JLEHETT2 Delphi: JLEHETT

2644. Re: .JPGs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-08 06:04:37 UTC
From: ninja@halcyon.com
Message-ID: <1992Jul8.060437.13120@nwnexus.WA.COM>
Source record: 43592

[No readable article body recovered]

2645. Re: POOLFX92

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-08 06:29:42 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul8.062942.20045@peponi.wcc.govt.nz>
Source record: 43594

In article <1992Jul7.113411.9222@syma.sussex.ac.uk>, grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
>From article <1992Jun30.020611.18242@peponi.wcc.govt.nz>, by sheppard_r@kosmos.wcc.govt.nz:
>> A much updated POOLFX92 is now on A.A. its in atari.new as poolfx92.lzh
>> this fixes all.?? the bugs in all the other versions, source
>> code for all the versions is provided in the archive, and comments on all the
>> bugs are listed...
>
>Where does this one come from? The versions I would trust at this
>moment are those by Allan Pratt (poolfix3) and Claus Brod (pfix_cb). It
>would be nice to know more about poolfix92 before we all start pulling
>it across.
>
>Graham

This come from the USA, and has comments with source code on the Bugs of both versions that you mention, was posted on GEnie a few months back...

Roger..... sheppard_r@kosmos.wcc.govt.nz

2646. cpxes - how to write them

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-08 08:00:12 UTC
From: jmw@lad.med.utas.edu.au
Message-ID: <jmw.710582412@lad>
Source record: 43599

Can anyone tell me how to write a cpx, or is that developer-only info? Is
it possible from MWC v3?

--
John M Williams, Faculty of Medicine, University of Tasmania
J.M.Williams@med.utas.edu.au

2647. Re: HELP ME - INFO NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-08 09:02:39 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jul08.090239.44687@bas-a.bcc.ac.uk>
Source record: 43595

In article <1992Jul7.164535.3462@arizona.edu> paul@jupiter.noname writes:
>In article 27364@apgea.army.mil, jmscott@apgea.army.mil (Joyce M. Scott <jmscott>)
writes:
[Stuff deleted]
>You can allcelerate and ST to 16 MHz, but it's still slowed down by the memory. The
>TT has a 68030 @ 32 MHz, with the rest of the computer at 16 MHz.

From benchmarking the machine (See "yet another useless benchmark" thread in
comp.sys.atari.st) the TT seems to be fully 32MHz, it beats the pants off a
Sun 3/60 which is a full 25MHz 68020 + 68881 machine. The one thing which
makes the machine slow is TOS, it looks like that's been compiled with a
compiler which doesn't optimise for the 68030, this would just about halve
the speed of the code, ie it would run at the same speed as a 16MHz machine.

>As for support, the best I know of is on this network. Don't look for much from
>Atari, at least in USA.

Or in the UK, but I guess it's no worse than Commodore at the current time.

>
>-Paul Harris
>paul@jupiter.ame.arizona.edu

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

2648. Re: EMACS 18.58 update!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-08 11:04:32 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92190.120432MEBEB@LIVERPOOL.AC.UK>
Source record: 43621

In article <1992Jul3.122828.1@vaxc.stevens-tech.edu>,
skolodzieski@vaxc.stevens-tech.edu says:
>Once again sorry for the delay, but I can gaurentee it is worth the wait.
>
I'll bet 8-). Many thanks for the work you've put into it, it'll be most
appreciated. Too late for this version, but any chance of adding support for
minix filesystems running under mint to a future release?

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~
~~~~~~

2649. TOS upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-08 13:20:26 UTC
From: pate@ra.cs.man.ac.uk
Message-ID: <5279@m1.cs.man.ac.uk>
Source record: 43602

I'm thinking of upgrading the TOS chips in my ancient 520 STFM (2.5 MB RAM).

The TOS ROM's appear to all be socketed, there are six of them in all (I think I'm looking at the correct chips, they're on the far left of the board).

Is it worth upgrading to TOS 2.05 (or is it 2.06 which is ok to use on an STFM) instead of 1.4?

I don't have a hard drive, as they cost way too much (but if I could find one for 200 quid or less (UK only), I might well consider it).

So where can I buy a six chip ROM set in the UK? How much does it cost?

Thanx.
--
%% %% &&&& %%%%% && && %% %% &&&&&& >> ATARI-ST Owner :)
%%%%%%%% && %%% && && %% %% && >>
%% %% %% && %% &&&& %% === && >> pate@cs.man.ac.uk
%% %% && %%% && && %% && && >> csg021@cck.cov.ac.uk
%% %% &&&& %%%%% && && %% &&&& %% >> mleaver@fiveg.icl.co.uk

2650. Re: HELP ME - INFO NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-08 14:35:01 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jul8.143501.4192@newshost.lanl.gov>
Source record: 43597

How much support can the average end-user expect to get from ANY major computer manufacturer? How supportive is Commodore in direct relationship to the hordes of Amiga 500 owners out there?

Naw, I portend that the best support comes from your local user group (if you are lucky enough to be near one), your dealer (ditto again), the GEnie network (more Atari users/developers on this net), and then the Internet (of course).

But support is rather like love... it's where you find it, yes?

And to beef up an earlier reply...
The SST accelerator is available from "Gadgets by Small"
The Turbo 030 and Tiny Turbo accelerators are from "Fast Technologies"
Either one is fast enough to fry your eyeballs! :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2651. SST specs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-08 15:14:22 UTC
From: chu@acsu.buffalo.edu
Message-ID: <Br2szz.KMA@acsu.buffalo.edu>
Source record: 43598

In article <1992Jul8.143501.4192@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
> The SST accelerator is available from "Gadgets by Small"

I think someone asked this before but I wasn't paying attention at the time. Can someone tell me what the specs (processor, cache size, other features) of the SST are and (very important to me) does it work in an STe or if not, will there be an STe version (an SSTe??) someday?

Please reply by e-mail (since if this has been discussed before, I'm probably the only person who wants to know)

Thanks

john
chu@acsu.buffalo.edu

2652. Re: HELP ME - INFO NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-08 17:32:17 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Jul8.173217.1588@mits.mdata.fi>
Source record: 43600

In article <1992Jul7.183842.27364@apgea.army.mil> jmscott@apgea.army.mil (Joyce M. Scott <jmscott>) writes:
>Hey guys,
>
>I hate to clutter the band width with simple stuff but here goes - I'm
>thinking of switching from my Amiga to an Atari ST for my MIDI needs.
>Here's where I need some help - do the Atari ST series computers have normal
>SCSI interfaces, or did Atari install a proprietary format? Also - my Amiga
>is now running a 68030 processor @ 25 MHz, will I be able to accelerate an
>Atari 1040ST to this speed? What kind of support does Atari offer to
>owners? Are there any mags available for users (what are their names).
>
>ANY help getting info about Atari's would be eternally appreciated.
>
>THANKS EVERYONE - Joyce Scott <jmscott@apgea.army.mil>

The standard Atari ST needs a SCSI adaptor if you want to use SCSI
devices. It is possible to accelerate the ST with various accelerator
boards, there are many kinds of them.
--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

2653. Re: hp deskjet centronics interface

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-08 18:03:03 UTC
From: UJ9W@DKAUNI2.BITNET
Message-ID: <1992Jul8.180303.21525@rz.uni-karlsruhe.de>
Source record: 43601

> Robert Lew writes:
> Does anyone out there know how to solve the problem of the Deskjet printer
> not always resonding to the Atari ST. It seems like I have to always either
> reset my ST whenever the Deskjet doesnt respond to a printing command. I
> recall a few years ago I heard of a similar problem, but cant remember if
> there was a solution.
> Thanks..

It is the wrong BUSY-Signal Level!
There are two solutions:
** a) first switch on the printer before computer
** b) or use a speciall prg. which install the right level.
hint: djreset.arc
so long Martin

2654. Re: GEM, MultiTOS & Windows (Discussion wanted)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-09 02:36:11 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Jul09.023611.131181@rrz.uni-koeln.de>
Source record: 43603

In <sourada.710526180@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:

>In <1992Jul7.141023.16239@unibi.uni-bielefeld.de> itschere@techfak.uni-bielefeld.de
(Torsten Scherer) writes:

>[stuff about having to redraw windows.]

>>So how about the idea of a GEM which does this whole stuff of updating and
>>redrawing windows when topped, itself? Is it so difficult? (Well at least
>>it would be for me...) Just imagine the advantages! I don't know if the
>>x-windows here on this sparc statios does so, but I presume it. You can
>>just forget any WM_REDRAW message because it will no longer be send to
>>a program. I think this makes GEM programming a lot easier.

>As I see it, there are a few reasons why the responsibility of redrawing
>falls on the application:

>1) You mention that it is a waste of memory to have your program keep
>track of what to redraw. Actually, though, it would be more of a waste to
>have GEM do it. GEM could either store all the commands you sent it (and
>thier associated overhead) or a bitmap. Either of these methods would end
>up storing more than your program does in most cases. For example, if your
>program drew a dense full screen grid, GEM would have to keep a list of
>hundreds of commands or a bitmap the size of the screen, but to redraw it,
>your program would not have to store anything.

I agree on this point. In general, there is always some "waste of
memory" associated with a window, because if someting sensible is
to be shown in that window, the corresponding information has to
be somewhere. And the memory needed for this purpose is minimal
if the program takes care of the redrawing because in most cases
the information displayed in the window is known to the program
anyway.
With the program being responsible for redraws, the programmer
still has the freedom to proceed as Torsten suggests. It is
fairly easy redirect the graphics to a bitmap of the size of the
screen and to BITBLT the visible rectangles from there to the
window. Once you've programmed this, you can always plot to your
private bitmaps and forget about the rest, which is pretty much
as if GEM took care of the redraw.
BTW, in the German mag c't, issue 1/91 a method to redirect
graphics to bitmaps of arbitrary sizes is described, along with
an interface for displaying them in a window.
A word of caution: I don't know much about what things will be
like under MultiTOS, but I can imagine that if another process
becomes active while your process has altered the "logbase", all

kinds of weird effects may arise. Of course, this could be
prevented by letting each process have its own logbase, which
would be a sensible thing to do anyway, as logbase manipulations
are possible via clean OS calls.

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2655. Re: GEM, MultiTOS & Windows (Discussion wanted)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-09 03:48:29 UTC
From: Jim_Cruickshank@mindlink.bc.ca
Message-ID: <13317@mindlink.bc.ca>
Source record: 43604

Some other programming enviroments provide this. The two I have worked with are far easier to write user interfaces with than any environment I have seen for GEM.

They are: VISUAL BASIC for windows.
HYPERCARD for macintosh.

Wish I could use something like these on the ATARI especially VISUAL Basic.
They both have limits, although VISUAL BASIC doesn't have near as many.

Of Course neither Windows or The MAC Toolbox will redraw windows with a regular programming language like C for instance.
Jim Cruickshank

2656. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-09 04:31:01 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jul9.043101.8034@msuinfo.cl.msu.edu>
Source record: 43605
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

>have RTS/CTS working and active when you tried it? I noticed dropped
>characters and garbage on the screen when I turned off RTS/CTS on my
>Supra 2400+ and sent a stream of text at it. Things went fine until the
>modem started receiving too fast for the computer to handle. Instant
>garbage...:) This was when I first got the modem. I don't see why the

Don't you think it's a little unlikely that a 2400+ could EVER receive
data faster than an ST could take it in? Even an 8MHz ST can deal
with the MAXIMUM speed (9600) of the 2400+...

2657. Re: Using SC1224 with VGA on IBM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-09 07:49:50 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul9.074950.9821@sactoh0.sac.ca.us>
Source record: 43611
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, this is probably what you didn't want to hear, but here's my
suggestion.

How about Atari's PTC1426 monitor? It is the monitor that graces
the brochure for Atari's ABC line of 386SX and DX computers, and is
also compatible with the Atari TT/030.

--

##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
##################### default .signature file ######################

2658. Re: Using the Atari 825 printer with an IBM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-09 07:57:56 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul9.075756.10030@sactoh0.sac.ca.us>
Source record: 43609

In <18420015@hpsad.sad.hp.com> donw@hpsad.sad.hp.com (Don Webb) writes:

>I have an Atari 825 printer which I would like to connect to a IBM
>computer. Does anyone have the pinout of the Atari interface of the 825
>Parallel port? I would appreciate any help that I can get. Thanks

Hmmm. As I remember, the 825 was made by Centronics, and all you
need is a parallel printer cable with the right ends on them. I
THINK you will need a cable with DB-25s on both ends, not a
DB-25/Centronics-36 cable.

--
##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
###################### default .signature file ######################

2659. Curious question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-09 08:15:00 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Jul9.081500.1838@u.washington.edu>
Source record: 43606

Greetings!
The original Megamax C compiler accesses globals as offsets
from A4 (i.e., using the "address register indirect with
displacement" address mode); this limits global storage space
to 32k, but is more efficient in both time and code space than
absolute addressing.
What do more modern compilers do[1]? Do they provide a choice,
or do they force all globals to be addressed as, say, absolutes?
If global references are all absolute, is execution speed degraded
significantly?
Also, to you assembly language programmers: is there a good way
to emulate the old Megamax's segmentation scheme[2] in assembly
(good in that the assembler/linker does most of the work, rather
than the programmer having to hand-code a bunch of EQUs)?
Thanks for any information you can provide.

[1] Some of the more astute readers may deduce that I still use
original Megamax. No comment (Seventh Guarantee rights!)
[2] No "segmented architecture" flames, please.
--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

2660. Re: GEM, MultiTOS & Windows (Discussion wanted)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-09 09:20:09 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jul09.092009.6182@bas-a.bcc.ac.uk>
Source record: 43607

In article <1992Jul09.023611.131181@rrz.uni-koeln.de> aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>In <sourada.710526180@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>
>>In <1992Jul7.141023.16239@unibi.uni-bielefeld.de> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>
>>[stuff about having to redraw windows.]
>
>>>So how about the idea of a GEM which does this whole stuff of updating and
>>>redrawing windows when topped, itself? Is it so difficult? (Well at least
>>>it would be for me...) Just imagine the advantages! I don't know if the
>>>x-windows here on this sparc statios does so, but I presume it. You can
>>>just forget any WM_REDRAW message because it will no longer be send to
>>>a program. I think this makes GEM programming a lot easier.
>
>>As I see it, there are a few reasons why the responsibility of redrawing
>>falls on the application:
>
>>1) You mention that it is a waste of memory to have your program keep
>>track of what to redraw. Actually, though, it would be more of a waste to
>>have GEM do it. GEM could either store all the commands you sent it (and
>>thier associated overhead) or a bitmap. Either of these methods would end
>>up storing more than your program does in most cases. For example, if your
>>program drew a dense full screen grid, GEM would have to keep a list of
>>hundreds of commands or a bitmap the size of the screen, but to redraw it,
>>your program would not have to store anything.
>
>I agree on this point. In general, there is always some "waste of
>memory" associated with a window, because if someting sensible is
>to be shown in that window, the corresponding information has to
>be somewhere. And the memory needed for this purpose is minimal
>if the program takes care of the redrawing because in most cases
>the information displayed in the window is known to the program
>anyway.
>With the program being responsible for redraws, the programmer
>still has the freedom to proceed as Torsten suggests. It is
>fairly easy redirect the graphics to a bitmap of the size of the
>screen and to BITBLT the visible rectangles from there to the
>window. Once you've programmed this, you can always plot to your
>private bitmaps and forget about the rest, which is pretty much
>as if GEM took care of the redraw.
>BTW, in the German mag c't, issue 1/91 a method to redirect
>graphics to bitmaps of arbitrary sizes is described, along with

>an interface for displaying them in a window.
>A word of caution: I don't know much about what things will be
>like under MultiTOS, but I can imagine that if another process
>becomes active while your process has altered the "logbase", all
>kinds of weird effects may arise. Of course, this could be
>prevented by letting each process have its own logbase, which
>would be a sensible thing to do anyway, as logbase manipulations
>are possible via clean OS calls.
>
> +- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
> | Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
> | |
> *----=< hierarchical systems are for files, not for humans >=-----*

I think the way X goes about this is quite a good way I think..

It is up to the window manager to handle everthing relating to the main screen and the borders of all windows, it is up to the application only to worry about events within thier own window space.

What useually happens when a window is moved is that the window manager moves what was visible of the window, redraws the border then signals the application to rebuild the window's interior. This seems the intelligent thing to do as then the application doesn't need to know anything about the window manager, and doesn't get called if the window was fully displayed before and after the move.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

2661. Re: GEM, MultiTOS & Windows (Discussion wanted)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-09 12:12:11 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Jul09.121211.25877@donau.et.tudelft.nl>
Source record: 43612

In <1992Jul09.092009.6182@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:

>I think the way X goes about this is quite a good way I think..

>It is up to the window manager to handle everthing relating to the main
>screen and the borders of all windows, it is up to the application only to
>worry about events within thier own window space.

>What useually happens when a window is moved is that the window manager
>moves what was visible of the window, redraws the border then signals the
>application to rebuild the window's interior. This seems the intelligent
>thing to do as then the application doesn't need to know anything about the
>window manager, and doesn't get called if the window was fully displayed
>before and after the move.

Exactly the same thing (including blitting of parts of a window) is done
by AES!

=-=-=-

2662. Re: GEM, MultiTOS & Windows (Discussion wanted)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-09 12:47:31 UTC
From: hintz@uranus.uucp
Message-ID: <13hch3INNn92@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 43608

In article <1992Jul09.023611.131181@rrz.uni-koeln.de> aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>BTW, in the German mag c't, issue 1/91 a method to redirect
>graphics to bitmaps of arbitrary sizes is described, along with
>an interface for displaying them in a window.
>A word of caution: I don't know much about what things will be
>like under MultiTOS, but I can imagine that if another process
>becomes active while your process has altered the "logbase", all
>kinds of weird effects may arise. Of course, this could be
>prevented by letting each process have its own logbase, which
>would be a sensible thing to do anyway, as logbase manipulations
>are possible via clean OS calls.

Please! Never use Logbase() in a GEM-based programm. Please use only the
AES and the VDI. Otherwise your program will not run correct on all
graphic boards. Using Xbios() is limited to the standard ST/TT resolutions.

SH

2663. Re: Which MiNTlibs to use with

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-09 13:10:00 UTC
From: Jan-Hinrich_Fessel@un.maus.de
Message-ID: <A10884@UN.maus.de>
Source record: 43631

Am Mo, 06.07.92 22:47 schrieb rosenkra@convex.com in CS.ST.TECH

r>conversely, can MiNT/gcc libs at PL20 be used with gcc 1.40?

Yes, works nice, but -- my lib is compiled by gcc 2.1 :-)

Cheers,
Oskar

2664. Mac Emulation for 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-09 13:27:17 UTC
From: pauls@icecreambar.css.itd.umich.edu
Message-ID: <1992Jul9.132717.3993@terminator.cc.umich.edu>
Source record: 43610

What are the options for getting a 1040ST to emulate Macintoshes?
Are Mac floppy drives required? Other hardware? Are there software
emulators and/or hardware-based emulators?

<Info is for a friend; I know nothing about Ataris>

Please respond via email to pauls@css.itd.umich.edu

****
* ziplock bodybag seals in freshness *
****

2665. Developing Tools you use...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-09 13:30:28 UTC
From: simon.lindsay@p4.f842.n680.z3.fido.zeta.org.au
Message-ID: <a6101bab@Kralizec.fido.zeta.org.au>
Source record: 43668

Original to: comeau@csanta.attmail.com
Hello Greg

01 Jul 92, comeau@csanta.attmail.com writes to All:

cac> Just a quick note that Comeau C++ 3.0 With Templates should be
cac> available RSN.

cac> - Greg
cac> --
cac> Comeau Computing, 91-34 120th Street, Richmond Hill, NY,
11418
cac> Producers of Comeau C++ 3.0 With Templates
cac> Here:attmail.com!csanta!comeau / BIX:comeau / CIS:72331,3421
cac> Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a

Greg.. can you give some more information on this.. I think you have before,
but I have lost it..

Thanks Simon

--- GoldED 2.40
* Origin: Simon's Point (3:680/842.4)

2666. Re: Mac Emulation for 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-09 14:55:12 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jul9.145512.6771@newshost.lanl.gov>
Source record: 43613

Paul, there are at least a couple of options, but I'll describe what most consider to be the best one.

To emulate a Macintosh Plus your friend needs, as a minimum, an ST with 1Mb RAM, double-sided floppy drive, an Atari monochrome monitor and a device known as the Spectre GCR from Gadgets by Small, and a pair of Mac 128K ROMs. A hard drive is highly recommended as is 2Mb or more of RAM.

Setup is a breeze. Plug the Mac ROM chips into the sockets on the GCR cartridge, plug the cartridge into the cartridge port on the ST, and connect the included drive cable to the floppy drive(s). Boot the system, execute the Spectre software included. At the prompt, insert a Macintosh disk with an appropriate version of System/Finder on it, hit return and voila... "Welcome to Macintosh".

You do _not_ need Mac floppy drives as the GCR allows standard Atari ST drives to read and write in Macintosh format. So you end up with a Mac Plus emulator that is up to 30% faster and a larger screen than a _real_ Mac Plus.

No, there is no Mac II emulator available (yet). A new Spectre GCR and legit Mac 128K ROMs could set you back as much as $500 so you need to justify to yourself if it is worth it considering a used Mac Plus won't cost much more.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2667. Re: HELP ME - INFO NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-09 15:18:25 UTC
From: goldman@orac.CRAY.COM
Message-ID: <1992Jul9.101825.10589@walter.cray.com>
Source record: 43615

In article <1992Jul07.221446.26546@visual.spk.wa.us> mhughes@visual.spk.wa.us (Mark Hughes) writes:
>> Here's where I need some help - do the Atari ST series computers have normal
>> SCSI interfaces, or did Atari install a proprietary format?
>
> The first 3 generations of STs (520/1040STfm, Mega STfm, and 520/1040STe)
>had a proprietary HD adaptor, but ICD sells SCSI adaptors. The Mega STe and TT
>have SCSI built-in.

Excuse me, but where is the scsi built into the Mega STe? I have a
Mega STe, but there is not a scsi bus on any of the sides of the
computer.

Matt

--
Matthew Goldman E-mail: goldman@ferris.cray.com
Fax: (612) 683-3099 Work: (612) 683-3061
"We locked our keys in the flying saucer - do you have a
coathanger we could borrow?"

2668. MINIX 1.5.10.3 Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-09 15:29:38 UTC
From: malay@sae.com
Message-ID: <1992Jul9.152938.270@sae.com>
Source record: 43614

Hi all,

I finally got around to applying patches 1,2 & 3 to MINIX 1.5 - I recompiled the libraries, commands and built a new kernel. When I run "diskrtc icd" I get the following error message:

bmsrtc: ASSERT(idx=9 0>=1 && 0 <=12) fatal

I set "CLOCKS=-DCLOCKS" in the kernel Makefile.

The interesting thing is that if I use my previous kernel with the new commands then "diskrtc icd" works without errors so it appears to be a kernel problem. Is there something else that needs to be set??

Bob Malay

2669. Re: TOS upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-09 16:30:16 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jul9.163016.23617@news2.cis.umn.edu>
Source record: 43616

In article <5279@m1.cs.man.ac.uk>, pate@ra.cs.man.ac.uk (Micky J. Leaver) writes:
>Is it worth upgrading to TOS 2.05 (or is it 2.06 which is ok to use on an STFM)
>instead of 1.4?

It's probably not a bad idea to go to TOS 2.06. HOWEVER, be sure that you keep your old ROMs and, if possible, get the upgrade which allows you to switch between old/new ROMs, as there are going to be some programs you own which won't work under TOS 2.06.

The July issue of ST FORMAT/ATARI ST USER (I get both, and can't remember which it is...) contains information on upgrading to the new TOS in the U.K.

-- David Paschall-Zimbel

2670. Full screen monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-09 16:48:57 UTC
From: wieninge@platon.uni-passau.de
Message-ID: <1992Jul9.164857.10514@tom.rz.uni-passau.de>
Source record: 43617

Hello out there,

I'm planning to bye a full screen monitor for my TT to
use the TT-high resolution. Who uses already a full screen
monitor, and which one? Sure, I could bye a 19''-multiscan,
but there are hopefully cheaper alternatives. What's ECL
exactly? Is it also possible to use 19''-VGA's? Is a 19''-
monitor the minimum for this resolution or has anybody tested
a 17''-screen?

Thanks, Christian.

2671. help with repair needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-09 17:19:23 UTC
From: Joshua Kronengold <JOKHC@CUNYVM.BITNET>
Message-ID: <92191.131923JOKHC@CUNYVM.BITNET>
Source record: 43620

My Joystick 0 port has had problems since I installed 4 megs of ram (into my 1040 STE). Only the left button is intermittent, and the problem sometimes vanishes with a light tap to the Atari symbol. Any ideas?

< Joshua Kronengold<JOKHC@CUNYVM.cuny.edu> >
< The Trash above is from the mind of Hunter college. I have no >
< opinions of my own, but am completely guided in every way by the >
< school. >
< >

2672. Re: Full screen monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-09 19:52:10 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1992Jul9.195210.20248@gumby.cc.wmich.edu>
Source record: 43618

In article <1992Jul9.164857.10514@tom.rz.uni-passau.de> wieninge@platon.uni-passau.de (Christian Wieninger) writes:
>
> I'm planning to bye a full screen monitor for my TT to
> use the TT-high resolution. Who uses already a full screen
> monitor, and which one? Sure, I could bye a 19''-multiscan,
> but there are hopefully cheaper alternatives. What's ECL
> exactly? Is it also possible to use 19''-VGA's? Is a 19''-
> monitor the minimum for this resolution or has anybody tested
> a 17''-screen?

I'm using a TTM 195 monitor on a TT at the moment, and I think it does an excellent job. Vastly superior to the old Moniterm and TTM 194 units. Extremely good focus across the entire screen, and very good linearity.

ECL is emitter-coupled-logic. What that means is that you're not going to be able to use the vast majority of large-screen monitors on the market, which are analog. VGA's are out.

I definitely wouldn't consider anything less than 19" for the high resolution mode of the TT (1280 x 960). In fact, I'd actually prefer something bigger, around 21". Putting this many pixels on a 19" monitor runs at around 100 dpi, which can be a little rough on the eyes with the small fonts. As it is, the large ST font (8x16) characters on the TTM195 are only 2/3rd the height they are on my 12" SM124 monitor on my ST (which I expanded to fill the screen).

My understanding is that there are a number of good large screen alternative monitors available in Germany, from 19 to 24 inches. I seem to recall names like Maxon and Eico(?). Maybe one of our German colleagues could jump in here with some accurate information?

(By the way, the 19" TTM 195 display actually has only 18" (diagonal) of the tube exposed, and ~16" diagonal of scan area (13.25 x 9.75"). I don't know how other monitors compare, but thought this info might be useful to you. I haven't tried opening the monitor to adjust it.)

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

2673. Gem program control of mouse and cursor--HOW?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-09 22:10:05 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <75568@ut-emx.uucp>
Source record: 43619

I am writing a gem program which I would like to manipulate the mouse
and cursor positions, but there does not appear to be any way within GEM
to do this. Do I have to use the linea stuff, and if so, can anyone get
me started concerning how to do it?

Specifically, here is what I want to do.

1) When a dialog appears on the screen, I want to move the mouse
to an appropriate button, and then return the mouse after the
dialog exits.

2) The GEM program Pexecs ttp programs. Unfortunately, the cursor
is not visible in the ttp programs (like micro-emacs). I can't find
any way to turn it on. Also, I would like to position the cursor at
the top of the screen before Pexecing the ttp program.

For the cursor, I have tried sending the vt52 codes to the screen, but
it seems that these are ignored in a GEM program. Can anyone tell me
how to do these things in a reasonable fashion?

Thanks,

Tim Gallivan
timg@landau.ph.utexas.edu

2674. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-10 04:14:15 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <gmHoNB5w164w@ersys.edmonton.ab.ca>
Source record: 43623
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

molin@crs.cl.msu.edu (Michael Olin) writes:

> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>
> >have RTS/CTS working and active when you tried it? I noticed dropped
> >characters and garbage on the screen when I turned off RTS/CTS on my
> >Supra 2400+ and sent a stream of text at it. Things went fine until the
> >modem started receiving too fast for the computer to handle. Instant
> >garbage...:) This was when I first got the modem. I don't see why the
>
> Don't you think it's a little unlikely that a 2400+ could EVER receive
> data faster than an ST could take it in? Even an 8MHz ST can deal
> with the MAXIMUM speed (9600) of the 2400+...

If I did think that, would I have written what I did? :)

I can not think of any other explanation for what happened, since the problem went away immediately after I turned on RTS/CTS. That isn't really important, though, since my original question was whether or not it was possible to make the ST take data at 38,400 baud since I am planning on purchasing a 14.4K modem and the fastest speed the ST can now receive data at is 19.2K. Since the modem compresses text as it receives it, it is fairly likely that the throughput might exceed 19,200 baud (in which case I am losing valuable speed.)

Thanks for your interest, though...

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>

<< The Key: Spirit over mind over matter. >>
<< -- >>

2675. signal() exceptions... esp. in GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-10 05:27:29 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9300@uqcspe.cs.uq.oz.au>
Source record: 43622

I found out last night that:

signal(SIGBUS,MyBusErrorHandler)

does not trap the bus error. It still vectors to the "print bombs on screen" ROM routine.

So I just used BIOS Setexc(...,MyBusErrorHandler). But of course this exception handler runs in supervisor mode.

Basically, I want MyBusErrorHandler() to do something (eg. print message) then exit(1). At the moment I just did this (gross):

```
MyBusErrorHandler()
{
asm("unlk a6; addl #14,sp; movew 0x300,sr");
}
```

Obviously this is VERY POOR, and I believe it will fail on the TT.

Please, does anyone know a correct solution? I just want to be able to process hardware exceptions in C, and not return from the exception to the place the error occurred, but to my own routine (I've though of hacking the supervisor stack to change the exception return address, but that's even uglier, right?

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

2676. Re: hp deskjet centronics interface

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-10 10:35:44 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.fWPxDCRYA2c@marsu.tynet.sub.org>
Source record: 43637

```
In <1992Jul8.180303.21525@rz.uni-karlsruhe.de>, UJ9W@DKAUNI2.BITNET writes:
>
>
> > Robert Lew writes:
> > Does anyone out there know how to solve the problem of the Deskjet printer
> > not always resonding to the Atari ST. It seems like I have to always either
> > reset my ST whenever the Deskjet doesnt respond to a printing command. I
> > recall a few years ago I heard of a similar problem, but cant remember if
> > there was a solution.
> > Thanks..
>
> It is the wrong BUSY-Signal Level!
> There are two solutions:
> ** a) first switch on the printer before computer
> ** b) or use a speciall prg. which install the right level.
> hint: djreset.arc

Or just write it yourself. All you need to wake up your DJ should be:

--------------- snipp -----------------
#include <osbind.h> /* or <tos.h> if using Turbo C */
main()
{
Ongibit(32);
return(0);
}
--------------- snipp -----------------

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* ~/.ircrc/nick _Marsu_ *
* /etc/motd "Terrorizing people whereever I go, *
* it's not intentional, just keepin' the flow." *
```

2677. Re: Gem program control of mouse and cursor--HOW?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-10 11:24:40 UTC
From: "Julian F. Reschke" <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92192.112440RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 43624

In article <75568@ut-emx.uucp>, timg@ccwf.cc.utexas.edu (Tim Gallivan) says:
>
>I am writing a gem program which I would like to manipulate the mouse
>and cursor positions, but there does not appear to be any way within GEM
>to do this. Do I have to use the linea stuff, and if so, can anyone get
>me started concerning how to do it?
>
>Specifically, here is what I want to do.
>
>1) When a dialog appears on the screen, I want to move the mouse
>to an appropriate button, and then return the mouse after the
>dialog exits.

Please don't do this. If you REALLY want to do this, use appl_tplay
and make this an option the user can turn off.

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

2678. Re: Mac Emulation for 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-10 13:03:04 UTC
From: UK1T@DKAUNI2.BITNET
Message-ID: <1992Jul10.130304.19300@rz.uni-karlsruhe.de>
Source record: 43626

Hatari!

> From: pauls@icecreambar.css.itd.umich.edu (Paul Southworth)
>
> What are the options for getting a 1040ST to emulate Macintoshes?
> Are Mac floppy drives required? Other hardware? Are there software
> emulators and/or hardware-based emulators?

The only real _good_ working emulation is Spectre GCR, which reads and formats Mac-Disks as well, as it can handle with a HD. It's almost an Software-Emulation, but some little Hardware is needed to make the normal DD able to read Mac-Disks, also the Apple-Roms have to added as a hardware-part.

There also exist some only-software emulators, but they cannot read mac-disks, and I think, that most of them do not work well enough.

Greetings, Roland.
-footer cancelled-

2679. Re: Gem program control of mouse and cursor--HOW?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-10 14:01:12 UTC
From: UK1T@DKAUNI2.BITNET
Message-ID: <1992Jul10.140112.20122@rz.uni-karlsruhe.de>
Source record: 43627

Hatari!

> From: timg@ccwf.cc.utexas.edu (Tim Gallivan)
>
> 2) The GEM program Pexecs ttp programs. Unfortunately, the cursor
> is not visible in the ttp programs (like micro-emacs). I can't find
> any way to turn it on. Also, I would like to position the cursor at
> the top of the screen before Pexecing the ttp program.

take this :)

```
void ttp_on(void)
{
v_hide_c(ghandle); /* hide mouse */
printf("\33E\33e"); /* send vt-52 cursor-on */
}

void ttp_off(void)
{
puts("\33f"); /* send vt-52 cursor-off */
v_show_c(ghandle,1); /* mouse on again */
}
```

> For the cursor, I have tried sending the vt52 codes to the screen, but
> it seems that these are ignored in a GEM program. Can anyone tell me
> how to do these things in a reasonable fashion?

If you try to use that in e.g. a window, than you either have to emulate
the cursor by making an inverting rect.-block, or you try to use the
alpha-codes, if there is a cursor included.

Greetings, Roland

2680. Re: Gem program control of mouse and cursor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-10 14:32:47 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jul10.143247.22602@newshost.lanl.gov>
Source record: 43625

In article 112440RESCHKE@DMSWWU1A.UNI-MUENSTER.DE, RESCHKE@DMSWWU1A.UNI-MUENSTER.DE (Julian F. Reschke) writes:
>In article <75568@ut-emx.uucp>, timg@ccwf.cc.utexas.edu (Tim Gallivan) says:
>>
>>I am writing a gem program which I would like to manipulate the mouse
>>and cursor positions, but there does not appear to be any way within GEM
>>to do this. Do I have to use the linea stuff, and if so, can anyone get
>>me started concerning how to do it?
>>
>>Specifically, here is what I want to do.
>>
>>1) When a dialog appears on the screen, I want to move the mouse
>>to an appropriate button, and then return the mouse after the
>>dialog exits.
>
>Please don't do this. If you REALLY want to do this, use appl_tplay
>and make this an option the user can turn off.

SO? What's wrong with Tim's idea? It just helps make the program a little more friendly and faster to use (if done properly). Here's an example from the Sun OpenWindows system... you select Exit (OpenWindows) and a small Alert box pops up in the middle of the screen with 2 buttons. One says, Exit and the other says Cancel. Since this is a potentially destructive option, the mouse cursor is automatically placed over the Cancel button. After the user selects one or the other, the mouse cursor returns to its original position. And on a large screen with lots of real estate, it is appreciated not having to drag the mouse all over creation!

The only caution I would make is not to design a program so as to be a pain for the power user or the user who is quite familiar with it's operation. I hate programs that have no hot key equivalents for common commands and after I finally mouse on the QUIT option I have to wade through two alerts saying, "Are you SURE you want to do this?". All, IMHO, of course! :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2681. Re: memory upgrade for Mega 1/2 w/o extra cards ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-10 15:48:34 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Jul10.154834.26150@Informatik.TU-Muenchen.DE>
Source record: 43628

In article <H.2_lafc5_09k@wpcst1.phys-chemie.uni-wuerzburg.dbp.de>,
kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:
|> The title says it. Is it possible to upgrade a Mega ST1 or an Mega ST2
|> by soldering RAM chips into the free positions ?
|>
|> Or do you need another MMU ? What are the specifications needed if
|> such thing is possible ?

Mega ST1 NO.
Mega ST2 YES
You need 16 1MBit RAM chips 16 condensators and 3 resistor 33ohms
thats all

Greetings, Ewald

P.S.: Traust Du Dich sowas nicht in 'ner deutschen Gruppe zu fragen znet, maus,
...?

--
==
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==

(* = Maerchen aus 1001 Nacht

2682. Can't link using gcc and gnumake

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-10 19:15:32 UTC
From: mistik@grex.ann-arbor.mi.us
Message-ID: <Br6tHy.HG8@grex.ann-arbor.mi.us>
Source record: 43643
Cross-posted to: gnu.misc.discuss,gnu.gcc.help,comp.sys.atari.st,comp.sys.atari.st.tech,alt.test

Hi GNU netters,

I recently got GNU gcc and gnumake from terminator.cc.umich.edu. The latest version of gnumake (3.62) seems not to work, it always complains about not enough memory, although it has about 3 MB available (I use a Mega ST4). However, I was able to get the previous version (3.60) to work. I use tcsh in unixmode to work with.

When I say I got gnumake 3.60 to work, it is not completely accurate. I don't know where the problem lies, but I wasn't able to make the programs invoke gcc-ld instead of ld. When gas tries to invoke ld, it does not find it, and it stops. All the other compiler programs work but not the linking part of it. I don't think renaming gcc-ld to ld would be the right solution.

Another problem I have found is, that the binary archive for the libraries do not include crt0.o and gcrt0.o, you have to get the sources additionaly to make them.

How should I go about letting the gnu assembler know that the linker is called gcc-ld? (I tried to define LD and LINKER in environment, and in makefile leading to no solution.)

Thanks for any help in advance.

Mustafa Soysal

2683. Re: HELP ME - INFO NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-10 20:00:16 UTC
From: harold@alice.hobby.nl
Message-ID: <H.grywx0nRIpY@alice.hobby.nl>
Source record: 43582

In <1992Jul07.221446.26546@visual.spk.wa.us>, Mark Hughes writes:
>The Mega STe and TT
>have SCSI built-in.
>
This needs a small correction: only the TT has a SCSI bus as standard port,
Mega STE does not have a SCSI port or bus. The built in HD is SCSI but you
get a SCSI<->ACSI convertor with it.
The difference is subtle but never the less.

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

2684. Re: Can't link using gcc and gnumake (please remove alt.test when you followup)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-10 21:00:39 UTC
From: mistik@grex.ann-arbor.mi.us
Message-ID: <Br6yD6.IBv@grex.ann-arbor.mi.us>
Source record: 43644
Cross-posted to: gnu.misc.discuss,gnu.gcc.help,comp.sys.atari.st,comp.sys.atari.st.tech,alt.test

I forgot to edit the followup header in my previous post to exclude alt.test
for the responses. This one is set correctly.

--
Mustafa Soysal

2685. Searching for STXformer source

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-10 22:56:56 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1992Jul10.225656.14294@news.uit.no>
Source record: 43632

Can someone help me find the source to Xformer?
I have looked at atari.archive, and I have asked archie(except I wasn't too
sure what to search for).

Thanks in advance.
--
/// borgen@stud.cs.uit.no (Boerge Noest)	\\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northermost university	Life is worth living. |

2686. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-11 01:40:28 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.OTIen_&1EWM@jonh.wimsey.bc.ca>
Source record: 43633
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <gmHoNB5w164w@ersys.edmonton.ab.ca>, Michel Forget writes:
>
>I can not think of any other explanation for what happened, since the
>problem went away immediately after I turned on RTS/CTS.

It would be more understandale if you turned off erro correction,
though if the modem expected flow control to work and it didn't who
know what would result. <Maybe the modems using error correction protocals
need to use rts/cts. anyone know?>

That isn't
>really important, though, since my original question was whether or not
>it was possible to make the ST take data at 38,400 baud since I am
>planning on purchasing a 14.4K modem

Michel, despite what it says on the boxes and in the advertising
blurbs, I don't think any of the current crop of 19200 modems ever
even get near 19200 on 90% of the transfers over normal phone lines.
Only under really optimal conditions are the compression functions
going to achieve their claimed compression, and if, like most people,
you mainly transfer compressed binaries, they're useless anyway. MNP5
will actually slow your trnsfer down, and v42 is just smart emough to
know enough to leave it alone if it's already compressed, so it also
uses cycles checking that.
For screen updates on login sessions, usually the updates are
quite reasonable(faster than you can read), so basically trying to go
faster is not really possible, at least in my experience connecting
with many different machine/modem combinations.

--
jhenders@jonh.wimsey.bc.ca

2687. Re: TOS ROMs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-11 01:43:00 UTC
From: Aleks_Almonacid-Lessmann@k.maus.de
Message-ID: <A5241@K.maus.de>
Source record: 43552

Hi y'all!
pate@ra.cs.man.ac.uk wrote on the 08.07.92:
p>The TOS ROM's appear to all be socketed, there are six of them in all (I
p>think I'm looking at the correct chips, they're on the far left of the
I think you're looking at the _wrong_ set of ROMs. TOS 2.06 is the largest
TOS there's been to date and it needs (just) 2 ROMs... :-)
As much as I know in TOS versions <2.05 TOS is in only ONE ROM chip. So
you'll have to buy the TOS Extension Card for 2.06 for the two ROMs...
But, as standart disclaimers apply, perhaps I got it all wrong. :)

p>Is it worth upgrading to TOS 2.05 (or is it 2.06 which is ok to use on an
p>STFM) instead of 1.4?
It is, it is... The guys at AT*RI gave the whole thing a good thought for once
:D and made it reeeeeeally worth the Upgrade. And worhtier even than 1.4...
That's all for now
Aleks A.
As said, standart disclaimers apply.

2688. Re: Unixmode

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-11 05:46:53 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jul23133053@acae127.cadence.com>
Source record: 43479

In article <1992Jul20.151854@disuns2.epfl.ch> monnier@disuns2.epfl.ch (Stefan Monnier) writes:
>
> I just installed Emacs 18.58: this time, I used Unixmode: that's
> much better indeed !
> But a little problem arose: I usually use less1.7 to view files.
> when I want to view a file named ReadMe (for example), I have to
> write 'less ReadMe'; 'less readme' doesn't work (although it is
> under this name that gemdos stores the file)
>
> How come ?
> Is it normal ?
yes, unixmode gives you case sensitivity too. to quote
unixmode.doc (the `c' option):

c -- Pretend case is significant in file names. If this flag is
present, then UNIXMODE programs will not translate the case
of file names in any way, and will assume that case is significant
to the underlying operating system.
The "c" flag should *not* be used in present versions of GEMDOS,
since these are case insensitive. It is provided so that programs
will work correctly under GEMDOS extenders or future versions of
the OS.

> In this case I'm quite unhappy cause it is not so easy to remember
RTFM and be happy :-) :-) !!!!!

> the exact name (as ls shows normal gemdos names).
> Couldn't Unixmode be introduced as another filesystem: this way
> translation would always occur: for ls and all other apps)

certainly. or you can grab yourself a set of utilities that
are UNIXMODE aware (from A.A). similarly, you can grab yourself a
shell like bash or master that are unixmode aware, and they you can
do completions, regexp matches and so on according to unixmode
settings.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2689. Re: GNU C object file format (.o)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-11 05:57:47 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jul23134147@acae127.cadence.com>
Source record: 43480

In article <1992Jul21.003817.25951@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>
>
> after grepping around my GNU C included directory, i could not find a
> file describing the object file format (ie .o files). the st-out.h file
....
>
> i od'ed a few .o files and sort of figured out what they look like but
> i was wondering if this is more formally documented. i suppose looking
> at the src to ld would help and i will do that eventually. i also have

oh boy! if you had only looked a few one more step further:
in the utilsrc archive you would find <gnu-out.h> that documents
what you are looking for. the stab information is in stab.h/stab.def
also, in the documentation.zoo archive you should find a paper on
a.out, that will help you decipcher some of this stuff.
(oh another confusing point: do NOT bother looking in symseg.h, its
the old gdb stuff that is NOT used any more).

> finally, is the .o format for gcc 2.x identical to that for 1.4 (gas 1.38)?
yes, exactly the same. (the details of the stab contents
changed slightly, at some point, but that does not effect anything,
only effects gdb, and atariST-gdb knows about that change).

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2690. Re: 38400 Baud -- Possibl

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-11 07:09:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <487.80.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 43635

You can do one of two things... Buy a 16mhz STe or and accelerator board, and use HS_232.ACC or do the HARDWARE modification on your ST.

2691. Re: Gem program control of mou

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-11 08:59:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A43583@MS.maus.de>
Source record: 43553

```
UK1T@DKAUNI2.BITNET wrote:
>take this :)
>
>void ttp_on(void)
> {
> v_hide_c(ghandle); /* hide mouse */
> printf("\33E\33e"); /* send vt-52 cursor-on */
> }
>
>void ttp_off(void)
> {
> puts("\33f"); /* send vt-52 cursor-off */
> v_show_c(ghandle,1); /* mouse on again */
> }
```

Replace v_show_c/v_hide_c by graf_mouse (applications should control the mouse with AES functions) and puts by v_enter_cur/v_exit_cur. In addition, going to an 'alpha' mode won't work with windowing environments like Gemini, BGACC and of course MultiTOS. So be careful.

2692. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-11 09:35:38 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <46qqNB2w164w@ersys.edmonton.ab.ca>
Source record: 43634
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

> In <gmHoNB5w164w@ersys.edmonton.ab.ca>, Michel Forget writes:
> >
> >it was possible to make the ST take data at 38,400 baud since I am
> >planning on purchasing a 14.4K modem
>
> Michel, despite what it says on the boxes and in the advertising
> blurbs, I don't think any of the current crop of 19200 modems ever
> even get near 19200 on 90% of the transfers over normal phone lines.
> Only under really optimal conditions are the compression functions
> going to achieve their claimed compression, and if, like most people,
> you mainly transfer compressed binaries, they're useless anyway. MNP5
> will actually slow your trnsfer down, and v42 is just smart emough to
> know enough to leave it alone if it's already compressed, so it also
> uses cycles checking that.
> For screen updates on login sessions, usually the updates are
> quite reasonable(faster than you can read), so basically trying to go
> faster is not really possible, at least in my experience connecting
> with many different machine/modem combinations.
>
> --
> jhenders@jonh.wimsey.bc.ca
>

I'm not really sure what you mean. What would make for "optimal
conditions"? A lack of line noise? I have never had problems with line
noise before, so it must be safe to assume that the lines are at least
good enough in that regard. What else makes for better conditions?

Also, shouldn't a true 14,400 modem go at least that fast, so long as
there are no errors? What kind of speeds should I be expecting?

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

2693. Re: Gem program control of mou

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-11 17:27:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A43613@MS.maus.de>
Source record: 43554

John Hutchinson (hutch@bellman.lanl.gov) wrote:
>SO? What's wrong with Tim's idea? It just helps make the program a little
>more friendly and faster to use (if done properly). Here's an example from
>the Sun OpenWindows system... you select Exit (OpenWindows) and a small
>Alert box pops up in the middle of the screen with 2 buttons. One says,
>Exit and the other says Cancel. Since this is a potentially destructive
>option, the mouse cursor is automatically placed over the Cancel button.
>After the user selects one or the other, the mouse cursor returns to its
>original position. And on a large screen with lots of real estate, it is
>appreciated not having to drag the mouse all over creation!

But ONLY if the user is accustomed to that behaviour (and that's not the
case with most GEM users).

Note: Even OpenWindows allows to switch that off.

2694. Hisoft BAsic and DTA calls...HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-11 18:27:37 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1992Jul11.142737.1@vaxr.sscl.uwo.ca>
Source record: 43636

I have been trying to get into basic programming a little and was simply trying to get a program to read filenames from the file selector and output them to a file. In hisoft basic there are commands referring to a "DTA", which accesses info on files and stores date, attributes etc.! I have tried using FNfsfirst% to get files from a directory and supposedly put the info in the DTA, but how do I then access this info!!! The example prog DIR2STR gives only a sub program to get the info, but doesnt tell you where it is :^(Can anyone out there help me...I realize it's not life threatening, but I want to get into programming a little and I just figured this might be a cute little program to write for myself...an exercise you might say :^) Thanks in advance for any help,
T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-----------------------------------+ +--------------------------------+

2695. Re: Using SC1224 with VGA on IBM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-11 18:38:20 UTC
From: tonyl@status.gen.nz
Message-ID: <L7FqNB1w164w@status.gen.nz>
Source record: 43642
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

KDM101@psuvm.psu.edu (Kevin Maher) writes:

> I'm posting this for a friend. You can reply to me (I'll forward) or
> directly to him at bouv@ncc1701.psu.edu.
>
> Posting follows:
> ---------------------------
>
> Hello Everyone,
>
> First off, I would like to say that I am by no means a regular reader
> of this newsgroup, so I apologize if this sort of project has been
> discussed before at length. Also, I would request that responses be
> emailed, since I don't really have the time to wade through the volume
> of postings in this group. Thanks!
>
> I have been a long time Atari fan and owner (way back to the 400 days..)
> and I currently have a 1040STf, with both the SM124 and SC1224 monitors.
>
> Recently I have been considering building a 386 PC compatible system
> and looking at component prices, it seems that over half my costs would
> go towards a decent VGA color monitor.
>
> Since the SC1224 is an analog RGB monitor, I have been thinking that
> it might be possible to use it for VGA. Does anyone out there know if
> this is possible ?
>
> I would hope it could be as simple as making a new cable and matching
> the pin outs (with the exception of the audio and some others).
>
> Has anyone out there had any experience with doing this sort of thing?
>
> Thanks for your time.
> -Mark

I am using a CGA monitor with my atari ST. As far as I know the
SC1224 is similar in design. VGA uses a totally different approach.
Sorry, but it will probably not work.

Tony Lewis _
tonyl@status.gen.nz o( ) Fido: 3:772/105
Papakura / /\ Auckland, New Zealand

2696. Re: TOS upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-11 18:45:28 UTC
From: tonyl@status.gen.nz
Message-ID: <HigqNB2w164w@status.gen.nz>
Source record: 43640

pate@ra.cs.man.ac.uk (Micky J. Leaver) writes:

> I'm thinking of upgrading the TOS chips in my ancient 520 STFM (2.5 MB RAM).
>
> The TOS ROM's appear to all be socketed, there are six of them in all (I
> think I'm looking at the correct chips, they're on the far left of the board)
>
> Is it worth upgrading to TOS 2.05 (or is it 2.06 which is ok to use on an STF
> instead of 1.4?
>
> I don't have a hard drive, as they cost way too much (but if I could find one
> for 200 quid or less (UK only), I might well consider it).
>
> So where can I buy a six chip ROM set in the UK? How much does it cost?
>
> Thanx.
> --
> %% %% &&&& %%%%% && && %% %% &&&&&& >> ATARI-ST Owner :)
> %%%%%%%% && %%% && && %% %% && >>
> %% %% %% && %% &&&& %% === && >> pate@cs.man.ac.uk
> %% %% && %%% && && %% && && >> csg021@cck.cov.ac.uk
> %% %% &&&& %%%%% && && %% &&&& %% >> mleaver@fiveg.icl.co.

The latest ST Format magazine has info on upgrading to 2.06 with
switchable ROM. Good luck. Let us all know how you get on.
Greetings from downunder.

Tony Lewis _
tonyl@status.gen.nz o( ) Fido: 3:772/105
Papakura / /\ Auckland, New Zealand

2697. Re: help with repair needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-11 18:50:30 UTC
From: tonyl@status.gen.nz
Message-ID: <VqgqNB3w164w@status.gen.nz>
Source record: 43641

Joshua Kronengold <JOKHC@CUNYVM.BITNET> writes:

> My Joystick 0 port has had problems since I installed 4 megs of ram (into my
> 1040 STE). Only the left button is intermittent, and the problem sometimes
> vanishes with a light tap to the Atari symbol. Any ideas?
> -------
> < Joshua Kronengold<JOKHC@CUNYVM.cuny.edu> >
> < The Trash above is from the mind of Hunter college. I have no >
> < opinions of my own, but am completely guided in every way by the >
> < school. >
> < >

You may need to open up again and resolder the joystick port
under the keyboard. I have fixed several STs with bad joints due
to plugging and unplugging the mouse. Good luck.

Tony Lewis _
tonyl@status.gen.nz o( ) Fido: 3:772/105
Papakura / /\ Auckland, New Zealand

2698. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-11 21:00:30 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.oK6MphbOcJ2@jonh.wimsey.bc.ca>
Source record: 43638
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <46qqNB2w164w@ersys.edmonton.ab.ca>, Michel Forget writes:
>
>I'm not really sure what you mean. What would make for "optimal
>conditions"? A lack of line noise? I have never had problems with line
>noise before, so it must be safe to assume that the lines are at least
>good enough in that regard. What else makes for better conditions?
>
>Also, shouldn't a true 14,400 modem go at least that fast, so long as
>there are no errors? What kind of speeds should I be expecting?

Actually, a true 14400 will go even faster. ;-) As to speed to
expect, I see actual speeds around 1550-1650 cps, using a USR dual
standard. As to noise on phone lines, you may not have noticed much at
2400, or by voice, but once and a while on my unix dial-up, one of the
older modems doesn't set error correction, and you should see the garbage
spew out.
I don't know what the limitations are, but no one I know has ever
gotten a real 19200 out of any current 14400 on the Atari, so worrying
about hacking up to 38k is silly(IMHO)

My advice is to just install the new serial fix program, (the one
Eric Rosenquist says _really_ works), and a serial buffer expander (works
sort of like a hd cache). Depending on what modem you get, check out the
various setting files people have uploaded to various bbs's, and unless
you're getting rediculously low rates compared to everyone else, don't
worry about it.

I asked a freind to hook his HST up to his TT port that can do >19200,
if he reports a speed improvement, I'll let you know.
Also, many programs use processor dependant loops to calculate speed
when doing transfers. With my Adspeed on, several zmodem programs were
reporting 2000+ cps. Flip the Adspeed off, and down it went.

p.s. Eric R, please e-mail if you read this, my last mail bounced.

--
jhenders@jonh.wimsey.bc.ca

2699. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-12 04:32:02 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jul12.043202.19943@msuinfo.cl.msu.edu>
Source record: 43639
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

>I can not think of any other explanation for what happened, since the
>problem went away immediately after I turned on RTS/CTS. That isn't

Hmmm... Well, ya got me there. Doesn't make any sense to me at all.

>it was possible to make the ST take data at 38,400 baud since I am
>planning on purchasing a 14.4K modem and the fastest speed the ST can now
>receive data at is 19.2K. Since the modem compresses text as it receives
>it, it is fairly likely that the throughput might exceed 19,200 baud (in
>which case I am losing valuable speed.)

I am interested in this as well, although the notion that my machine would
be LOCKED at 38,400 isn't acceptable to me. I often times use my ST
to connect to another machine that runs at a maximum of 9600, so I'd need
to be able to set the system back down.

For what it's worth, I'm using a Supra 14.4 data/FAX modem right now
and it's working out just GREAT. I wondered about it being limited by
the ST operating at a max of 19.2, but often times I'm transferring
compressed data, so I don't think it's being held back TOO much...

2700. Gem program control of mouse and cursor--HOW?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-12 08:56:06 UTC
From: simon.lindsay@p4.f842.n680.z3.fido.zeta.org.au
Message-ID: <a6647fb2@Kralizec.fido.zeta.org.au>
Source record: 43512

Original to: timg@ccwf.cc.utexas.edu
Hello timg@ccwf.cc.utexas.edu

09 Jul 92, timg@ccwf.cc.utexas.edu writes to All:

tcue> Specifically, here is what I want to do.

tcue> 1) When a dialog appears on the screen, I want to move the mouse
tcue> to an appropriate button, and then return the mouse after the
tcue> dialog exits.

Arrrggh.. don't do it.. It is _Most_ disconcerting when the program you are using starts moving the mouse around without you. Most people will feel much more comfortable & even prefer to move the mouse themselves.. (Plus it's good practise for new users!)

tcue> Tim Gallivan
tcue> timg@landau.ph.utexas.edu

Simon

--- GoldED 2.40
* Origin: Simon's Point (3:680/842.4)

2701. GEM-Fileselect for MiNT wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-12 13:51:42 UTC
From: prissi@marie.physik.tu-berlin.de
Message-ID: <prissi.710949102@marie>
Source record: 43645

Has anyone knowledge of a resident fileselector, that replaces the original TOS one and shows the names, as they are. That means, that it should handle Minix partitions under MiNT.

Or is there a free sourcecode anywhere for a resident fileselector.

+---+
| Markus Pristovsek Dunkel, Genossen, ist der Weltraum |
| prissi@marie.physik.tu-berlin.de (A. Einstein) |
+---+

2702. 38,400 baud on a TT - possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-12 22:13:00 UTC
From: andre@cix.compulink.co.uk
Message-ID: <memo.519425@cix.compulink.co.uk>
Source record: 43646

The subject says it all, really - has anyone managed to get a TT modem port to run *reliably* at 38,400 baud? I know the machine could handle it, but I'm not sure of the best way to modify the software/hardware. Has anyone succeeded? I'm fed up of seeing my download speeds accelerate up to 1920 cps, only to get bottlenecked by a 32MHz 68030 computer!

Thanks,

Andre

Andre Willey | Email: andre@cix.compulink.co.uk
7 Oaklands Road, Sutton Coldfield, | andre@cix.uucp
West Midlands, B74 2TB, England. | ...{mcsun}!uknet!cix!andre
Phone: (UK) 021-308-5251 | "Il est mort, Jean Luc..."

2703. problems with GCC cross compiler

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-12 23:13:04 UTC
From: wmagro@uiuc.edu
Message-ID: <BrAttt.Jv9@news.cso.uiuc.edu>
Source record: 43647

I am trying to use GCC on a Sun sparcstation as a cross compiler for the Atari. The compiler works fine (i.e., generates valid assembly for the 68000), but it always calls the sparc assembler and loader, which, of course, give error messages.

I can override the names 'ld' and 'as', of course, but there has to be a cleaner way to tell gcc which ones to use. It seems the collect2 program has something to do with this.

Any help that could be offered is appreciated.

--Bill

2704. problems with GCC cross-compiler

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-12 23:23:06 UTC
From: wmagro@uiuc.edu
Message-ID: <BrAuAK.K0H@news.cso.uiuc.edu>
Source record: 43648

Hmm, the news system ate my last post...

I have built the GCC cross compiler on a sparcstation, but I am having trouble getting it to use the proper cross-assembler and cross-loader. It always calls 'ld' and 'as' instead of my gnu loader and assembler (for the st).

I can override the assembler and loader by editing gcc.c, but I'd rather not. How can I tell gcc which assembler to use? It looks like the collect2 program is involved...

Any help is appreciated.

--Bill

2705. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-13 01:02:02 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l61lgaINN5j5@aludra.usc.edu>
Source record: 43649
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jul12.043202.19943@msuinfo.cl.msu.edu> molin@crs.cl.msu.edu (Michael Olin) writes:
>I am interested in this as well, although the notion that my machine would
>be LOCKED at 38,400 isn't acceptable to me. I often times use my ST
>to connect to another machine that runs at a maximum of 9600, so I'd need
>to be able to set the system back down.

Why should you care if your system is LOCKED at 38,400 if your modem can handle it? Remember that the speed of the link from the computer to the modem is irrelevent to the speed at which the modem connects to another modem. You could conceivably have a 76.8k connection to your modem (if it could handle it ie: 19.2k w/.42bis) and still be able to connect to a 9600bd modem. Remember that even if you are transferring info at > 9600, the modems are still transferring info at their base-rate (with compression).

The modems deal with the computer rater >= link rate by caching the data and requesting new data once it has spit out the old data. The great thing about it is you don't have to think about it - the modem does all the finagling neccessary for getting a workable link (you just have to make sure that your link to the modem is correct - RTS/CTS, bps, right cable, etc.).

>
>For what it's worth, I'm using a Supra 14.4 data/FAX modem right now
>and it's working out just GREAT. I wondered about it being limited by
>the ST operating at a max of 19.2, but often times I'm transferring
>compressed data, so I don't think it's being held back TOO much...

You shouldn't be (worried). Even with v42bis on, it would recognize that the data is already compressed and still send it off at 14.4k (which if you read above it does anyway). BTW, does anyone know if v42bis compression is better than say ARC? I would presume so (I have yet to see ARC do 4:1 compression) but would it necessarily be able to compress it further or would the ARC compression hamper the compression routines of V42bis? In other words, would it be faster to send unARCed files as opposed to ARCed files (I know it would be futile to do so with .LZH or .ZOO)?

-Mike

2706. Passing modified environment to child process--HOW?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-13 07:47:26 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <75723@ut-emx.uucp>
Source record: 43662

Hi,

Thanks to the people who responded to my earlier questions, and I
hate to be a real pain, especially since this should be easy, but ...

I have tried every reasonable manner of passing an environment which has
been modified by the parent with putenv() to a child process started
with Pexec().

Pexec(0, ..., 0); passes the original environment of the parent, but not
the modifications.

extern char **environ;
Pexec(0, ..., environ); doesn't work either.

I can fill an array with the environment I want and then
Pexec(0, ..., array);, and this works, but this is kludgy, and I would
like to know why passing environ doesn't work. I have spent quite
a bit of time messing with this and I am getting a little annoyed.

I am using GCC 1.4 on a 4M 520STF. Help will be greatly appreciated.

Thanks,

-Tim Gallivan
timg@landau.ph.utexas.edu

2707. Re: Tex, nroff, ps documentation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-13 08:03:32 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul13.100333@disuns2.epfl.ch>
Source record: 43652

In article <1992Jul06.230156.20191@convex.com>, rosenkra@convex.com (William Rosenkranz) writes:
: nroff 1.10p5 usually does a decent job, but there are both bugs and
: limitations. especially problematic is .TP macros (don't have one) and
: failure to do .IP correctly (won't put text on the same line as the
: tag, even if tag is small). .TP's can be converted to .IP's, eg:
:
: .TP [optional_indent]
: tag
: text...
:
: becomes:
:
: .IP tag [optional_indent]
: text...
:
: -bill
: rosenkra@convex.com
:
: (thanx for the kind words, eric...)
: --
: Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
: Convex Computer Corp. |ARPA: rosenkra@convex.com

Well, after some more testing, I indeed noticed that the main (or is it the only) problem with your nroff is with .TP !!

Thanks for this advice: I may finally translate my manpages !
(although some have already been translated on a SPARC)

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2708. Re: HELP ME - INFO NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-13 08:22:26 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul13.102226@disuns2.epfl.ch>
Source record: 43650

In article <1992Jul9.101825.10589@walter.cray.com>, goldman@orac.CRAY.COM (Matthew Goldman) writes:
: In article <1992Jul07.221446.26546@visual.spk.wa.us> mhughes@visual.spk.wa.us (Mark Hughes) writes:
: >> Here's where I need some help - do the Atari ST series computers have normal
: >> SCSI interfaces, or did Atari install a proprietary format?
: >
: > The first 3 generations of STs (520/1040STfm, Mega STfm, and 520/1040STe)
: >had a proprietary HD adaptor, but ICD sells SCSI adaptors. The Mega STe and TT
: >have SCSI built-in.
:
: Excuse me, but where is the scsi built into the Mega STe? I have a
: Mega STe, but there is not a scsi bus on any of the sides of the
: computer.
:
: Matt
:
: --
: Matthew Goldman E-mail: goldman@ferris.cray.com
: Fax: (612) 683-3099 Work: (612) 683-3061
: "We locked our keys in the flying saucer - do you have a
: coathanger we could borrow?"

You can't see it for the good reason it is specifically designed for
the internal drive: the SCSI port is only accessible from inside !
(and maybe you can only attach 1 device to it: i'm not sure)

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2709. sozobon and SCM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-13 08:30:45 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul13.103045@disuns2.epfl.ch>
Source record: 43651

I'm porting SCM (a scheme interpreter) to Atari ST !
I already did a 'quick and dirty' port to Pure C, but this time,
I'd like to use MiNT libraries and all those goodies !

I know this SCM is already ported to Atari GNU C, but I haven't this
last one (lack of HD place). I decided to jump to Sozobon C cause
it is freeware, smaller than Pure C and better adapted to MiNT !

Now look at this piece of code:

```
int (varfunc1)();
int (*varfunc2)();

(varfunc1)();
(*varfunc1)();
(*varfunc2)();
(varfunc)();
```

Sozobon accepts every line except the last one. And you know what ?
SCM just uses that last syntax. Of course I could change the declaration
but another problem arises:

```
varfunc1=funtion_hello;
```

is not accepted !
The only solution I found was to translate the calls. Well this problem is
over, but the question remains:
Which is faulty: SCM cause it uses non standart C syntax or Sozobon cause it
doesn't handle all different C syntaxes ?

-- Stefan Monnier --

```
-------------------------------------------------------------
----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----
```

2710. binary redirection

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-13 10:22:05 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul13.122205@disuns2.epfl.ch>
Source record: 43655

How can I indicate to my sweet HSC (with MiNT libs or without) that
it sould work with stdin and stdout in binary mode ?
I don't want this nice translation process (for CR/LF) to take place !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2711. diff

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-13 10:25:50 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul13.122550@disuns2.epfl.ch>
Source record: 43656

I have some problems with diff: I can compare 2 (or 3) files and get
the diff file, but I don't know how to reverse the process (I mean to
get an updated file out of an old and the diff).

I believe I need ed. But I can't find ed. I've got vi (elvis actually)
and it says it can do anything ed can do. So how instruct elvis to
'undiff' ?

-- Stefan Monnier --

```
------------------------------------------------------------
----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----
```

2712. Re: MegaSTe 1.44 Drive problems!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-13 10:32:48 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Jul13.103248.21312@cs.hw.ac.uk>
Source record: 43653

In article <92190.011945JJL101@psuvm.psu.edu> JJL101@psuvm.psu.edu (J.J. Lehett) writes:
>
> I am in the same situation as you, 2.05 and 1.44 drive that will
>not format reliable at all. I have now hearda number of possibilities
>which I am soon to try out. First is upgrading to 2.06 and see if
>that helps, (I am hoping it comes tommorow). Second I have heard that
>that the power supply is not good enough. Third I have heard the older ajax
>chips may be flakey. I am hoping that with all these things I am trying
>out I will get the 'real scoop' on the problem, and will post here on my
>results.

I have found that reformatting 1 1.4Mb disk is dodgy but formatting a fresh
one is fine.

So get out those big magnets folks! You know, the one you put in your
girlfriends handbag when you visit a computer show so that even the monitors
turn their heads as she walks by.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

2713. Re: sozobon and SCM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-13 11:04:35 UTC
From: umoeller@rzdspc14.informatik.uni-hamburg.de
Message-ID: <umoeller.711025475@rzdspc14>
Source record: 43654

monnier@disuns2.epfl.ch (Stefan Monnier) writes:

>I'm porting SCM (a scheme interpreter) to Atari ST !
>I already did a 'quick and dirty' port to Pure C, but this time,
>I'd like to use MiNT libraries and all those goodies !

I have compiled SCM with Pure C and the mint library. The next version of SCM
will contain the project file.

Due to the ill signal handling in the original Pure C library, Pure C cannot
compile SCM without the mint lib.

>Which is faulty: SCM cause it uses non standart C syntax or Sozobon cause it
>doesn't handle all different C syntaxes ?

SCM uses standard C syntax (only what it does to the stack is not really
ANSI standard ;-). It is Sozobon than doesn't handle standard C.

BTW: the GCC compiled scm is faster than the Pure C version (and only about 20k
larger).

Ulf

2714. Compilers and resource construction kits for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-13 13:28:05 UTC
From: basil@eniac.seas.upenn.edu
Message-ID: <82920@netnews.upenn.edu>
Source record: 43659

Hello! Well, I am currently stuck with the infamous Laser C with all its annoying bugs and ridiculously bad Resource editor. I'd be happy to try Sozobon or GCC if I knew what the best resource editor out there is -- ie.

are there any RCS that are nice enough to allow you to simply load graphics /icon files for creating icons, or do you have to edit them all from scratch?

Are there any that, like on other platforms, actually write the C code for you after you describe how you want the interactions?

Are there any that allow you to easily customize things like buttons (make 'em round) for creation of nifty interfaces (much like Neodesk, and Cubase have)?

Also, I have heard good things about Pure C, and know it is being released here by Gribnif (who make a nice icon editor -- wish they'd expand it for making resources). But, will the docs still be in German?

-- Brian Stokes
Atari fan since Pong
basil@eniac.seas.upenn.edu

2715. Re: 38,400 baud on a TT - possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-13 13:34:14 UTC
From: wwc@vsnhd1.cern.ch
Message-ID: <1992Jul13.133414.29853@dxcern.cern.ch>
Source record: 43657

In article <memo.519425@cix.compulink.co.uk> andre@cix.compulink.co.uk writes:
>
>The subject says it all, really - has anyone managed to get a TT modem port
>to run *reliably* at 38,400 baud? I know the machine could handle it, but I'm

Oh yes. I've done this in my terminal programme CoNnect. It is shareware and
available at a.a.u.e. The baudrates on the SCC ports of the TT are
38400 57600 76800 up to 153600 .
A lot of other features are included. VT220 , ANSI, Vt100, VT52 emulation
integrated shell, GDOS Capability and lots more.

Wolfgang
.

2716. Spectrum 512 file format

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-13 15:59:25 UTC
From: sie@fulcrum.bt.co.uk
Message-ID: <SIE.92Jul13155925@introitus.fulcrum.bt.co.uk>
Source record: 43658

Could someone please post or mail me details of the .spc/.spu files
created by Spectrum 512. I would like to write some post processing
routines to convert these to other things.

Cheers

Sie

--
Simon J Raybould (sie@fulcrum.bt.co.uk) // {o.o}
"Only joking ... Or am I ?" - Vic Reeves \X/AMIGA \-/
==
Fulcrum communications L.T.D., Fordrough Lane, Birmingham, B9 5LD, ENGLAND.

2717. Re: Spectrum 512 file format

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-13 16:03:52 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jul13.160352.11761@wam.umd.edu>
Source record: 43660

In article <SIE.92Jul13155925@introitus.fulcrum.bt.co.uk> sie@fulcrum.bt.co.uk (Simon Raybould) writes:
>Could someone please post or mail me details of the .spc/.spu files
>created by Spectrum 512.

-> atari.archive.umich.edu: atari/graphics/picfmts.doc
[141.211.164.8]

Dave Baggett
dmb@wam.umd.edu

2718. Re: diff

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-13 16:05:01 UTC
From: Bjarne Pohlers <POHLERB@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92195.160501POHLERB@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 43669

In article <1992Jul13.122550@disuns2.epfl.ch>, monnier@disuns2.epfl.ch (Stefan Monnier) says:
>
>I have some problems with diff: I can compare 2 (or 3) files and get
>the diff file, but I don't know how to reverse the process (I mean to
>get an updated file out of an old and the diff).
>

For context-diffs there is `patch' at atari.archive.
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <pohlerb@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (X49)251-866559 "
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

2719. Re: diff

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-13 16:21:50 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul13.162150.12792@convex.com>
Source record: 43661

In article <1992Jul13.122550@disuns2.epfl.ch> monnier@disuns2.epfl.ch (Stefan Monnier) writes:
>I have some problems with diff: I can compare 2 (or 3) files and get
>the diff file, but I don't know how to reverse the process (I mean to
>get an updated file out of an old and the diff).
>
>I believe I need ed. But I can't find ed.

you want patch, tho i supposed ed(1) would work, too, provided you made "diff -e" diffs. patch typically works with context diffs ("diff -c").

there is a version of patch on atari.archive (~/atari/gnustuff/tos/patch is the dir). also posted to comp.sources.unix (check archives). patch is another fine larry wall production. very portable...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2720. Accelerating the 68000

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-13 20:15:45 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Jul13.201545.16477@ucsu.Colorado.EDU>
Source record: 43663

I have a 1040ST and my friend has a Mac+, they both use the 68000. We
were thinking of speeding up our machines. We both know that there are
accelerators that just plug onto the motherboard, but after some discussion we
believe it can be done much-much easier and cheaper.
The first point, the 68000-8, this chip was designed to work at 8 MHz
and either could be replaced with a 68000-16 for around $40? or probably could
be used as is. I used to work as computer support and a common way that a
manufacture could lower its price was to use 8MHz chips at a 16MHz speed, some
work, some wont.
The second point, the memory managment unit(MMN) works at 150 ns,
that's about 6.6MHz, this too, along with the memory chips would have to be
replaced or speed up.
Also, you'd probably want to reburn your ROM's onto faster EPROMS
since there only working at about 4MHz

Is there anything else to consider?

Thanks,
Jonathan
krakover@spot.colorado.edu

2721. Debugger for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-13 20:31:15 UTC
From: tomj@u.cc.utah.edu
Message-ID: <1992Jul13.203115.22249@fcom.cc.utah.edu>
Source record: 43664

Hi, I'm posting this for a co-worker. Please respond via email to
tomj@iomega.com
and I'll get it to the original requestor.

Needed: best possible assembly-language-level PD debugger for the ST.

That says it all,

Thanks,

Tom Johnson (tomj@iomega.com)

2722. GCC cross compiler probs solved

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-13 22:26:59 UTC
From: wmagro@uiuc.edu
Message-ID: <BrCMD2.1uA@news.cso.uiuc.edu>
Source record: 43665

```
Thanks to all who responded to my question about getting GCC to recognize
cross loaders, etc. the solution was to name the loader:

$(STANDARD_EXEC_PREFIX)ld

All is now well.

--Bill
```

2723. Re: Accelerating the 68000

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 00:05:10 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Jul14.000510.4802@solace.hsh.se>
Source record: 43666

krakover@spot.Colorado.EDU (KRAKOVER JONATHAN DA) writes:

> I have a 1040ST and my friend has a Mac+, they both use the 68000. We
>were thinking of speeding up our machines. We both know that there are
>accelerators that just plug onto the motherboard, but after some discussion we
>believe it can be done much-much easier and cheaper.

There is a file somewhere in netland describing how to this. There was
a textfile and a picture showing how to speed things up. You just had
to take the 16MHz clock from somewhere and a couple of 74HS gates to
perform the trick. It included a switch for 8/16 MHz.

Unfortunatley I can't remember what the file was called, just something with
16 in it. Send me an e-mail and I'll see what I can do.

--
+---+
!email: hasse@solace.hsh.se snail-mail: Hans Holmberg !
!irc: Knightman Sommarv. 5 !
!flames: /dev/null 854 67 Sundsvall !

2724. Re: 38,400 baud on a TT - possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 00:39:26 UTC
From: andre@cix.compulink.co.uk
Message-ID: <memo.522311@cix.compulink.co.uk>
Source record: 43667

In article <1992Jul13.133414.29853@dxcern.cern.ch> wwc@vsnhd1.cern.ch (Wolfgang Wander) writes:

>Oh yes. I've done this in my terminal programme CoNnect. It is shareware and
>available at a.a.u.e. The baudrates on the SCC ports of the TT are
>38400 57600 76800 up to 153600.

I don't suppose you'd be prepared to let us all know the secret to getting the faster baud rates working on a TT, would you? I use a variety of comms packages (including some dedicated/specialist stuff), so unfortunately your entire program (excellent though I'm sure it is) wouldn't really help me.

Perhaps you might like to consider releasing a small AUTO program with a CPX control panel? I for one would find it *very* useful.

Thanks,

Andre

Andre Willey | Email: andre@cix.compulink.co.uk
7 Oaklands Road, Sutton Coldfield, | andre@cix.uucp
West Midlands, B74 2TB, England. | ...{mcsun}!uknet!cix!andre
Phone: (UK) 021-308-5251 | "Il est mort, Jean Luc..."

2725. Re: TOS upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 00:47:09 UTC
From: freds@hpcc01.corp.hp.com
Message-ID: <1550009@hpcc01.corp.hp.com>
Source record: 43673

David: Could you post a note on upgrading TOS to 2.06, with the
switchable upgrade. (I don't have access to ST FORMAT/ATARI ST USER)
Will this work with Mega STs produced for the USA?

last year I upgrade to TOS 1.4 using the 2 CHIP set, and last
night I finally gave up and replaced the set with the original
(I think it is 1.2?).Now I can use most of my older programs,
(Games mostly, although WP also runs better on the older TOS)

This may be available via ftp , but I'm on a closed system that will not
allow me use ftp outside of my company.

thx,

fred

>>In article <5279@m1.cs.man.ac.uk>, pate@ra.cs.man.ac.uk (Micky J. Leaver) writes:
>>Is it worth upgrading to TOS 2.05 (or is it 2.06 which is ok to use on an STFM)
>>instead of 1.4?
>
>It's probably not a bad idea to go to TOS 2.06. HOWEVER, be sure that you keep
>your old ROMs and, if possible, get the upgrade which allows you to switch
>between old/new ROMs, as there are going to be some programs you own which
>won't work under TOS 2.06.
>
>The July issue of ST FORMAT/ATARI ST USER (I get both, and can't remember which
>it is...) contains information on upgrading to the new TOS in the U.K.
>
>-- David Paschall-Zimbel

2726. Re: Accelerating the 68000

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 01:46:40 UTC
From: slp9m@cc.usu.edu
Message-ID: <1992Jul13.194640.57209@cc.usu.edu>
Source record: 43670

In article <1992Jul14.000510.4802@solace.hsh.se>, hasse@solace.hsh.se (Hans Holmberg) writes:
> krakover@spot.Colorado.EDU (KRAKOVER JONATHAN DA) writes:
>
>
>> I have a 1040ST and my friend has a Mac+, they both use the 68000. We
>>were thinking of speeding up our machines. We both know that there are
>>accelerators that just plug onto the motherboard, but after some discussion we
>>believe it can be done much-much easier and cheaper.
>
> There is a file somewhere in netland describing how to this. There was
> a textfile and a picture showing how to speed things up. You just had
> to take the 16MHz clock from somewhere and a couple of 74HS gates to
> perform the trick. It included a switch for 8/16 MHz.
>
> Unfortunatley I can't remember what the file was called, just something with
> 16 in it. Send me an e-mail and I'll see what I can do.

If someone has the info, please post it!

Scott E. Parker WA7VYJ \ INTERNET: SLP9M@cc.usu.edu
Center for Atmospheric & Space Sciences \ Twisted pair: (801) 750-2975
Utah State University \ Home: (801) 753-3924
Logan, UT 84322-4405 \

2727. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 06:04:40 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jul14.060440.20678@msuinfo.cl.msu.edu>
Source record: 43672
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

baffoni@aludra.usc.edu (Juxtaposer) writes:

> Why should you care if your system is LOCKED at 38,400 if your modem
>can handle it? Remember that the speed of the link from the computer to the
>modem is irrelevent to the speed at which the modem connects to another modem.
>You could conceivably have a 76.8k connection to your modem (if it could

<stuff delete>

Yeah, I know. What I failed to get across is that my 9600 connection to
another computer is done via null modem. I NEED to be able to set my
cpu down to 9600, so I'm not willing to lock my system at 38400 (
although I'd sure like to see it once!)

Got any idea where I can find the HSPD_232.ACC file I keep reading
about around here?

-MOlin

2728. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 06:26:00 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Jul14.062600.2306@elroy.jpl.nasa.gov>
Source record: 43671
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jul12.043202.19943@msuinfo.cl.msu.edu> molin@crs.cl.msu.edu (Michael Olin) writes:
>mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>>it was possible to make the ST take data at 38,400 baud since I am
>>planning on purchasing a 14.4K modem and the fastest speed the ST can now
>>receive data at is 19.2K. Since the modem compresses text as it receives
>>it, it is fairly likely that the throughput might exceed 19,200 baud (in
>>which case I am losing valuable speed.)
>
>I am interested in this as well, although the notion that my machine would
>be LOCKED at 38,400 isn't acceptable to me. I often times use my ST
>to connect to another machine that runs at a maximum of 9600, so I'd need
>to be able to set the system back down.
>
>For what it's worth, I'm using a Supra 14.4 data/FAX modem right now
>and it's working out just GREAT. I wondered about it being limited by
>the ST operating at a max of 19.2, but often times I'm transferring
>compressed data, so I don't think it's being held back TOO much...

If you do the crystal change, you won't be locked in at 38,400baud, but you *will* need to patch your XBIOS Rsconf routine to set the right delay values for each speed, and to allow you to select faster speeds than 19200. Then as long as all your telecom software uses the standard Rsconf values to set the serial port speed, as opposed to messing with the MFP timer directly, you'll be OK. There's really no good reason for a program to be tweaking the timer itself, unless the program is trying to use the timer for a purpose other than a baud rate generator, which is really reaching...

Hm. I think I missed something, it occurs to me that to get 38400 baud thru the MFP, you need a crystal twice as fast as the current one. The current one is 2.4576MHz, and doubling that would exceed the MFP's maximum clock speed of 4 MHz. That's assuming you stick to playing by the rules and using async mode. If you get rid of that internal divide-by-16 you get a much wider range of possible speeds, but it's never seemed too reliable to me.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

2729. Re: Gem program control of mouse and cursor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 08:06:34 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Jul14.080634.3111@donau.et.tudelft.nl>
Source record: 43675

In <1992Jul10.143247.22602@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:

>> [don't warp the mouse pointer]

>SO? What's wrong with Tim's idea? It just helps make the program a little
>more friendly and faster to use (if done properly). Here's an example from
>the Sun OpenWindows system... you select Exit (OpenWindows) and a small
>Alert box pops up in the middle of the screen with 2 buttons. One says,
>Exit and the other says Cancel. Since this is a potentially destructive
>option, the mouse cursor is automatically placed over the Cancel button.
>After the user selects one or the other, the mouse cursor returns to its
>original position. And on a large screen with lots of real estate, it is
>appreciated not having to drag the mouse all over creation!

Personally I hate programs that do things like that. The example you
give is a good one: I ask Sunview to stop, and it displays a dialog
box. Since I know without looking where my mouse pointer is I immediately
start moving the mouse to go to the Confirm button. But wait! The darned
program was trying to be clever and moved it for me! AAARRRGG.

To put it more theoretically: by warping the mouse pointer you disrupt
the feedback loop of mouse positioning action of the user, and you weaken
the illusion that the mouse pointer is connected to the mouse.

Or to put it yet another way: don't try to be clever in a program,
try to be predictable.

To handle a large screen area, you could use a mouse accelarator: if
the mouse is moving fast, move the mouse pointer even faster. If done with
moderation, the feedback loop won't be disrupted, since the user does not
have an accurate 'feel' for speed anyway, and will slow down the mouse
movement for accurate positioning. Ofcourse, the mouse acceleration should
be a system feature, not a program feature to ensure predicatability.

=-=-=-

2730. Re: Accelerating the 68000

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 08:33:37 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Jul14.083337.24557@tdb.uu.se>
Source record: 43674

hasse@solace.hsh.se (Hans Holmberg) writes:
: There is a file somewhere in netland describing how to this. There was
: a textfile and a picture showing how to speed things up. You just had
: to take the 16MHz clock from somewhere and a couple of 74HS gates to
: perform the trick. It included a switch for 8/16 MHz.

The only (and in this case, MAJOR) drawback of this way of accelerating
your Atari is that you won't get a very drastic speed-improvement. The
overall speed-increase isn't more than maybe 10-30 percent depending
on what type of program you're running. I don't think the trouble of
desoldering the 68000 is worth such a small speed-improvement. However,
if you're a hardware-freak you probably already have had your 68000
desoldered and put in a socket. If that's the case then this modification
really is something for you! :-)

It works by feeding the new 68000-16 with a clocksignal that depends
on the status of the bus. If the processor is reading/writing data
from/to the bus then the small logical circuit will feed the processor
with 8 MHz. If the bus is inactive the processor will be fed a 16 MHz
signal. Unless your program only consists of instructions that cause
very little bus-activity you won't notice any major differance. There
are of course programs that will gain quite some speed from this small
(and apart from the desolering, easy modification). Since I haven't
tried this modification myself (I've got a MSTE now :-) I can't give
any real examples, but my guess is that programs with heavy calculations
(such as CAD and DTP-programs) will gain some welcomed speed.

I _think_ you can compare this modifications speed with that of a MSTE
running at 16 MHz with the cache turned OFF.

: Unfortunatley I can't remember what the file was called, just something with
: 16 in it. Send me an e-mail and I'll see what I can do.

I can't remember ever seeing it anywhere on Internet, but it's quite
spread among BBS:es in Sweden. If it's impossible to find on Internet,
then tell me so and I'll upload the textfile (which is in german as far
as I can remember) and the accompanying picture to a.a.u.e.

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

2731. Memory Speed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 10:48:07 UTC
From: adrian@robots.ox.ac.uk
Message-ID: <ADRIAN.92Jul14114807@duncan.robots.ox.ac.uk>
Source record: 43676

Quick question, which probably should be in the FAQ but isn't:
I've got an STFM with a board to take SIMMs - what speed SIMMs do I need?

- Adrian

2732. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 12:02:52 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Jul14.120252.15537@elroy.jpl.nasa.gov>
Source record: 43677
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, I dragged out my hacked up Zmodem to play with again between my Mega ST and my STe. I also had the HS_FIX program installed, with a patch I made to have the receive and transmit routines set the IPL mask all the way up. (As it turns out, this probably did nothing at all, since the RS232 interrupts are just about the highest level in the system already...) What I observed this time around was this: Set at 38400 baud, I got one or two garbage characters every 3 and a half seconds (thereabouts), like clockwork. WHen I dropped down to 19200, using the same high-speed mode, I got a garbage character every 7 or so seconds. Sensing a pattern, I stepped down to 9600, and counted up to 13 before I saw garbage. When last I posted on this topic many months ago, I chalked it up to some other clock interrupt and went on to other things. Now I'm not so sure; it's certainly very regular but it really doesn't seem to be related to any of the system timer interrupts. I thought perhaps it was related to the RS232 buffer size, maybe the overhead of wrapping around inside the circular buffer was killing it, but Zmodem uses a 16K RS232 buffer so that can't be the cause. Who knows, maybe it's a function of the number of bits or bytes sent, and I just noticed a particular time because my key-repeat rate worked out to that value. I guess I need to experiment a little more...

Anyway, the fact that it works at all convinces me that it should work all the time; the fact that it screws up once every N-sized-intervals tells me that something fixable is in the way, but who really knows, eh?
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

2733. Re: memory upgrade for Mega 1/2 w/o extra cards ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 12:26:01 UTC
From: swenker@ptt-iat
Message-ID: <275@ptt-iat>
Source record: 43573

Ewald,
would you please send a diagram, showing how to connect the RAM-chips,
condensators and resistors
to the Mega ST2?

Greetings, Johan

P.S.: In einer internationaler Gruppe koennen auch andere Leute
deine antwoerter lesen, sehen und benuetzen.

Johan Swenker <swenker%ptt-iat@nluug.nl>
mi parolas multajn lingvojn

2734. CVG file format anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 13:42:42 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Jul14.134242.9982@donau.et.tudelft.nl>
Source record: 43679

Can anyone tell me the format of *.CVG files (Calamus vectorgraphics),
or perhaps of *.CVD (Calamus vectordocument)? I would like to read
and write this file format from my own program, but deciphering the
format by hand is very cumbersome.

Given their protective attitude towards the *.CFN (Calamus font) format,
I assume this information cannot be obtained from the authors, but a number
of commercial programs import and export it, so it *is* possible
to decipher it.

If I get any reliable information, I will summarize it on the net.

Thank you in advance.

=-=-=-

2735. 4MB SIMMs speed for TT fast RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 17:33:16 UTC
From: fsctc@lercuts.lerc.nasa.gov
Message-ID: <1992Jul14.173316.22602@eagle.lerc.nasa.gov>
Source record: 43680

I am interested in getting a GE-Soft TT fast RAM board for my TT in the office, and my dealer has asked me whether it takes 70 or 60 ns 4MB SIMMs. I don't know. Can you tell me what speed SIMMS do I need to populate the GE-Soft board to get 16MB of fast RAM operating, please. Thanks.

Clarence T. Chang, Ph.D.
NASA Lewis Research Center

2736. Re: 38,400 baud on a TT - possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 17:47:35 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Jul14.104736.3482@arizona.edu>
Source record: 43684

In article <1992Jul13.133414.29853@dxcern.cern.ch> wwc@vsnhd1.cern.ch (Wolfgang Wander) writes:

>Oh yes. I've done this in my terminal programme CoNnect. It is shareware and
>available at a.a.u.e. The baudrates on the SCC ports of the TT are
>38400 57600 76800 up to 153600.

I downloaded CoNnect last night and found it all to be in German (including the large docs). With what German I know it would take me a week to get through the manual. So are there any English docs anywhere for this? I think I'd even by likely to register if I could get a hold of them.

-Paul Harris
paul@jupiter.ame.arizona.edu

2737. Help! My hard disk switching supply broke!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 17:53:06 UTC
From: don@cc.gatech.edu
Message-ID: <1992Jul14.175306.4532@cc.gatech.edu>
Source record: 43681

I recently turned on my hard drive (an 80Meg Seagate and a Syquest 44Meg in an E. Arthur Brown enclosure & power supply, with an ICD controller) and it started to spin up, then died. Turned out the line fuse was blown. Further troubleshooting (and several fuses later) I determined that the problem was the power supply. Even though the AC lines don't show a short on the ohmmeter, it instantly blows the fuse when power is applied. I called EABCO and they no longer stock the case and supply.

Two questions:

Any idea what the problem might be? Any idea of where to start looking? I'm not afraid of a soldering iron, but my electronics training came from the USAF when tubes were still considered hi tech! :-)

Assuming I can't find a problem and get tired of wasting fuses, can someone suggest a source for a replacement supply? From stuff written on it, it appears to be a 60W supply. It has connectors for three drives, and sits in the rear of the shoebox. I suppose I could just buy a new enclosure with power supply but having recently left a real job to become a student again, I'd like to keep the cost down.

Thanks for any advice you can give me!

Don Allison
don@cc.gatech.edu

-Don Allison (don@cc.gatech.edu)

2738. gcc 2.1 library files

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 18:24:45 UTC
From: <>
Message-ID: <bnell.711138285@ferrari>
Source record: 43678
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know where the crt0.o, gcrt0.o, gcrt0+.0, etc. library files
are for gcc 2.1? I've ftp'd all the other files I need but I cannot
link anything. It keeps on complaining about not finding __split_mem
during the link phase. I copied some old versions of these libraries I
had lying about but things still didn't work right. Anyone know what
the problem is? (And yes, I have my environment variables set right)

Thanks,
Bill
--
bnell@ferrari.siemens.com | Quote of the Day:
Siemens Corporate Research | Those who are wise to the words are wise
755 College Road East | to those for whom words are sufficient.
Princeton, NJ 08540 | - Scott Surowiec

2739. Sozobon/Heat-n-Serve joystick help

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 18:49:55 UTC
From: vicb@clark.edu
Message-ID: <1992Jul14.184955.25733@clark.edu>
Source record: 43683

Can anybody tell me where I can get the necessary information or routines to use in Sozobon C to access the joysticks? I'm not familiar enough with 68K assembly language to write my own interrupt routines. Any help will be appreciated, or maybe a BBS number that has a file that can help.

Thanks in advance,
Victor Bruhn
vicb@clark.edu

2740. My Atari SM124 montor blew up

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 18:53:57 UTC
From: davida@barney.esl.com
Message-ID: <1143@esl.ESL.COM>
Source record: 43682

The original SM124 mono monitor I was using with my original 520ST blew up this weekend. The screen is blank and the power indicator light does not come on when I turn the monitor on, though it still makes a sound like the power supply is working. Probably the flyback transformer, the service guy told me over the phone, $45 part and $80 labor. Yeeeessshhhhh!

There must be off-the-shelf monitors I can replace this thing with which are cheaper (used) than it would cost to fix this thing, but I don't know what kinds of monitors are compatible. Can I use a regular IBM PC mono monitor? I saw someone recently mention he uses a PC-type CGA monitor with his Atari? What are my options?

Thanks,

Dave Alexander

2741. My dream C compiler, does it exist?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 20:11:20 UTC
From: greg@godzilla.quotron.com
Message-ID: <1992Jul14.201120.11797@godzilla.quotron.com>
Source record: 43546

I'm currently knee deep in a pretty big project that up to now has been divided into two phases, each developed with a different C compiler. The trouble is: now that it's time to mesh them together, I need one compiler that can do all the tricks of both, and neither of them fit the bill. What I want to know is, does it exist? (I'm using Turbo C and the old Sozobon right now...)

Absolutely needed:
16 character object names (TC)
Big (Neil Forsyth's "big") libraries (Modified Sozobon)
Works with libraries produced with Sozobon (Sozobon)
Works in 1 meg (Yeah, yeah, I know...) (TC & Sozobon)

Would be nice:
ANSI prototyping (TC)
32 character object names (TC)

From what I understand GNU is out 'cause of the one meg limitation. Does either Sozobon 2.0 or Heat & Serve handle all this? How about Pure C?
--

Greg "Maddog" Knauss My boss doesn't know I'm doing this,
greg@{duke|godzilla}.quotron.com so I doubt he'd agree with me.

2742. Re: HELP ME - INFO NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 21:22:11 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l66hc3INN8vc@aludra.usc.edu>
Source record: 43685

In article <1992Jul7.164535.3462@arizona.edu> paul@jupiter.noname writes:
[ST/TT info deleted]

>TT has a 68030 @ 32 MHz, with the rest of the computer at 16 MHz.

This statement caught my eye, and frankly I am somewhat confused. Just what is the "rest of the computer" that you expect should go faster than (or equal to) 16MHz? The TT (or rather the '030) uses an asynchronous bus - it uses data as fast as it can get/take it. Your UART has a set maximum speed, and thus your clock to it is maxed at a finite speed - I think the UARTs in the TT do use a 16MHz clock, but so what if it uses 16MHz to achieve 19.2kbps or whether it uses a different divider and uses a 32MHz signal -> you still get 19.2kbps. Same with the floppy controller (although, since they are supposed to be able to handle (eventually) the 2.88MB floppies, they must have a feed to a 32MHz signal, contradicting your assertion). Sound? The sound subsystems take sound info as fast it can get it from memory - if you put in 30ns memory, you could feed sound to your DMA regs in 32MHz bursts (but who'd want to pay big $$$for the megabytes of 30ns memory, and who needs 32MHz bursts to two (four) sound channels that max out at (this may be wrong - don't have the docs) 23kHz anyway? Video? Goes fast enough to do the refreshes necessary for the VGA monitor, what would extra speed get you? Granted, for big-screen displays, the video update is a little slower, but that can be attributed to several reasons: the one-wait-state imposed by using the VME bus, memory speed limitations, slow/inefficient video circuitry, slow/inefficient video drivers, etc.

In fact, with the exception of the new Local Bus (tm) PCs, what PCs on the market with clock rates above 16MHz actually have subsytems that use a bandwidth above 16MHz (as the assertion that the "rest of the TT runs at 16MHz" would imply that something else does not have this limit)?

If this comes out sounding like a flame at Paul, it was not intended as such. It just that trying to rate an asynchronous bus by MHz seems rather useless. I should think that it would be possible to hook two devices up to an asychronous bus that actually run faster than the CPU, but what good would that be? Actually, now that I think about it, I suppose you could have two processors running at say 32MHz and have all accesses from the two CPUs multiplexed/interleaved (not sure of the correct jargon) on alternate clock signals so they have no bus contention (of course you would have to have an extremely sophisticated bus that would be able to arbitrate the activities of the CPUs simultaneously since most (some?) CPU cycles span more than one clock cycle). But it _could_ be done, and you would have a _technically_ 64MHz bus with 32MHz CPUs, it just would be impractical.

>-Paul Harris
>paul@jupiter.ame.arizona.edu

-Mike

2743. MOD file format wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 21:59:32 UTC
From: fdomingu@cerberus.UWaterloo.ca
Message-ID: <BrEFr9.7E1@watserv1.waterloo.edu>
Source record: 43686

Seeing as there's decoding information for various picture formats, I'm curious as to where I can find source or documentation on how .mod files are decoded and how as in the Atari are they used. I know of TCB sound trackers and various players but would like source code to or a description of the format.

Francisco Dominguez
fdomoningu@zeus.uwaterloo.ca

2744. Re: Memory Speed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 22:15:52 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l66kgoINNbfj@aludra.usc.edu>
Source record: 43687

Hi,

The ST line of computers uses a 8MHz clock so you don't really need anything faster than 120ns chips. Of course if you can't get 120ns chips, then the faster ones will work fine (and can then be used if you wish to move the memory to a faster machine...:).

-Mike

2745. Re: HELP ME - INFO NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 22:41:24 UTC
From: paul@jupiter.noname
Message-ID: <1992Jul14.154126.3484@arizona.edu>
Source record: 43688

From: paul@jupiter.nonameIn article l66hc3INN8vc@aludra.usc.edu, baffoni@aludra.usc.edu (Juxtaposer) writes:
> In article <1992Jul7.164535.3462@arizona.edu> paul@jupiter.noname writes:
> [ST/TT info deleted]
>
> >TT has a 68030 @ 32 MHz, with the rest of the computer at 16 MHz.
>
> This statement caught my eye, and frankly I am somewhat confused. Just
> what is the "rest of the computer" that you expect should go faster than (or
> equal to) 16MHz? The TT (or rather the '030) uses an asynchronous bus - it

<deleted stuff>

Perhaps I was overstepping my technical limits when I said this. I was simply repeating what I had read many times on various news articles talking about the TT's speed. I think you clearly know more about the subject than I do, and I appreciate the clearer information.

Personally, I think my TT is plenty fast enough, without debating all these various internal speeds (but then, I had been using an Atari 800XL for eight years).

> If this comes out sounding like a flame at Paul, it was not intended
> as such. It just that trying to rate an asynchronous bus by MHz seems rather

No offence taken. Thanks for the info.

> -Mike

-Paul
paul@jupiter.ame.arizona.edu

2746. Identify CPU or clock-rate from within software (HELP NEEDED)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 23:25:43 UTC
From: wjr@pacific.uucp
Message-ID: <1992Jul14.232543.11572@jato.jpl.nasa.gov>
Source record: 43689

Is there any _reliable_ way to determin what CPU is on a computer from a within a program (C or asm) (i.e. is this a 68000, 68020 or 68030). OR, perhaps a simple test for determining the clock-rate. This would be for automatically adjusting a programs parameters to fit the speed of each CPU.

2747. Re: MOD file format wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-14 23:32:32 UTC
From: mhughes@visual.spk.wa.us
Message-ID: <1992Jul14.233232.16549@visual.spk.wa.us>
Source record: 43541

(Francisco Dominguez) writes:
>Seeing as there's decoding information for various picture formats, I'm
>curious as to where I can find source or documentation on how .mod files
>are decoded and how as in the Atari are they used. I know of TCB sound
>trackers and various players but would like source code to or a
>description of the format.

Here's the file format... No source, sorry.

Protracker 1.1B Song/Module Format:

Offset Bytes Description
------ ----- -----------
0 20 Songname. Remember to put trailing null bytes at the end...

Information for sample 1-31:

Offset Bytes Description
------ ----- -----------
20 22 Samplename for sample 1. Pad with null bytes.
42 2 Samplelength for sample 1. Stored as number of words.
Multiply by two to get real sample length in bytes.
44 1 Lower four bits are the finetune value, stored as a signed
four bit number. The upper four bits are not used, and
should be set to zero.
Value: Finetune:
0 0
1 +1
2 +2
3 +3
4 +4
5 +5
6 +6
7 +7
8 -8
9 -7
A -6
B -5
C -4
D -3
E -2
F -1

45 1 Volume for sample 1. Range is $00-$40, or 0-64 decimal.
46 2 Repeat point for sample 1. Stored as number of words offset
from start of sample. Multiply by two to get offset in bytes.

48 2 Repeat Length for sample 1. Stored as number of words in
loop. Multiply by two to get replen in bytes.

Information for the next 30 samples starts here. It's just like the info for
sample 1.

Offset Bytes Description
------ ----- -----------
50 30 Sample 2...
80 30 Sample 3...
.
.
.
890 30 Sample 30...
920 30 Sample 31...

Offset Bytes Description
------ ----- -----------
950 1 Songlength. Range is 1-128.
951 1 Well... this little byte here is set to 127, so that old
trackers will search through all patterns when loading.
Noisetracker uses this byte for restart, but we don't.
952 128 Song positions 0-127. Each hold a number from 0-63 that
tells the tracker what pattern to play at that position.
1080 4 The four letters "M.K." - This is something Mahoney & Kaktus
inserted when they increased the number of samples from
15 to 31. If it's not there, the module/song uses 15 samples
or the text has been removed to make the module harder to
rip. Startrekker puts "FLT4" or "FLT8" there instead.

Offset Bytes Description
------ ----- -----------
1084 1024 Data for pattern 00.
.
.
.
xxxx Number of patterns stored is equal to the highest patternnumber
in the song position table (at offset 952-1079).

Each note is stored as 4 bytes, and all four notes at each position in
the pattern are stored after each other.

00 - chan1 chan2 chan3 chan4
01 - chan1 chan2 chan3 chan4
02 - chan1 chan2 chan3 chan4
etc.

Info for each note:

_____byte 1_____ byte2_ _____byte 3_____ byte4_
/ \ / \ / \ / \
0000 0000-00000000 0000 0000-00000000

Upper four 12 bits for Lower four Effect command.
bits of sam- note period. bits of sam-
ple number. ple number.

Periodtable for Tuning 0, Normal
C-1 to B-1 : 856,808,762,720,678,640,604,570,538,508,480,453
C-2 to B-2 : 428,404,381,360,339,320,302,285,269,254,240,226
C-3 to B-3 : 214,202,190,180,170,160,151,143,135,127,120,113

To determine what note to show,t the source code for the cruncher/decruncher from us if you need it,
but I don't understand it; I've just ripped it from another tracker...

In a module, all the samples are stored right after the patterndata.
To determine where a sample starts and stops, you use the sampleinfo
structures in the beginning of the file (from offset 20). Take a look
at the mt_init routine in the playroutine, and you'll see just how it
is done.

< captured from ModEdit 2.00 documentation >

Editing the effect field

The effect field consists of 2 parts: a command and an
argument.

The command can one of 16 values: 0 1 2 3 4 5 6 7 8 9 A B C
D E F. These commands control various aspects of note and
song playback. An effect command generally takes effect
starting immediately with the note field associated with that
effect.

The argument is one byte long and is represented in
hexadecimal. A hexadecimal byte, in case you don't know, is
a base 16 representation of a number that consists of an
"upper nybble" and a "lower nybble", each of which may take
on a value of 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E,
or F. Values from A - F correspond to the decimal values 10
- 15.

Certain commands listed below use the 2 nybbles separately
(e.g. arpeggiation). In this case, the 1st nybble is one
argument, and the 2nd nybble is the 2nd argument. Other
commands treat the 2 nybbles jointly as one byte (e.g.
speed). In this case, the decimal equivalent of the
hexidecimal number is calculated by: (upper nybble * 16) +
lower nybble. So, for instance, an effect of "F 1D" would
mean set the song speed ("F") to 29 (1*16 + D = 1*16 + 13 =
29).

Here's a list of effects and their required argument byte.
"xy" for the argument byte means each nybble is treated
separately; "xx" means they are treated jointly as one byte.

0 -- AREPEGGIATION
Format: 0 xy

Plays its associated note in arpeggiated fashion; that is, it rapidly steps the note between 3 pitch values: the original pitch value, the original pitch value + "x" number of halfsteps, and the original pitch value + "y" number of halfsteps.

1 -- SLIDE UP
Format: 1 xx

Slides pitch up; slide speed is determined by the xx argument (remember, it's in hexadecimal).

2 -- SLIDE DOWN
Format: 2 xx

Just like SLIDE UP except it slides the pitch down.

3 -- SLIDE TO NOTE
Format: 3 xx

Similar to slide except it slides the pitch TOWARDS the pitch of the associated note field (commands 1 and 2 only specify a speed, not a destination). xx is the speed to slide the pitch.

wn. If x is specified and y
is 0, the volume is slid up at speed x. If y is specified and x is 0, the volume is slid down at speed y.

B -- POSITION JUMP
Format: B xx

Breaks the pattern (i.e. stops playing it at its current position) and jumps to position xx (hexadecimal!) in the pattern sequence table.

C -- SET VOLUME
Format: C xx

Sets the volume for its associated note unit to xx. Note that it only takes effect with its associated note unit, not subsequent notes. Valid volume range is 00 - 40 (hex).

D -- PATTERN BREAK
Format: D 00

Breaks the pattern (i.e. stops playing it at its current position) and goes on to the next one in the pattern sequence table. The argument is meaningless.

F -- SET SPEED
Format: F xx

Sets the speed of the song; hex values 00 - 1F are valid.

- Mark Hughes mhughes@visual.spk.wa.us

>Francisco Dominguez
>fdomoningu@zeus.uwaterloo.ca

2748. Mega ST Bombs Often ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-15 00:37:43 UTC
From: freds@hpcc01.corp.hp.com
Message-ID: <1550010@hpcc01.corp.hp.com>
Source record: 43548

Have you seen this problem before???

My Mega ST2 is bombing more and more often these days.

usually 4 bombs, sometimes, it just starts writing
what appears to be hex code to the screen before bombing.

This begins to happen as I use the machine for a 1/2 hour or
more, with about 90 minutes being the max time.

Mostly heavy graphics, or sounds games cause the bombing
or even the trusty old WP 4.1.

I did not have the problem when I first bought the system.

I'm one of the original Mega ST purchasers (sp?). I traded
a 1040 for the Mega when the Mega was introduced.

I thought the problem was the TOS 1.4 upgrade that I put in about
a year ago. So a few night back I put the original back.

Well it worked fine for awhile then the same symptoms returned.

Could it be the famous Atari Power Supply. I saw a replacement
from Best Electronics.

Thanks for any and all help.

Fred Saavedra

freds@hpprsd1.mayfield.hp.com

or

freds@15.3.33.115

2749. Which serial fix is for TOS 1.0?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-15 01:36:07 UTC
From: wmagro@uiuc.edu
Message-ID: <BrEps7.7AB@news.cso.uiuc.edu>
Source record: 43542
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

All this talk about serial patches lately has left me with one question:

Which one do I use with TOS 1.0. I have tried all of them on atari.archive and none of them say they work with tos 1.0.

I have a US robotics hst 14400 baud modem and I lose characters all the time. Help!

--Bill

P.S. Interested in selling your TOS 1.4 cheaps for $25? E-mail me.

2750. Re: Identify CPU or clock-rate from within software (HELP NEEDED)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-15 01:46:16 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jul14.214616.1@uwovax.uwo.ca>
Source record: 43690

In article <1992Jul14.232543.11572@jato.jpl.nasa.gov>, wjr@pacific.uucp (Joe Rhea) writes:
> Is there any _reliable_ way to determin what CPU is on a computer from a
> within a program (C or asm) (i.e. is this a 68000, 68020 or 68030).

On the ST, use the _CPU cookie. If there's no cookie, you're on a 68000;
otherwise, the cookie value is either 0, 20, or 30 for the 68000,
68020, or 68030 respectively.

> OR perhaps a simple test for determining the clock-rate. This would be for
> automatically adjusting a programs parameters to fit the speed of each CPU.

It's far, FAR better to use the various clocks in the system to do this.
Relying on CPU timing is a very dicey operation, and is exactly the sort
of thing that breaks every time a new computer comes out :-(.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2751. Re: Memory Speed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-15 02:19:02 UTC
From: wmagro@uiuc.edu
Message-ID: <BrErrr.837@news.cso.uiuc.edu>
Source record: 43543

In article <l66kgoINNbfj@aludra.usc.edu>, baffoni@aludra.usc.edu (Juxtaposer) writes:
|>
|> Hi,
|>
|> The ST line of computers uses a 8MHz clock so you don't really need
|> anything faster than 120ns chips. Of course if you can't get 120ns chips,
|> then the faster ones will work fine (and can then be used if you wish to
|> move the memory to a faster machine...:).

This may be wrong, but I've heard that chips which are _too_ fast
can actually cause problems on the ST bus. Faster than 80ns or so
I heard. any comments?

--Bill

2752. Midi from the serial port?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-15 02:58:41 UTC
From: jmw@lad.med.utas.edu.au
Message-ID: <jmw.711169121@lad>
Source record: 43544

Just wondering while there's so much discussion aboutf tweaking the serial port to get more into and out of it, how does one go about deriving Midi from the serial port. I think there are some commercially available devices which will do this, but I've never sighted one. Maybe there's a general design for a serial <-> MIDI interface. Any ideas (if there such a design) on how to make it go with the ST[f|fm|e].

Thanks,

--
John M Williams, Faculty of Medicine, University of Tasmania
J.M.Williams@med.utas.edu.au

2753. Re: My Atari SM124 montor blew up

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-15 03:08:23 UTC
From: Jim_Cruickshank@mindlink.bc.ca
Message-ID: <13468@mindlink.bc.ca>
Source record: 43545

You can use any Multisync Mono Monitor such as an NEC Multisync GS.

The ATARI SM 147 is just such a monitor, but it is a lousy one. The big disadvantage to this are a: you must wire an adaptor to plug into the ST. Use the cable from tour SM 124 for parts. Of couse the cable is supplied with the SM 147,

The really big disadvantage is -- No Speaker -- Even on the Atari monitor , you'll have to jury rig one.

Jim Cruickshank

2754. Re: 38,400 baud on a TT - possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-15 07:13:23 UTC
From: wwc@vsnhd1.cern.ch
Message-ID: <1992Jul15.071323.14882@dxcern.cern.ch>
Source record: 43547

An english documentation is in preparation. But in the meantime
you could at least use the english resource file. Just copy the
file conneng.rsc to connect.rsc. Afterwards you will have an english
version.

wbr.
Wolfgang Wander

2755. RS@#@232 (synchronisation and interrupt)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-15 08:55:48 UTC
From: jpaul@gwx400A.bull.fr
Message-ID: <124@bull.bull.fr>
Source record: 43550

--
Hello word,

Shurely somebody will be able to help me :

I am trying to establish a connection between my camescope (sony
camera) and my STE 512 with RS232.

The protocole for the camera is asynchronous 9600 bauds.

There is a multiplexed line and the systems have to exchange a 8 words
frame.

I can read the informations without any problem.

But I can't write (to send orders) when I want (in the 2 first words of
the frame) :

It begins to work, but if I move the mouse since I am sending, the
words are not sent in the exact time and the camera don't understand.

I think that the interruptions are involved :

(I work in GFA basic and I call an assembly routine to synchronise and
send the informations)

To desable interruptions I have tryed :

- supervisor mode (on)
- write 0 in &H452 (desable VBL int)
- set bit 10 of sr (status register) to desable system int (I hope)
- use XBIOS(26,6) to desable MFP interruption nb 6 (keybord midi
joystick)

- use XBIOS(27,6) to validate MFP interruption nb 6 (keybord midi
joystick)
- clr bit 10 of sr (status register)
- write 1 in &H452 (validate VBL int)
I can read the informations without any problem.

But I can't write (to send orders) when I want (in the 2 first words of
the frame) :

It begins to work, but if I move the mouse since I am sending, the
words are not sent in the exact time and the camera don't understand.

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- use XBIOS(26,6) to desable MFP interruption nb 6 (keybord midi joystick)

- use XBIOS(27,6) to validate MFP interruption nb 6 (keybord midi joystick)
- clr bit 10 of sr (status register)
- write 1 in &H452 (validate VBL int)
- supervisor mode (off)

Playing with XBIOS(26,6) is OK if I don't move the mouse but I loose the control if I move it. (The job was to allow moving of the mouse since the system is sending...)

Any idea ?

I am not even completely shure to be on the right way for my problem...

Any help will be greatly appreciate,
Thanks per advance,
-------------------------------- Jean-Paul OLIVIER
Email : J.P.Olivier@frso.bull.fr BULL.S.A.
Phone : (1) 49 45 50 40 20, rue Dieumegard
bullcom : 222 5040 93406 SAINT-OUEN CEDEX
fax : (1) 49 45 53 36

2756. Re: MOD file format wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-15 09:04:25 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Jul15.090425.5623@tdb.uu.se>
Source record: 43549

fdomingu@cerberus.UWaterloo.ca (Francisco Dominguez) writes:
:[stuff deleted]
: I know of TCB sound
: trackers and various players but would like source code to or a
: description of the format.

Just remember that the format TCB uses in their tracker is different from
the more common Sound/Noise-tracker format.

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

2757. Re: Passing modified environment to child process--HOW?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-15 10:31:01 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <9130020@hpbbrd.bbn.hp.com>
Source record: 43568

Bear in mind that `environ' points to an *array* of char pointers, whereas Pexec() wants to see a *single* pointer to a *string* containing all environment entries, concatenated.

Example (NUL chars made explicit):

environ --> ptr1 --> "FOO=BAR\0"
ptr2 --> "ARRGH=GULP\0"
ptr3 --> NULL

Pexec env --> "FOO=\0BAR\0ARRGH=\0GULP\0\0"

You'll *never* be able to pass `environ' to Pexec() - use the exec...() library functions.

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
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As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2758. What is the protocol for MIDI port writing?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-15 11:05:36 UTC
From: edd@castle.ed.ac.uk
Message-ID: <23733@castle.ed.ac.uk>
Source record: 43551

Not much more to say really, other than `do I use or can I use the Xbios routines (MIDIWS(12))?' and if so what parameters do I pass so that the synth can understand that I am talking to him. Also, after establishing such a handshake, what is the synth looking for as musical data? (ASCII?? range?? start/stop bits??)

As you can see, I'm pretty confused here... Help!

2759. Dead Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-15 13:32:31 UTC
From: bauer@kirk.fmi.uni-passau.de
Message-ID: <1992Jul15.133231.8456@tom.rz.uni-passau.de>
Source record: 43555

Hello everybody!

My Mega ST is dead.
I think I've found the problem, but don't know the best way to
repair it. The problem is the small board on the 68000. I know
that it contents a D-flip-flop to protect the system against
errors coming from the bitblit-chip. The problem is, that it
seems to cause (at moment) a low-pegel at 1.6 V, which means a
reset.

My question now, how important is that board at all and
what is the fastest and easiest way to repair it. (Beside exchanging
the 74LS74 on it)

I hope someone knows a nice trick :)
Many thanks in advance for every answer!

joe

Sorry no logo today :(

flames to /dev/null

bauer@kirk.fmi.uni-passau.de

2760. TT Fast RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-15 14:49:09 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Jul15.144909.10269@u.washington.edu>
Source record: 43556

I am possibly thinking of either getting an '030 accelerator board for my Mega STe or selling the Mega STe to get a TT. I need an '030. I have heard several things about the 32 bit ram... is it true that fast RAM is the same as ST ram, except just arranged so it can be accessed 32 bits at a time? If this is true, why do people pay so much more for fast ram?

If I get a 2-meg TT, can I just plug 8 megs in it, 4 of them being fast RAM, or is a board required for more than 4 megs? Basically, what is my cheapest option as far as RAM goes?

Dan Aylward
dud@u.washington.edu

2761. Re: HELP ME - INFO NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-15 15:02:10 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Jul15.150210.4176@cdsmn.mn.org>
Source record: 43563

In article <l66hc3INN8vc@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <1992Jul7.164535.3462@arizona.edu> paul@jupiter.noname writes:
>[ST/TT info deleted]
>
>>TT has a 68030 @ 32 MHz, with the rest of the computer at 16 MHz.
>
> This statement caught my eye, and frankly I am somewhat confused. Just
>what is the "rest of the computer" that you expect should go faster than (or
>equal to) 16MHz? The TT (or rather the '030) uses an asynchronous bus - it
[...]
The biggest part of the "rest of the computer" would have to refer to memory
access. Now, I'm speaking in a hypothetical sense, because I do not know the
architecture of the TT. Basically, we're talking about wait-states.

On most modern processors, when the CPU has to read/write it's system dynamic
RAM, it has to stop and wait an extra cycle or two because the RAM is much
slower than the CPU. The fastest affordable dynamic RAM's are at about 70nsec
right now, so if you were actually able to run them at top speed, the
effective bus speed would be about 14Mhz. Whenever the CPU needs to access
this RAM, it must slow down, slowing down whatever task is taking place.
Since the clock cycle marks a discrete chunk of time, a CPU wait state would
be at minimum, half a clock cycle and typically more, reducing the effective
bus speed.

This is where cache comes in (but that's a whole nuther story)!

Also, keep in mind that the external clock freq. of a CPU is a deceiving
measure CPU speed since the CPU will divide it internally by two, four, etc.

>>-Paul Harris
>-Mike
Sorry, just in the rambling mood I guess.
Doug Plate

2762. Debbuger(s) for the Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-15 17:21:59 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Jul15.172159.11292@zooid.guild.org>
Source record: 43561

by Markus Fritze. It is available on Atari Archive even though I am not certain if it has the german or english documentation. The english documentation is available. It is a very powerful package that let's you work very efficently with the Assembler and the Debugger. It is shareware, however there are no restrictions thus allowing you to use it to its fullest potential.

Sincerely,
Mark Kovarski
Toronto, Canada
E-Mail: kovarski@zooid.guild.org

2763. Re: Compilers and resource construction kits for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-15 19:07:49 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Jul15.190749.26659@mnemosyne.cs.du.edu>
Source record: 43557

> RCS...are there any that let you customize buttons, like create round
> buttons

GemFast v1.8 (now in beta testing) has support for rounded radio buttons,
and also for CUA-style buttons (checkboxes and such). It'll be released
pretty soon, both bundled with HSC v1.40, and as a standalone with source
so that it can be used with other compilers.

--
- Ian
(void *) where prohibited by law

2764. Re: Passing modified environment to child process--HOW?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-15 19:14:01 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Jul15.191401.26787@mnemosyne.cs.du.edu>
Source record: 43558

> passing an environment modified with putenv() to child process

putenv() doesn't modify directly the image of the environment passed to
you by DOS, and it doesn't maintain env vars in the DOS format internally.
If you start the child process using your library spawn() and/or exec()
functions, any putenv()-based environment mods should be passed
automatically. If you must use Pexec() for some reason, then you also
must do manually what the spawn()/exec() functions do internally:
assemble the strings pointed to by the environ[] array entries into a
DOS-format env array, then pass the array via Pexec().

If you want, I can post or email some code to do that.

-Ian

--
- Ian
(void *) where prohibited by law

2765. Re: My dream C compiler, does it exist?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-15 19:20:56 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Jul15.192056.27219@mnemosyne.cs.du.edu>
Source record: 43559

The compiler that comes to mind to meet all those specifications is Lattice C v5.51. It claims to read/link Sozobon-style object modules, but I haven't personally confirmed that yet. It definately does everything else on your list.

Sozobon v.20 will handle everything on your list except prototypes, I think. But, it's dumb about other common extensions toward ANSI too. (Like, it doesn't understand what a void pointer is.)

HSC won't support long external names for a few months, and won't support prototypes in the foreseeable future at the rate I'm going with it.

-Ian

--
- Ian
(void *) where prohibited by law

2766. Reaching me by mail

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-15 19:40:45 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Jul15.194045.28144@mnemosyne.cs.du.edu>
Source record: 43560

We have had some mail problems here at Nyx recently, and I'm afraid that if you've sent me mail in the past week I may not have received it, and it may not have bounced back at you either.

If you've sent me a bug report for Sozobon/HSC/GemFast in the past week or two, and you haven't gotten a reply back from me, please resend it. The proper address nowadays is ilepore@nyx.cs.du.edu. If that fails for some reason, you can try ilepore@newnyx.cs.du.edu. What CAN'T use anymore is @isis.cs.du.edu (isis is now a file server for nyx).

--
- Ian
(void *) where prohibited by law

2767. Re: Identify CPU or clock-rate from within software (HELP NEEDED)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-15 22:11:53 UTC
From: wjr@pacific.uucp
Message-ID: <1992Jul15.221153.4054@jato.jpl.nasa.gov>
Source record: 43562

Sorry, what is a "_CPU cookie" - I have the Laser-C package and I don't recall this. Is it an asm toy ?

2768. Re: HELP ME - INFO NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 00:41:28 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l69hdoINN3rs@aludra.usc.edu>
Source record: 43564

In article <1992Jul15.150210.4176@cdsmn.mn.org> plate@cdsmn.UUCP (Doug Plate) writes:
[lots o' stuff deleted]

>On most modern processors, when the CPU has to read/write it's system dynamic
>RAM, it has to stop and wait an extra cycle or two because the RAM is much
>slower than the CPU. The fastest affordable dynamic RAM's are at about 70nsec
>right now, so if you were actually able to run them at top speed, the
>effective bus speed would be about 14Mhz. Whenever the CPU needs to access
>this RAM, it must slow down, slowing down whatever task is taking place.
>Since the clock cycle marks a discrete chunk of time, a CPU wait state would
>be at minimum, half a clock cycle and typically more, reducing the effective
>bus speed.

As I was talking to Jeff (in email) about, the statement "the rest runs
at 16MHz" is rather misleading. Sure, you are limited to about 14MHz with 70ns
DRAM (there are now 1MB60ns so that would give you 16MHz tho), and so the
memory does run at roughly 14MHz (not counting time waiting till next 32MHz
clock tick), but whole point of my post was: so what? Every other machine is
faced with this same limitation, yet no one else says "Gee, that there Mac runs
with a 40Mhz '030, but the rest of it runs at 14MHz". If a company were to
make a 1MBx8x30ns simm, and someone were to make a card to put into the TT that
could handle that, then catagorizing the "rest of the system running at 16Mhz"
would be wrong - which is the reason why no one else describes other systems
this way. They have the same problem, and ability to (eventually) over come
it.

About the CPU having to slow down: This is not true. Remember, the
'030, like the 80486 and the '040, have a built in cache that is fed by a
pre-fetch mechanism. That way it usually requests the data while it is
processing the previous instruction/data. Also, it has its own MMU so that
it accepts the data as it is presented on the bus without (necessarily) wasting
processor cycles for it to be loaded into cache.

BTW, I am pretty sure that a "wait-state" induces a full clock-cycle
wait - it must wait until the next falling (rising?) of the clock before it
can accept the data, if it is ready.

>This is where cache comes in (but that's a whole nuther story)!

Sure, but then again, you are talking about faster memory, that for
cache hits, does operate at (assuming 30ns cache memory) 32MHz.

>Also, keep in mind that the external clock freq. of a CPU is a deceiving
>measure CPU speed since the CPU will divide it internally by two, four, etc.

Very true - I believe that the '030 has a divide by two, but the '040
does not have a internal divider (like the 80486) - or rather it has a divide

by one :).

>Sorry, just in the rambling mood I guess.
>Doug Plate

You aren't the only rambler. :)

-Mike

2769. Status of GDB working with G++ ??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 00:43:10 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9377@uqcspe.cs.uq.oz.au>
Source record: 43566

Last I checked, GDB did not work with G++. I have no idead why, but I'd like to know so as I can decide whether I can make an input into getting it working.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

2770. Re: TT Fast RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 00:57:21 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l69ibhINN4ea@aludra.usc.edu>
Source record: 43565

In article <1992Jul15.144909.10269@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:
>I am possibly thinking of either getting an '030 accelerator board for my
>Mega STe or selling the Mega STe to get a TT. I need an '030. I have
>heard several things about the 32 bit ram... is it true that fast RAM is
>the same as ST ram, except just arranged so it can be accessed 32 bits at
>a time? If this is true, why do people pay so much more for fast ram?

Fast RAM is not like STram. TT (fast) RAM does not have to deal with
video or some of the other devices (I believe the SCSI port) and so it can be
accessed at the full 32MHz (memory speed allowing). It is 32-bits wide.

ST RAM is shared with video (it is on a different data bus I believe)
and it is arranged in a 64-bit fashion. The CPU must share ST RAM in 250ns
time slices with video.

TT ram is MUCH faster.

>
>If I get a 2-meg TT, can I just plug 8 megs in it, 4 of them being fast
>RAM, or is a board required for more than 4 megs? Basically, what is my
>cheapest option as far as RAM goes?

You can get a 2MB or 8MB ST ram board (usually about $250 and $750
I think). You can get an Atari 16MB TT ram board (way expensive) or you
can buy one of the TT boards (GE Soft?) from Germany that can hold up to
32MB for ~$500 (unpopulated).

>
>Dan Aylward
>dud@u.washington.edu

Hope that helps!

-Mike

2771. Re: Identify CPU or clock-rate from within software (HELP NEEDED)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 02:31:04 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jul15.223104.1@uwovax.uwo.ca>
Source record: 43567

In article <1992Jul15.221153.4054@jato.jpl.nasa.gov>, wjr@pacific.uucp (Joe Rhea) writes:
> Sorry, what is a "_CPU cookie" - I have the Laser-C package and I don't recall
> this. Is it an asm toy ?

There is an area of memory set aside for programs to install information
about themselves. Each bit of information is called a "cookie", and consists
of a 4 byte "name" and a 4 byte value. For example, MiNT installs a cookie
with the name 'MiNT' and the version number of the program as the value.

The operating system (TOS 1.06 or higher) automatically installs some cookies
when starting up. One of those cookies has the name '_CPU' and has a value
which indicates which kind of CPU is running.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2772. ESDI drive on ICD solved

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 06:30:43 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Jul16.063043.70134@yuma.ACNS.ColoState.EDU>
Source record: 43569

Some weeks ago I asked any one used ESDI drive with ICD host adaptor, and some said no. And only Mr. William Mago said he has one working, so I asked him for detail on his setup. Now I have an ESDI drive working with ICD too.

Yes, ESDI drive can be used with ICD if one also has Emulex MD21 ESDI-SCSI adapter. It works very well, my HP97532 gives 543KB/sec average transfer rate and 23ms average access time according to the HDRATE from ICD software. The problem I had was cause the ACB4520 probably did not implement the SCSI right and ICD did take that card into account so it doesn't function right. (the card passed the self test, and the drive is the HP drive above).

Tang
sytang@lamar.colostate.edu

2773. Re: Sozobon/Heat-n-Serve joystick help

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 06:48:07 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Jul16.064807.20814@mnemosyne.cs.du.edu>
Source record: 43570

```
>Can anybody tell me where I can get the necessary information or routines
>use in Sozobon C to access the joysticks? I'm not familiar enough with 68
>assembly language to write my own interrupt routines. Any help will be
>appreciated, or maybe a BBS number that has a file that can help.

I asked about it on BIX, and John Townsend of Atari supplied the following
helpful example:

==========================
atari.st/tech #4341, from towns, 2454 chars, Wed Jul 15 19:40:42 1992
This is a comment to message 4339.
--------------------------
Just so happens that I have some code I saved off of GEnie. Here goes:

------------
Category 3, Topic 31
Message 41 Thu Feb 06, 1992
STARFALL [Alan] at 04:43 EST

Terry, to read the keyboard you need to steal one of the kbdvbase
vectors. You can do it with code something like this:

#include <osbind.h>
#include <xbios.h>

#define UP 1
#define DOWN 2
#define LEFT 4
#define RIGHT 8
#define FIRE 0x80

unsigned char joydata[3];
int flag;

void joystick_reader(packet)
char *packet;
{
joydata[0] = *packet++; /* Get joystick packet, one byte at */
joydata[1] = *packet++; /* a time, since it could be at an */
joydata[2] = *packet; /* odd address */
flag = 1; /* Indicate a valid packet */
}

main()
{
register struct kbdvbase *kp;
register void (*old_joyvec)();
```

```
int code;

kp = Kbdvbase(); /* Get pointer to IKBD vectors */
flag = 0; /* No valid packet yet */
old_joyvec = kp->kb_joyvec; /* Save old vector */
kp->kb_joyvec = joystick_reader; /* Install new routine */
Ikbdws(0, "\024"); /* Turn on joystick reporting */

while (1) {
while (!flag && !Cconis()) /* Wait for event */
;
if (Cconis()) break; /* Quit if a key pressed */
code = joydata[2];
flag = 0;
if (code & UP) printf("up ");
if (code & DOWN) printf("down ");
if (code & LEFT) printf("left ");
if (code & RIGHT) printf("right ");
if (code & FIRE) printf("fire ");
printf("\n");
}
Crawcin(); /* Get key that was pressed */

Ikbdws(0, "\010"); /* Turn mouse back on */
kp->kb_joyvec = old_joyvec; /* Restore the old vector! */
}
```

Note that this program will only read the joystick in port one. Be careful about nudging the mouse, though, as this will mess up the joystic. It's possible to read both ports seperately, but this is trickier. This mode lets the joystick return a packet whenever it changes state. There are other modes which only send the joystick state when specifically requested, or sends the state a regular intervals, whether the joystick has moved or not.

```
/
/ * / Alan
* *
```

Anyway, I hope this helps.

-- John

--
- Ian
(void *) where prohibited by law

2774. Re: Passing modified environment to child process--HOW?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 07:00:22 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Jul16.070022.21116@mnemosyne.cs.du.edu>
Source record: 43571

I got a couple email requests to post the code for passing environ[]
vars via Pexec(), so here it is... Note that this also passes
args via the Atari ARGV standard.

```
--------- cut here -----------------------------------------------------
/* SPAWN.C */
#include <stdlib.h>
#include <errno.h>
#include <osbind.h>

static char *nullenv[] = {NULL};

/*--------------------------------------------------------------------------
* Return the total length of the characters and null terminators in
* an array of pointers to strings terminated by a NULL pointer.
*--------------------------------------------------------------------------

static unsigned e_strlen(strings)
register char **strings;
{
register char *pstring;
register unsigned length = 0;

while (*strings) {
length += 1 + strlen(*strings++); /* +1 for nullterm char */
}
return length;
}

/*--------------------------------------------------------------------------
* Copy a string, including the null terminator, and return a pointer
* to the end of the destination string.
*--------------------------------------------------------------------------

static char *str0cpy(dest, source)
register char *dest;
register char *source;
{
while (*dest++ = *source++)
continue;
return dest;
}

/*--------------------------------------------------------------------------
* Copy an array of strings into an environment string, and return a point
* to the end of the environment string.
*--------------------------------------------------------------------------
```

```
static char *e_strcpy(envstring, strings)
register char *envstring;
register char **strings;
{
while( *strings != 0 ) {
envstring = str0cpy( envstring, *strings );
++strings;
}
return envstring; /* Return end of environment string */
}

/*------------------------------------------------------------------------
* Run a program, passing it arguments according to the ARGV spec.
*------------------------------------------------------------------------

int _Execve(childname, args, envv)
char *childname;
char **args;
char **envv;
{
register unsigned envsize;
long rv;
register char *penvargs;
register char *ptail;
char *childenv;
register char *pchildenv;
register unsigned lentail;
register char argch,;
char tail[128];
static char argvar[] = "ARGV=";

/*
* Find out how much memory we'll need for the child's environment
*/

if (NULL == envv) { /* use global environ if specific *
if (NULL == (envv = environ)) /* environ wasn't given; if global*
envv = nullenv; /* env is not valid, use dummy. *
}

envsize = e_strlen(envv); /* length of environment
envsize += e_strlen(args); /* plus command tail args
envsize += 1 + strlen(childname); /* plus length of argv[0]
envsize += 7; /* plus length of ARGV= var
envsize += envsize & 1; /* padded to even # of bytes.

/*
* Allocate and fill in the child's environment
*/

childenv = (char *)(rv = Malloc(envsize));
if( rv < 0 ) {
return rv; /* Malloc error */
```

```
}

pchildenv = e_strcpy(childenv, envv); /* copy caller environment
pchildenv = str0cpy(pchildenv, argvar); /* append ARGV variable
pchildenv = str0cpy(pchildenv, args[0]); /* copy argv[0]
penvargs = pchildenv; /* save start of args
pchildenv = e_strcpy(pchildenv, &args[1]); /* append rest of argv[]
*pchildenv = 0; /* terminate environment

/* put as much in the command tail as will fit */

lentail = 0;
ptail = &tail[1];
while(lentail < 125 && penvargs < pchildenv) {
++lentail;
argch = *penvargs++;
if( argch == 0 ) {
*ptail++ = ' ';
} else {
*ptail++ = argch;
}
}
while (lentail < 126) { /* pad remainder of command tail with nulls */
++lentail;
*ptail++ = '\0';
}
tail[0] = 127; /* indicate valid ARGV present */

/*
* Execute child, returning program status or error
*/

rv = Pexec(0, childname, tail, childenv);

Mfree(childenv);

if (rv < 0L) {
errno = rv;
return ERROR;
} else {
return rv;
}
}

/*------------------------------------------------------------------------
* count the number of pointers in an argv[] array.
*------------------------------------------------------------------------

static int count_argv(argv)
register char **argv;
{
register int counter = -1;
```

```
for (;;) {
++counter;
if (*argv++ == NULL) {
return counter;
}
}
}

/*---------------------------------------------------------------------------
* the spawn-family functions...
* (macros in process.h map these things to their proper names)
*---------------------------------------------------------------------------

int _Spv(mode, childname, argv)
int mode;
char *childname;
char **argv;
{
return _Execve(childname, argv, NULL);
}

int _Spve(mode, childname, argv, envv)
int mode;
char *childname;
char **argv;
char **envv;
{
return _Execve(childname, argv, envv);
}

int _Spl(mode, childname, arg0)
int mode;
char *childname;
char *arg0;
{
return _Spv(mode, childname, &arg0);
}

int _Sple(mode, childname, arg0)
int mode;
char *childname;
char *arg0;
{
register char **argv;
register void *envp;
register int argc;

argv = &arg0;
argc = count_argv(argv);
envp = &argv[argc+1];

return _Spve(mode, childname, argv, envp);
}
```

```
--------------- cut here ------------------------------

--
- Ian
(void *) where prohibited by law
```

2775. Re: Memory Speed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 09:13:56 UTC
From: drummer@uni-paderborn.de
Message-ID: <1992Jul16.091356.10269@uni-paderborn.de>
Source record: 43572

```
>In article <l66kgoINNbfj@aludra.usc.edu>, baffoni@aludra.usc.edu (Juxtaposer) writes:
>|>
>|> Hi,
>|>
>|> The ST line of computers uses a 8MHz clock so you don't really need
>|> anything faster than 120ns chips. Of course if you can't get 120ns chips,
>|> then the faster ones will work fine (and can then be used if you wish to
>|> move the memory to a faster machine...:).
>
>This may be wrong, but I've heard that chips which are _too_ fast
>can actually cause problems on the ST bus. Faster than 80ns or so
>I heard. any comments?

My second bank in a Mega ST consists of 70ns chips, the other one of 120ns-
working fine, no problems!!!!

drummer@uni-paderborn.de
--

---------------------------------------
| Michael Pape
|
```

2776. Re: Passing modified environment to child process--HOW?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 10:37:50 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <9130021@hpbbrd.bbn.hp.com>
Source record: 43497

Oops, I botched it:

> Pexec env --> "FOO=\0BAR\0ARRGH=\0GULP\0\0"

should read

Pexec env --> "FOO=BAR\0ARRGH=GULP\0\0"

Only the initial $PATH looks like "PATH=\0C:\\\0".
(And a right nuisance it is.)

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-4308 TELNET : 778-4308
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2777. ROMs (probably FAQ)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 13:28:31 UTC
From: lsh1@Ra.MsState.Edu
Message-ID: <lsh1.711293311@Ra.MsState.Edu>
Source record: 43574

Hello,
I would like to know several things.

1) Where can I get ROM v1.4?
2) Why is it better than the older versions?
3) How much does it cost?

If you need the info, I have a 1040STf I bought in
1988. Please email me or post here. Thanks in advance
to those who answer.

+--+
	Shane Hebert	Disclaimer:
This space	hebert@erc.msstate.edu	My opinions
for rent!	hebert@ee.msstate.edu	are my own.
	lsh1@ra.msstate.edu	
+--+

2778. Re: HELP ME - INFO NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 15:19:59 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul16.171959@disuns2.epfl.ch>
Source record: 43578

In article <l69hdoINN3rs@aludra.usc.edu>, baffoni@aludra.usc.edu (Juxtaposer) writes:
: As I was talking to Jeff (in email) about, the statement "the rest runs
: at 16MHz" is rather misleading. Sure, you are limited to about 14MHz with 70ns
: DRAM (there are now 1MB60ns so that would give you 16MHz tho), and so the
: memory does run at roughly 14MHz (not counting time waiting till next 32MHz
: clock tick), but whole point of my post was: so what? Every other machine is
: faced with this same limitation, yet no one else says "Gee, that there Mac runs
: with a 40Mhz '030, but the rest of it runs at 14MHz". If a company were to
: make a 1MBx8x30ns simm, and someone were to make a card to put into the TT that
: could handle that, then catagorizing the "rest of the system running at 16Mhz"
: would be wrong - which is the reason why no one else describes other systems
: this way. They have the same problem, and ability to (eventually) over come
: it.

Just a little precision (although not so much important): 70ns is the time to get
the data (access time) but the cyle time is 1.5 to 2 times greater cause a DRAM
has to rest for a while between each access (I'm currently speaking of pure RAS
access). During that time, the DRAM writes back (refresh) the entire row previously
selected.
Anyway, with 70ns DRAM, you can get 16Mhz access through burst access: you first
select a row and then access several datas in that row: you then use the CAS access
and cyle times (access: about 40ns, cycle: about 60ns).

Personnally, I think the bigger problem with TT memory is that there is no
(the 512 internal bytes apart) cache. A fast cache (no wait states) could
add about 30-50% processing power, I think ! (well I'm maybe a bit optimistic)

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2779. Re: Full screen monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 15:25:55 UTC
From: morris@medsun.unige.ch
Message-ID: <1992Jul16.172556.19128@uni2b.unige.ch>
Source record: 43577

Large screen monitors - I too think Atari's TTM195 is a very nice one;
shame its not grey-scale.
In Switzerland, Germany, even UK - you can get EIZOs (not Eico); very nice indeed,
especially the big colour ones.

Mike Morris

2780. Re: Memory Speed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 15:32:22 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul16.173222@disuns2.epfl.ch>
Source record: 43579

In article <1992Jul16.091356.10269@uni-paderborn.de>, drummer@uni-paderborn.de (Michael Pape) writes:
: My second bank in a Mega ST consists of 70ns chips, the other one of 120ns-
: working fine, no problems!!!!
:

My 150ns bank has also no problems !
BTW: faster memories won't do any harm as the only problem could
be refresh rate and this latter don't have to be faster for faster
memories !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2781. Re: memory upgrade for Mega 1/2 w/o extra cards ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 15:35:16 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul16.173516@disuns2.epfl.ch>
Source record: 43580

In article <275@ptt-iat>, swenker@ptt-iat (Swenker Johan) writes:
: Ewald,
: would you please send a diagram, showing how to connect the RAM-chips,
: condensators and resistors
: to the Mega ST2?
:
: Greetings, Johan
:
: P.S.: In einer internationaler Gruppe koennen auch andere Leute
: deine antwoerter lesen, sehen und benuetzen.
:
: Johan Swenker <swenker%ptt-iat@nluug.nl>
: mi parolas multajn lingvojn

Pleas, don't use separate DRAM chips: SIMMS are not more expensive, they
include condensators (100nF I believe) and they need LESS cabling !

I don't have the SIMMS pinout (nor any other pinout) right at hand but:

RAS1 (or RAS0 depending on the bank you want to use) from MMU
to RAS of SIMMS (the same signal for both).
address pins A0-A9 from MMU (or other memory bank)
to both SIMMS (in parallel).
data D0-D7 from old memory bank or (better) 74LS373 to one SIMM
data D8-D15 from the other 74LS373 to the other SIMM.
CASH1 (or CASH0 depending on RAS choice) from MMU to the CAS of
the SIMM with data 8-15.
CASL1 (or CASL0) from MMU to CAS of SIMM with D0-D7.

don't forget power cables (big cables or(and) better: double power
cabling to avoid flickering)

And last: there should be some resistors (of 33 or 68 Ohms) between the
MMU and the SIMMs for CAS and RAS signal (maybe not necessary for RAS).
So if you take these signals directly from MMU, add a resistor inbetween.

If you have problems, don't forget: you've got another MEM bank already
installed: just look there (with some ohmmeter for example) how it is
connected !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2782. Pure C and MiNT questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 15:35:45 UTC
From: rep@informatik.tu-chemnitz.de
Message-ID: <rep.711300945@hrz.tu-chemnitz.de>
Source record: 43575

1) Is it possible to use the mintlibs in the normal distribution with Pure C ?
If yes, are there any restrictions or known problems ?

2) Now another question dealing with Pure C . Does anybody know how to call the
help.acc in a normal program written in c ? (I want to write a program wich
has a context-sensitive help system, but i found no information in the manuals.)

If somebody knows something about these topics, so please send your answer to the following
address :
rep@informatik.tu-chemnitz.de

Thank you very much for your (hopefully) very helpful answers !

2783. Re: memory upgrade for Mega 1/2 w/o extra cards ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 15:52:28 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul16.175228@disuns2.epfl.ch>
Source record: 43581

Excuse me: I forgot to mention the R/W signal: just connect like the
address signals !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2784. Re: memory upgrade for Mega 1/2 w/o extra cards ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 16:18:51 UTC
From: swenker@ptt-iat
Message-ID: <277@ptt-iat>
Source record: 43589

Our mail server broke down, so I guess the next message didn't get out
or response didn't get in.

>>Ewald,
>>would you please send a diagram, showing how to connect the RAM-chips,
>>condensators and resistors
>>to the Mega ST2?

>>Greetings, Johan

>>P.S.: In einer internationaler Gruppe koennen auch andere Leute
>> deine antwoerter lesen, sehen und benuetzen.

>>Johan Swenker <swenker%ptt-iat@nluug.nl>
>> mi parolas multajn lingvojn

2785. Re: Identify CPU or clock-rate from within software (HELP NEEDED)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 16:40:01 UTC
From: wjr@pacific.uucp
Message-ID: <1992Jul16.164001.23627@jato.jpl.nasa.gov>
Source record: 43576

Thanks for the info. Now, most importantly, how do I read this cookie ? ANd will the location of _CPU be the same for all tha Atari computers; 1040 through TT030 ?

2786. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 17:02:58 UTC
From: rosenqui@ncs.dnd.ca
Message-ID: <1992Jul16.170258.2771@netfs.dnd.ca>
Source record: 43584
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jul14.120252.15537@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>Well, I dragged out my hacked up Zmodem to play with again between my Mega ST
>and my STe. I also had the HS_FIX program installed, with a patch I made to
>have the receive and transmit routines set the IPL mask all the way up. (As it
>turns out, this probably did nothing at all, since the RS232 interrupts are
>just about the highest level in the system already...) What I observed this
>time around was this: Set at 38400 baud, I got one or two garbage characters
>every 3 and a half seconds (thereabouts), like clockwork. WHen I dropped down
>to 19200, using the same high-speed mode, I got a garbage character every 7
>or so seconds. Sensing a pattern, I stepped down to 9600, and counted up to
>13 before I saw garbage. When last I posted on this topic many months ago, I
>chalked it up to some other clock interrupt and went on to other things. Now
>I'm not so sure; it's certainly very regular but it really doesn't seem to be
>related to any of the system timer interrupts. I thought perhaps it was related
>to the RS232 buffer size, maybe the overhead of wrapping around inside the
>circular buffer was killing it, but Zmodem uses a 16K RS232 buffer so that
>can't be the cause. Who knows, maybe it's a function of the number of bits
>or bytes sent, and I just noticed a particular time because my key-repeat rate
>worked out to that value. I guess I need to experiment a little more...
>
>Anyway, the fact that it works at all convinces me that it should work all the
>time; the fact that it screws up once every N-sized-intervals tells me that
>something fixable is in the way, but who really knows, eh?
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Howard: I think what you're witnessing is a slight variance between
the sending and receiving system's UART clocks. The reason that the
MFP's /0 mode is not recommended for async is that, in async, you
don't have a common clock signal between the sender and receiver. The
receiver detects bits by watching for transitions on the input signal,
and if your clock rate is the same as the bit rate, you'd better be
exactly in step or you'll eventually miss a transition. To illustrate:

Sample time: V V V V V V

_______ _______ _______
Signal: ___1___| 2 |___3___| 4 |___5___| 6 |___7___

Note how transition #5 gets missed, since the samples around it both
catch the input signal in a high state.

In /16 mode, the receiver can sample the line 16 times per bit (the
"sample" line would be full of "V"s in /8 mode) and will therefore not

miss a transition.

In /0 mode you'd also have problems if you wanted/needed to use 1.5 stop bits. 1.5 stop bits may sound impossible ("how can you send half a bit?"), but it simply means that the line is held in an "on" state for the time it takes to send 1.5 bits. In /16 mode, this means that an "on" condition that lasts for 24 samples is a start bit, so the UART begins shifting the input bits into its input register.

I suspect you'd see a similar situation (albeit with a slight change in the error interval) if you communicated with a different brand of machine.

Eric Rosenquist
--
Eric Rosenquist - Software Kinetics Limited
65 Iber Road, Stittsville Ontario Canada, K2S 1E7
Tel: (613) 831-0888, Fax: (613) 831-1836
email: Eric.Rosenquist@crc.sofkin.ca

2787. Summary: memory upgrade for ST2 w/o extra cards

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 18:07:56 UTC
From: kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de
Message-ID: <H.o7vhhwGX41E@wpcst1.phys-chemie.uni-wuerzburg.dbp.de>
Source record: 43585

10 days ago I asked about the possibility to upgrade the old Mega ST2
and ST1 to 4 Megs by simply soldering in new RAM chips into the free
positions.

Here are some answers I got. Thanks to all of you who responded.

First the summary:

- Mega ST1 cannot be upgraded this way at all
- Mega ST2 can be upgraded, if
- the MMU can address 4 MB (sometimes not the case)
- free places for sockets are available
- a complete instruction guide for doing is included (see below)
- if you don't need a new MMU, it's far cheaper than a commercially
offered upgrade board.

----------< citings below from Brian Cooper, bcc@Eyring.COM >----------

Mickey R. Boyd <boyd@nu.cs.fsu.edu> wrote:

> <...> Some Mega2's have the traces and sockets for more memory
> (none of them use SIMMS, by the way). Some have the traces, but no
> sockets. The newer ones not only have no traces or sockets, but
> they have an MMU that only allows for 2mb. You can upgrade any Mega2
> with a third-party board, but you may need a new MMU also (they are
> not all that expensive).
> Four megabytes is all the Mega's can handle unless you do strange
> things (which would undoubtedly cause a lot of software to bomb).
> Dave small reports that he has a 16meg 1040 for Spectre testing
> purposes.

> Also, I read once that there are a select few Mega2's out there that
> have 4 megs in them, but are jumpered (or trace-cut) to only access
> 2megs. The reason for this (reputedly) is that if a Mega4 fails
> quality control, they jump/cut it and test it as a Mega2. If it
> works, it gets packed up and sold. One poster to this group (about
> two years ago, I seem to remember) was shocked to find this out.
> After tracing down the bad chip, he replaced it
> and un-jump/cut the motherboard to get a Mega4. Ahh, the stuff dreams
> are made of . . .

----------< next one >----------

Ulrich Graef <graef@hrz.th-darmstadt.de> wrote:

>> In article <1991Nov7.023105.18014@cs.mcgill.ca>,
>> leslie@cs.mcgill.ca writes:

>> So, can someone enlighten me as to whether it is possible to upgrade
>> the memory on this machine? I know that you can get away with
>> upgrading SIMMs on a lot of machines today -- replacing 1Mbyte chips
>> with, say, 4Mbyte ones.

> Its possible but uncomfortable. I increased the memory of my 1040ST
> from 1 to 2 MBytes 4 years ago (256 Kbit Chips were cheap at this time
> and 1Mits very expensive).
> As the upgrade of the early 520 to 520+ I soldered chips onto the
> existing banks.
> In the 1040 there are 2 banks with 16 256k chips. So I soldered 32 (!)
> 256 Kbit-chips onto the 32 existing chips and build a MMU extension (3
> custom HCT-Chips) to simulate 1 Mbit-Bank with 4 256 Kbit-Banks. You
> need only connect 1 Pin of the banks above and replace some Resistors
> with cables to the MMU-board.

> Another way is to throw away the 256K chips but it is hard to replace
> them with 1 Mbit-Chips. You better make an own board and connect it to
> the right places. The original Rams can be left in the main board when
> you disconnect the power and other signals.
> It should be possible to use 4 1Mbyte SIMMs or SIPPs instead of an own
> board to get 4 Megabyte.

> You have nothing to change in the ROM and the other internals
> because the 64Kbit, 256Kbit and 1MBit chips are supported. I know
> nothing about support of 4Mbit chips (I use only TOS 1.04).

> If some people are interested in the MMU-extension I can post some
> more details.

----------------------------------< next one >--------------------------

Jonathan Whitcomb <whitcomb%aurgate@mcnc.org> gives us a complete
instruction guide:

> Here's an article I downloaded from GEnie which I used to upgrade my
> Mega 2 to a Mega 4. It should answer most of your questions.

----------------------------------< begin of article >------------
So you have a Mega 2, but would like 4 megs of memory. In
the eyes of Atari, you should sell your Mega 2 and buy a Mega 4.
However, I disagree that you should have to do this, and thus
decided to upgrade "the hard way" instead. If you have had no
soldering or de-soldering experience this project is not for you.
There are 18 pins on each chip socket, with 16 chips. That's 288
connections, each one has to be de-soldered and then re-soldered
perfectly to work well. There are also a few resistors that you
must add for a successful upgrade.

And now for some legal mumbo-jumbo to keep me off the hook:

This upgrade WILL violate any and all warranties on
this computer product. I do not promise that this

upgrade will work, and hold no responsibilities to the
equipment or person doing this upgrade.

Ok, enough of that. You will need the following products to
do this upgrade:

3-33 ohm 1/4 5% resistors
16-1 Megabyte chips of the same speed as the present ones in
your mega
16-18 pin low-profile chip sockets

also

a pair of needle-nose pliers
a pair of small wire cutters
a 25-35 watt soldering iron
a 30-50 watt solder-sucker iron -or- solder braid
a roll of miniature solder
a small flathead screwdriver
a medium-sized phillips screwdriver
a can of solder flux remover
a ohm-meter to check for shorts

* And most important.... A GROUND (electrical) & A CEMENT OR
TILE FLOOR to work on (So that you do not zap all these expensive
parts, or your computer).

Steps in upgrading a Mega 2 to a Mega 4:

1. Open up plastic case by removing ALL the screws on the bottom
of the case first. Then remove the top. Be careful with the
clock cable, it is very fragile.

2. Bend the RF shield tabs so that they are strait, and then
remove the shield. Note, there is a tab underneath the disk
drive that is hard to see (and get to).

3. Unplug the internal disk drive from power supply and drive

bus. To remove the power supply plug, use a small
screwdriver to pry the connector clasp up.

4. Unscrew the power supply, and unplug it from the board and
remove.

5. Turn the computer so that the expansion ports face you.
Unscrew all of the screw posts. This is required for you to
be able to remove the bottom RF shield.

6. Now, remove the circuit board from the bottom of the plastic
case.

7. Remove the bottom RF shield from the circuit board so that
you can access the bottom.

8. Turn over the circuit board so that you can start solder-sucking out the solder where the chip sockets will go. This is the trickiest part of the operation. If you have never done this before, find someone else to do it for you (or at least show you how). There will be 16 blank chip areas, this is where your sockets will go.

9. Now, check for any shorts that may have developed in solder-sucking. If there are any, correct them before continuing.

10. Spray some solder flux remover on the back of the board (over a sink, or paper towels). This will allow for a better solder contact.

11. Plug the power supply back into the board and plug in a monitor (DO THIS ON A NON-CONDUCTIVE SURFACE!). Turn the unit on. You should get the normal GEM screen in 30 seconds or so. You of course will not see any drive icons, as you have no drive attached.

>> If you do not get this screen, but instead get bombs or wierd patterns on the screen, turn off the computer immediately and check for shorts. Correct these before continuing.

12. Take the power supply back out (I bet you are getting good at this).

13. Now, install the 16, 18-pin chip sockets into the newly solder-sucked holes. Make sure to put the notches in the same direction as marked on the PC board. A trick to keep the sockets in the holes while turning over the board is to bend opposite corner pins outward. You may wish to do one socket at a time, rather than putting them all in and then soldering them all at once. This is your choice :-)

14. Again, put the power supply back in to check for shorts. After checking and correcting problems, remove the power supply.

15. Now you need to install 3, 33 ohm 1/4 watt resistors in the empty resistor sockets located near the chip banks (normally toward the inside of the Mega). The direction does not matter, but they look better if your new resistor's stripes match the present ones. Put them in snug to the board, and then clip off the excess leads.

16. Again, use the solder flux remover to clean up the PC board. This will make your project look more professional, and keep the flux from attracting dust.

17. Now, install all of the 1 megabyte chips, making sure to put the notch in the correct position (Normally pointing to the

middle of the Mega). Usually chips come too wide to fit in
sockets, use the corner of a desk to gently bend all the pins
on one side at the same time. Be very careful not to bend
any pins inserting them into the sockets. If you do, use the
needle-nose pliers (after touching them to a ground) to
straighten the pins.

18. Install the power supply again and test for shorts. After
all tests out ok, re-assemble the computer in exactly the
reverse that you took it apart.

19. You now have a mega 4! Enjoy. If you have any problems,
leave me a message on GEnie to BDHALL.

Copyright 1988, Bryan Hall. All rights reserved.
----------------------------------< end of article >--------------

> I called D & P computers ((216) 926-3824) for the parts and chips.
> The capacitors are not necessary, but I installed them anyway. I
> forget what value they were, but 47 uF comes to mind (I'm not really
> sure).
> The whole operation took about three hours, and worked fine.

-----------< end of citings from Brian Cooper, bcc@Eyring.COM >--------

-----------< citings below from the authors cited >--------------------

Paul Purdom <pwp@iuvax.cs.indiana.edu> wrote:

> It is usually possible to increase the memory in the way that you
> indicate, but the ST's with small memory have had their MMU tested
> only for the small memory. Occasionally, there is a batch where the
> MMU does not work for the higher addresses, but such batches are not
> common. So, chances are everything will work fine, but you won't know
> until you try. Also, when you try you may have some solder bridges, so
> be ready to debug your machine a little.

------------------------------< next one >------------------------------
R.Tim Coslet <R_Tim_Coslet@cup.portal.com> wrote:

> Yes, it usually is possible.
> There are some resistors and capacitors that must be added too and
> some jumpers may have to be moved.
> You may or may not need a new MMU. Some machines were shipped with
> defective MMUs that would handle the memory that was installed, but
> not a full 4 meg. Only reliable way to tell that I know of is to
> see if it works.

------------------------------< end >----------------------------------

Just one further note: You can test your MMU if you put it into an
already upgraded ST or an ST4; if it works, then you're oK.

The price for the upgrade is the price for the SIMMs (ca. 120-160 DM =
80-105 US $) and the sockets + some minor stuff.
This is considerably less than the commonly offered upgrade boards for
around 350-400 DM (230-260 US $).

In case you need a new MMU, the I grabbed out a price of DM 95 (60 US $).

Enjoy,
Thomas
--
Thomas-Martin Kruel Institut f. Physikalische Chemie / Universitaet Wuerzburg
Marcusstr. 9-11, D-8700 Wuerzburg, Tel. +49 931 31579

2788. Dream Machine needs video!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 18:37:56 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Jul16.133756.1@vaxc.stevens-tech.edu>
Source record: 43583
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,

I am finnaly approaching my dream machine status. I have the following:

1. circa 1986 1040st upgraded to 4 meg.
2. a Tower Power (german) Tower case and Seperate Keyboard.
3. A Tiny Turbo 030 (50MHz) with 8 additional meg of ram.
4. Virtual Memory manager for the 030 card.

All I need to put me over the edge is a good video card. A friend of mine has a Crazy Dots 8, and a Eizo 6500 21" (1660x1200) grey scale monitor, and It looks better than one could possibly imagine. Unfortuantly Crazy Dots is either MegaBus or VME.

Does anyone know of a good quality vide add on card for a plain 1040. Space is not a problem as I have the tower case!

P.S.

I promise that tomorrow the new port of Emacs 18.58 will be on a.a.a.e, I just need to polish the doc a bit more. By the way I will put it in the directory new/ with the name "1858b-d3.zoo".

cheers,
scott kolodzieski

2789. GCR on TT (Summary)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-16 23:13:38 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992Jul16.231338.24971@ccu.umanitoba.ca>
Source record: 43588
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thanks to everyone that wrote with suggestions on getting my GCR working on my TT. The floppy drive still doesn't work with MAC disks but otherwise Spectre 3.0 is now working from a hard drive; I have to carry the GCR over to a 1040 to convert mac disks to spectre format and then use them on the TT. Hopefully Spectre 3.1 will be available soon to correct this.

Here are a few things I learned that might be useful to other people in similar situations:

1) Spectre does not have to pass the GCR floppy test to work on a TT. If you are booting from a working hard drive plugged into the ACSI port, it should boot up all right. This is true without the modification recommended by gadgets. I was in fact using a hard drive from the beginning but without success because of item 2 below.

2) Spectre does not work at all on a TT with more than 4 Mbytes ST RAM. I discovered this when I tried it on a different TT that had only 4 Mbyte and it worked; mine has 10 Mbytes. I have temporarily swapped memory boards since so I can use Spectre. Someone suggested I try to trick Spectre by replacing the value of the global that indicates the top-of-memory with the value of 4 Mbytes. This might work but I rec'd the suggestion after I swapped boards and haven't had a chance to try it yet.

3) Spectre 3 is not bothered by extra TT RAM, but it also does not benefit from it; I have 32 Mbytes and it works OK (apart from the floppy drive).

4) The recommended modification to the GCR to make it work with MAC floppies on a TT didn't make it make it work on mine. That may be because I have a 1.4 Mbyte floppy drive. As mentioned above, I use Spectre on a TT with a hard drive and Spectre-format floppies. Some people have had success with external 720K floppy drives. (Can anyone tell me how to convert an internal floppy drive from a now defunct 1040 to work as an external drive on my TT?)

5) After the recommended modification for TT use, my GCR did not initially work on a regular 1040. However, by shorting out the capacitor it could again be used on a 1040. (It also works on the TT with the capacitor shorted if MAC floppy disks are not used.)

Werner Ens
ens@ccu.umanitoba.ca

2790. Re: My dream C compiler, does it exist?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-17 00:24:30 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <7657@lee.SEAS.UCLA.EDU>
Source record: 43586

In article <1992Jul14.201120.11797@godzilla.quotron.com>
greg@godzilla.quotron.com (Greg "Maddog" Knauss) writes:
>... I need one
>compiler that can do all the tricks of both, and neither of them fit
>the bill. What I want to know is, does it exist? (I'm using Turbo
>C and the old Sozobon right now...)
>
>Absolutely needed:
> 16 character object names (TC)
> Big (Neil Forsyth's "big") libraries (Modified Sozobon)
> Works with libraries produced with Sozobon (Sozobon)
> Works in 1 meg (Yeah, yeah, I know...) (TC & Sozobon)
>
>Would be nice:
> ANSI prototyping (TC)
> 32 character object names (TC)
>
>From what I understand GNU is out 'cause of the one meg limitation.
>Does either Sozobon 2.0 or Heat & Serve handle all this? How about
>Pure C?

These days the cost of buying the extra memory required for running
GCC is probably less than that of purchasing any commercial C compiler.
Perhaps you shouldn't dismiss GCC out of hand...

Good Luck,
Scott Willingham // willing@icsl.ucla.edu
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2791. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-17 00:42:28 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul17.004228.3144@peponi.wcc.govt.nz>
Source record: 43587

In article <1992Jul16.170258.2771@netfs.dnd.ca>, rosenqui@ncs.dnd.ca (E. Rosenquist) writes:
>
>Howard: I think what you're witnessing is a slight variance between
>the sending and receiving system's UART clocks. The reason that the
>MFP's /0 mode is not recommended for async is that, in async, you
>don't have a common clock signal between the sender and receiver. The
>receiver detects bits by watching for transitions on the input signal,
>and if your clock rate is the same as the bit rate, you'd better be
>exactly in step or you'll eventually miss a transition. To illustrate:
>
> Sample time: V V V V V V
> _______ _______ _______
> Signal: ___1___| 2 |___3___| 4 |___5___| 6 |___7___
>
>
>Note how transition #5 gets missed, since the samples around it both
>catch the input signal in a high state.
>
>In /16 mode, the receiver can sample the line 16 times per bit (the
>"sample" line would be full of "V"s in /8 mode) and will therefore not
>miss a transition.
>
>In /0 mode you'd also have problems if you wanted/needed to use 1.5
>stop bits. 1.5 stop bits may sound impossible ("how can you send half
>a bit?"), but it simply means that the line is held in an "on" state
>for the time it takes to send 1.5 bits. In /16 mode, this means that
>an "on" condition that lasts for 24 samples is a start bit, so the
>UART begins shifting the input bits into its input register.
>
>I suspect you'd see a similar situation (albeit with a slight change in
>the error interval) if you communicated with a different brand of
>machine.
>
>Eric Rosenquist
>--
>Eric Rosenquist - Software Kinetics Limited
>65 Iber Road, Stittsville Ontario Canada, K2S 1E7
>Tel: (613) 831-0888, Fax: (613) 831-1836
>email: Eric.Rosenquist@crc.sofkin.ca

Here are some quotes from a motorola manual on the MC68901..

When the clock is in the /0 mode, synchronization must be accomplished
externally. The receiver will sample the serial data on the rising edge of

the receiver clock. In the /16 clock mode, the data is sampled at the mid-bit time to increase transient noise rejection..

Also when in /16 clock mode , the USART resynchronization logic is enabled, This logic increases the channel's clock skew tolerance. When a valid transition is detected, an internal counter is reset to state zero. Transition checking is then inhibited until state four. Then at state eight, the previous state of the transition checking logic is clocked into the receive shift register..

The /0 clock mode is only ment for Synchronous use...

A small note, I did some work with a standard CMOS UART and managed to get it to work at a data rate of 350k, this was not part of a PC, but a controler that I was designing, but as it was only a one off it did not matter..

So I hope this is of help to you all...

Roger..... sheppard_r@kosmos.wcc.govt.nz

2792. Re: Joystick programming help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-17 08:37:29 UTC
From: rkim@CALSTATELA.EDU
Message-ID: <199207170837.AA21009@opus.calstatela.edu>
Source record: 43491

Ian posted source for reading a joystick. Unfortunately, it only reads
one stick. Here is a article with accompaning source for reading BOTH
ports as sticks....

_______CUT_HERE___8<_____________________

Extracted from the March issue of the High Sierra Atari User Group JOURNAL.
If you use this in any publication please give Mike his dues along with
HISUG. Thanks and enjoy!! Kenn Johnson - Editor HISUG JOURNAL

Your comments are invited GEnie K.E.JOHNSON

JOYSTICKS SOLVED

About a month ago my game program was to the point where joystick
input was needed to control the good guys. However no-one including
the ever supportive Megamax could lead me to a working joystick
program. I have since solved the mystery.

First a quick look at the addressing. The Atari Developers Kit is
correct and the joystick report is 16 bits long. Except that the Atari
is a 16 bit machine and the I.B.M is 8 bits. Making the joystick
report on the Atari come in one 16 bit "int". Rather than two 8 bit
reports consisting of LSB (Least Significate Byte) and MSB (Most
Significate Byte).

The address that the joystick report is stored is 3592 (decimal)
or 0xE08 (hex). So the pointer "*js" equals address 3592. However
before we can poll the sticks we must make the calls Bconout(4,0x12)
and Bconout(4,0x14). Bconout(4,0x12) shuts of the mouse reporting
and allows us to read joystick 0 (mouse port 0). Bconout(4,0x14) sets
the intelligent keyboard to the default of poll each joystick report.
Even though it is the default it must be called to get both sticks.

The joystick report will generate numbers like (-32512) and 1.
If you look at these numbers in Hex it makes sense. The way that the
reports is stored is:

xxxxAABB where B = stick 1 and A = stick 0

Looking at (-32512) this is what we see:

FFFF8100 hexidecimal number of (-32512) decimal
81 hex = 129 decimal stick is up and firing
00 hex = 0 decimal stick is normal

So if the stick returned (-32255):
FFFF8201 hexidecimal number of (-32255) decimal

82 hex = 130 decimal stick is down and firing
01 hex = 1 decimal stick is up

The main part of this program is stripping unused or unneeded bits. To get stick 1 (mouse port 1) just "AND" the returned value with 255 decimal or 0xFF hex. The second stick is a little more involved. First strip off the first joystick by "ANDING" the value with 0xFF00 hex or 65,280 decimal. Then divide by 0x100 hex or 256 decimal. This shifts the bits right. And finally look at first stick again and that is the correct value. This is the values and direction according to this program:

NORMAL WITH FIRE BUTTON
1 129
5 | 9 133 | 137
\ | / \ | /
4 ----- 8 132 ----- 136
/ | \ / | \
6 | 10 134 | 138
2 130
center = 0 center = 128

The final call is to be used before you exit the program and that is Bconout(4,0x08). This turns the mouse back on.

There is another little "gem" in this program and that is the character routine. I do like input from the "user" but I don't want to stop all computations while I wait for the "user". So the call character = Cconis() tells me if there is a character ready to use. I then test character against (-1) (-1 means a character is ready) and if it is true the character = Crawio(0xFF) giving character a real character value.

I hope that this helps. As my program develops and more unpublished secrets are revealed to me I will share them with you. If you would like to see more articles like this please tell the editor. If you have further questions please call Michael Wood at 673-4837.

_____CUT_HERE_____8<_____

```
/*****************************************************************/
/* */
/* THIS PROGRAM READS THE JOYSTICKS */
/* AND PRODUCES REALISTIC VALUES */
/* FOR EACH STICK REPORT */
/* */
/* Michael Wood */
/* 5710 Dolores Dr. */
/* Sparks, Nv. 89431 */
/* */
/*****************************************************************/
```

```
/*-------------------------------------------------------------*/
/* */
/* THIS PROGRAM WAS WRITTEN WITH THE */
/* MEGAMAX "C" LANGUAGE DEVELOPMENT SYSTEM */
/* */
/*-------------------------------------------------------------*/

/* PLEASE DISTRIBUTE THIS PROGRAM FREELY */

#include "osbind.h" /* INCLUDE FILES THAT HAVE STANDARD */
#include "stdio.h" /* SYSTEM VALUES AND OPERATIONS */

#define JOYADDR 0xE08; /* address 3592 stores ikbd data */
/* ikbd is short for Intellegent KeyBoard Device */

/* THESE ARE THE GLOBALS */
int stick[2], whichstick;

do_joy() /* THIS IS BULLETPROOF (if there is such a thing) */
{
int *js; /* LOCAL VARIABLES */
int joystick, i;
int character;

Bconout(4,0x12); /* SHUT OFF THE MOUSE REPORTING */

Bconout(4,0x14); /* SET JOYSTICK EVENT REPORTING */
/* THIS IS REALLY THE DEFAULT BUT MUST BE SET TO */
/* CONTROL BOTH JOYSTICKS */

js = (int*)JOYADDR; /* MAKING OUR POINTER POINT TO */
/* &3592 , DO THIS BEFORE FIRST USING JOYSTICK LOOP */

do /* DO LOOP UNTIL CHARACTER 17 */
{

joystick = (int)*js; /* JOYSTICK = CONTENTS OF *js */

/* STRIP BITS, DIVIDE BY 256, LOOK AT LAST TWO */
stick[0] = ((joystick & 0xFF00) / 0x100) & 0xFF;

/* NO STRIPPING NEEDED JUST LOOK AT LAST TWO */
stick[1] = joystick & 0xFF;

printf("JOYSTICK 0 = %d ",stick[0]);
whichstick = 0;
position();
printf("\n");

printf("JOYSTICK 1 = %d ",stick[1]);
whichstick = 1;
position();
printf("\n");
printf("\n");
```

```
for(i=0;i<120;i++) /* BASIC TIMING ROUTINE */
{ /* ONLY USED TO ALLOW SOME */
Vsync(); /* VIEWING TIME */
}

character = Cconis(); /* GET STATUS */
/* TEST FOR CHARACTER */
if(character == -1) /* IF TRUE */
character = Crawio(0xFF); /* GET CHARACTER */

}
while(character != 17); /* 17 IS "^Q" control Q */

Bconout(4,0x08); /* TURN MOUSE BACK ON */
/* ACTUALLY THIS SETS RELATIVE MOUSE POSITION REPORTING */
/* ANY SET MOUSE CODE WILL TURN MOUSE BACK ON */
/* SET RELATIVE, SET ABSOLUTE, SET KEYCODE MODE */

return; /* OUTA HERE */

}

position() /* THESE ARE THE VALUES AND POSITION OF THE STICK */
{
switch(stick[whichstick]) /* THESE ARE EXAMPLES OF HOW */
{ /* TO USE THE ROUTINE SO I */
case 1: /* WON'T GO "REM" CRAZY */
printf("STICK IS UP\n");
break;

case 2:
printf("STICK IS DOWN\n");
break;

case 4:
printf("STICK IS LEFT\n");
break;

case 5:
printf("STICK IS LEFT AND UP\n");
break;

case 6:
printf("STICK IS LEFT AND DOWN\n");
break;

case 8:
printf("STICK IS RIGHT\n");
break;

case 9:
printf("STICK IS RIGHT AND UP\n");
break;
```

```
case 10:
printf("STICK IS RIGHT AND DOWN\n");
break;

case 128:
printf("STICK IS NORMAL AND FIRING\n");
break;

case 129:
printf("STICK IS UP AND FIRING\n");
break;

case 130:
printf("STICK IS DOWN AND FIRING\n");
break;

case 132:
printf("STICK IS LEFT AND FIRING\n");
break;

case 133:
printf("STICK IS LEFT AND UP AND FIRING\n");
break;

case 134:
printf("STICK IS LEFT AND DOWN AND FIRING\n");
break;

case 136:
printf("STICK IS RIGHT AND FIRING\n");
break;

case 137:
printf("STICK IS RIGHT AND UP AND FIRING\n");
break;

case 138:
printf("STICK IS RIGHT AND DOWN AND FIRING\n");
break;

default:
printf("STICK IS NORMAL\n");
break;

}
return;
}

main()
{
do_joy();
}
```

2793. Re: My dream C compiler, does it exist?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-17 09:10:24 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Jul17.091024.16095@cs.hw.ac.uk>
Source record: 43590

Yo Greg!

>Absolutely needed:
> 16 character object names (TC)
> Big (Neil Forsyth's "big") libraries (Modified Sozobon)
> Works with libraries produced with Sozobon (Sozobon)
> Works in 1 meg (Yeah, yeah, I know...) (TC & Sozobon)

Sozobon 2.0 is your man. Matches all of the above. Should be on BART.

>Would be nice:
> ANSI prototyping (TC)

Don't think it supports that yet.

> 32 character object names (TC)

I think Sozobon 2.0 is fairly unrestricted in the symbol length dept
(fnargh, fnargh :-) in that uses extra weird symbols that other DRI linkers
will ignore which contain that extra text beyond the initial eight.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

2794. Re: Midi from the serial port?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-17 18:38:33 UTC
From: shiv@bnr.ca
Message-ID: <1992Jul17.183833.19499@bmerh85.bnr.ca>
Source record: 43492

C-lab offers EXPORT for Creator/Notator which gives 3 MIDI ports from the Atari serial port ! Its quite expensive considering its just a little hunk of plastic. I've been tempted to open it up and see whats in there. I doubt it contains more than 2 or 3 chips and one or other components.

I also own a Mac and a friend built a MIDI interface for the Mac's serial port with $5 worth of parts. If you can't get anymore info, email me and I'll see about getting a circuit diagram of the Mac's serial to MIDI interface - you should be able to easily adapt it to the Atari.

cheers,

Shiv

shiv@bnr.ca

2795. Re: Dream Machine needs video!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-17 23:55:11 UTC
From: ekrimen@wet.UUCP
Message-ID: <4135@wet.UUCP>
Source record: 43495
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1992Jul16.133756.1@vaxc.stevens-tech.edu> skolodzieski@vaxc.stevens-tech.edu writes:
>
>All I need to put me over the edge is a good video card. A friend of mine has
>a Crazy Dots 8, and a Eizo 6500 21" (1660x1200) grey scale monitor, and It
>looks better than one could possibly imagine. Unfortuantly Crazy Dots is either
>MegaBus or VME.
>
>Does anyone know of a good quality vide add on card for a plain 1040. Space
>is not a problem as I have the tower case!

I believe that JRI (John Russell Inc.) in California has a Megabus mod for
1040s. You might want to contact him; unfortunately, I don't have his number.
Anyone else have it?

I've only heard rumors of this product. I may be incorrect. But JRI usually
has very unusual products that not many people hear about.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

2796. Re: Mega ST Bombs Often ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-18 00:39:48 UTC
From: freds@hpcc01.corp.hp.com
Message-ID: <1550011@hpcc01.corp.hp.com>
Source record: 43496

Well, since no one wanted to tell me the answer I found it myself
in an artcle by Doug Tarico, Weak CHIPS in ST or something like that.

Back on May 15, Doug pointed out two weak buffer chips

They are the 74LS373 chips. I put in 74HCT373 and now the machine
almost never bombs.

Thanks Doug!!!

fred

2797. Re: Identify CPU or clock-rate from within software (HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-18 11:02:44 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.yvOpfzEOUCQ@keep.fantasy.sub.org>
Source record: 43510

In <1992Jul16.164001.23627@jato.jpl.nasa.gov>, Joe Rhea writes:
*Thanks for the info. Now, most importantly, how do I read this cookie ? ANd
*will the location of _CPU be the same for all tha Atari computers; 1040 through
*TT030 ?
You have to look inside the whole cookie-jar, you shouldn't rely on _CPU
to be on the 1. Slot (also there is a way to resize and repositions the
cookie jar (If more space is needed). Just get the Address of the
cookie-jar (A SysVar tells where to look for it.) and check all available
slots.

Gruss

Wolfgang

--
Use this signature-checker to find out if your signature is Virusinfected !
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: wong@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
NeXTMAIL: w271zrz.zrz.tu-berlin.de

2798. How to get comp.sys.atari.st.tech?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-18 15:59:40 UTC
From: bx074@cleveland.Freenet.Edu
Message-ID: <1992Jul18.155940.15211@usenet.ins.cwru.edu>
Source record: 43498

```
Hi
How can I get the comp.sys.atari.st.tech if I am not connected to USENET?
I have access to Internet and BITNET. Maybe there is any way via a
gateway or mail-server.
Please answer to:
rimkus_u@dmrhrz11.hrz.uni-marburg.de
Bye Ulf.
P.S. This comes to you via Cleveland Freenet. It's not too
comfortable for me here in Germany :-(
```

2799. Re: Joystick programming help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-18 16:22:02 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jul18.162202.8413@wam.umd.edu>
Source record: 43499

In article <199207170837.AA21009@opus.calstatela.edu> rkim@CALSTATELA.EDU ("Richard H.S. Kim") writes:
>Ian posted source for reading a joystick. Unfortunately, it only reads
>one stick. Here is a article with accompaning source for reading BOTH
>ports as sticks....
>
> The address that the joystick report is stored is 3592 (decimal)
>or 0xE08 (hex).

Is this guaranteed not to change? I doubt it, so I'd stay away from
this solution to the problem.

Dave Baggett
dmb@wam.umd.edu

2800. MiNT ptys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-18 22:05:30 UTC
From: mfg@gmd.de
Message-ID: <mfg.711497130@gmd.de>
Source record: 43500

I am writing on a xterm-clone (DA) for GEM and MiNT (0.94) like BG.ACC but with additional features (GDOS-fonts, copy-and-paste, history,...) Now my problem: I am creating a pty per window, named "U:/PIPE/PTYx". Later I start a TTP with Pexec(100, ...) from the DA. All standard streams are forced to this pty opend as client. Everything works fine until I change my GEM main program (for example calling a GEM-Program for Gemini). From this moment on the DA begins reading nonsens from the pty (maybe EOFs) until I go back to the program from which I launched the TTP in the terminal window. Now all works again. Why ??? Is it a problem of process groups?

Thanks Martin
(by the way: if the program is completed, it will be free ;-))

Martin F. Gergeleit <mfg@gmdzi.gmd.de>

2801. Re: A "C" question...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-19 03:22:21 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jul31110621@acae127.cadence.com>
Source record: 43309

In article <16832DDF3.MDORMAN1@ua1vm.ua.edu> MDORMAN1@ua1vm.ua.edu (Mike Dorman) writes:

> be used. So I was thinking of creating functions wx_name() and wx_info(),
> where the function definition would be something like:
>
> wx_name(ws,str)
> Window ws;
> char *str;
>
> I would then like to malloc() memory to hold the string that we've been given
> so that we won't use any more memory than necessary (I have an ulterior motive,
> I want to create a printf() interface to this stuff, too--I have a couple of
> programs that could use it).
>
> So, what's the best way to declare the variable within the structure? Is
> merely making it a char * sufficient, or do I need to make it static char *?

ok. i'll bite: you really should be reading a good C book:

you certainly do not want to make anything static inside a
structure (in fact i am not sure if you even can). a static modifier
just controls the scope of the declared object. for instance anything
declared static at the module level (that is outside of any function)
is visible only in the module (file) in which it appears. if a
variable is declared static, then in addition to the scope semantics,
it also makes it persistant. fields of a structure are not object/variables,
so you cannot put the static modifier there.

to answer your question: i guess the best way to optionally allocate
some fileds is to declare the fields as pointers to the type you want,
and malloc() them on demand. for instance

```
typedef struct _window {
int x,y,w,h;
....
char *name;
} *Window;
#define WindowSize sizeof(struct _window)

/* return an instance of Window */
Window new_window()
{
Window w = (Window *) malloc(WindowSize);

if(!w) fail();
```

```
bzero(w, WindowSize);
return w;
}

/* fill in the name field */

wx_name(ws,str)
Window ws;
char *str;
{
if(!(ws->name = strdup(str)))
fail();
}
```

Another way to approach this is to store the name in the structure itself.

```
typedef struct _window {
int x,y,w,h;
....
char name[1];
} *Window;
#define WindowSize sizeof(struct _window)

/* return an instance of Window */
Window new_window(wname)
char *wname;
{
Window w = (Window *) malloc(WindowSize + strlen(wname));
/* In WindowSize we have accounted for 1 byte needed for the final \0
needed to store the string , so we dont need strlen(wname)+1 above */

if(!w) fail();

bzero(w, WindowSize);
strcpy(w->name, wname);
return w;
}
```

in this scheme you can only initialize the name field when the window instance is created. the advantage is that you avoid the over head of one char pointer.

--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2802. Motorola 68000 "STOP" instruction

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-19 08:58:53 UTC
From: comptec91006@camins.camosun.bc.ca
Message-ID: <1992Jul19.005853.1@camins.camosun.bc.ca>
Source record: 43501

Does anybody know what the argument given to the "STOP" instruction in
Motorola 68000 assembly is for? Any information would be appreciated.
E-mailed responses prefered.


```
-------------------------------------------------------------------------------
__ __ __ ___ ___ __
/\ /\ o |/ |_ |__/ | | | | |_ |\ | VE7GRI
/ \/ \ I |\ |__ |__\ |__| | | |__ | \| CompTec91006@Camins.Camosun.BC.CA
-------------------------------------------------------------------------------
```

2803. Re: Motorola 68000 "STOP" instruction

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-19 14:43:26 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <62400@cup.portal.com>
Source record: 43502

In Article: <1992Jul19.005853.1@camins.camosun.bc.ca>
comptec91006@camins.camosun.bc.ca (Michael Botten) asks...
>Does anybody know what the argument given to the "STOP" instruction in
>Motorola 68000 assembly is for? Any information would be appreciated.
Well, if you had bothered to look it up, you would find that the argument
is loaded into the status register (the same as a MOVE data,SR instruction).

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
California could REALLY use 40 days and 40 nights of rain right now!

2804. Re: Motorola 68000 "STOP" instruction

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-19 16:16:04 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Jul19.161604.15797@tdb.uu.se>
Source record: 43503

R_Tim_Coslet@cup.portal.com writes:
: In Article: <1992Jul19.005853.1@camins.camosun.bc.ca>
: comptec91006@camins.camosun.bc.ca (Michael Botten) asks...
: >Does anybody know what the argument given to the "STOP" instruction in
: >Motorola 68000 assembly is for? Any information would be appreciated.
: Well, if you had bothered to look it up, you would find that the argument
: is loaded into the status register (the same as a MOVE data,SR instruction).

And if you had bothered to read his letter you would have found out
that he wanted E-mail answers. ;-)

Also, the STOP instruction is QUITE a lot different from a normal
MOVE to SR (for example: apart from the halting of the processor
that STOP does, the STOP only takes immediate data while MOVE to
SR takes any effective address). Maybe the guy who asked the
question didn't have any book describing the STOP instruction. If
I would have been in his place (and not knowing all Moto-syntax
by hand :-) I too would have asked this newsgroup. Please, don't
take this as a flame!

BTW, I emailed him a _quite_ complete explanation a couple of hours
ago. :)

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

2805. Where to find schematics for the ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-19 18:26:37 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Jul19.182637.25238@ucsu.Colorado.EDU>
Source record: 43505

I want to do some serious hardware hacking on my ST, such as accelerating
my 68000, however, it would be very usefull to have schematics first.
Does anyone know how to obtain these nad how much they cost? How about
any good books on the subject?
Thanks,
Jonathan
krakover@spot.colorado.edu

2806. GFA Basic help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-20 03:21:12 UTC
From: cinnanum@mentor.cc.purdue.edu
Message-ID: <54512@mentor.cc.purdue.edu>
Source record: 43507

I have been trying to get a simple program to compile and run but the program keeps returning an error 008 when it gets to the open statement. It runs fine under the interpreter and under the GFA Basic Run Only program. I am using versioni 3.5 of GFA on a 520 STFM w/1 meg and TOS 1.0. What is the difference between the run only program and a compiled program?

2807. Emacs 18.58 REALEASED!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-20 04:16:10 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Jul19.231610.1@vaxc.stevens-tech.edu>
Source record: 43506
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

The wait is over! I just posted emacs 18.58 to aatri.archive.umich.edu!

The file names are:

1. 1858b-d3.zoo - everything needed to install/build a working
EMACS. Includes docs in LaTeX and ASCII form.

2. 1858d-d3.zoo - Just the docs from the above archive. If you
are not sure about EMACS get this file and
read the docs please!

I spent several weeks writing and editing the doc file. It is now 16 pages
with a table of contents and contains a wealth of information. It covers
installation and usage along with a lot of general information.

I will post source code at some point, I need to work on cleaning it
up a bit and documentingh some of the changes that I have made to it.

cheers,

scott kolodzieski
scott@sparc1.stevens-tech.edu

^
|
+---- note this is not where I posted this from, but it is
my primary computer, so please direct questions/comments
to that address.

2808. Re: More Joystick programming help...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-20 07:16:10 UTC
From: rkim@CALSTATELA.EDU
Message-ID: <199207200716.AA24440@opus.calstatela.edu>
Source record: 43508

In article <1992Jul18.162202.8413@wam.umd.edu> Dave Baggett writes...
| >
| > The address that the joystick report is stored is 3592 (decimal)
| >or 0xE08 (hex).
|
| Is this guaranteed not to change? I doubt it, so I'd stay away from
| this solution to the problem.
|
| Dave Baggett
| dmb@wam.umd.edu

With the way Atari is running things, it may not matter for long :D :D!

But seriously, it's a simple demo, so it wouldn't be too much trouble
to test it on various systems and TOS versions. (I've tested it on
a 1040STf w/ 1meg && TOS 1.0).

No, it is not a "perfect" or "elegant" solution, but it should get him
started until he forks over the develp. funds or gets help from
others (or he discovers a solution to this).

Hopefully, someone more knowledgeable can post a more complete
solution to this (IMHO basic) problem of reading those ports.
That's what this newsgroup is all about, right?

Enough,
Rich K.

email> rkim@opus.calstatela.edu

2809. Re: MiNT ptys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-20 07:22:58 UTC
From: ki@cs.tu-berlin.de
Message-ID: <1992Jul20.072258.19480@cs.tu-berlin.de>
Source record: 43509

In article <mfg.711497130@gmd.de> mfg@gmd.de (Martin Gergeleit) writes:
>I am writing on a xterm-clone (DA) for GEM and MiNT (0.94) like BG.ACC but
>with additional features (GDOS-fonts, copy-and-paste, history,...) Now my
>problem: I am creating a pty per window, named "U:/PIPE/PTYx". Later I start
>a TTP with Pexec(100, ...) from the DA. All standard streams are forced to
>this pty opend as client. Everything works fine until I change my GEM main
>program (for example calling a GEM-Program for Gemini). From this moment on
>the DA begins reading nonsens from the pty (maybe EOFs) until I go back to
>the program from which I launched the TTP in the terminal window. Now all
>works again. Why ??? Is it a problem of process groups?
>
Hello Martin,

under MiNT the file handles are local to a process. From the point of view
of MiNT a DA is not an extra process, because the DA multitasking is done
by the AES. If you launch a new GEM program, a new process is started an
the DA cant access its former opened files. This happens the same way,
when you open a file under a GEM program and leave it (the file is closed
by MiNT). This is no MiNT bug, instead it is a feature that each process
can open 32 files...

A second problem occurs with the memory, the DA allocats while another GEM
pogram is running. If the process terminates, the memory is freed. This
also happens to memory that you malloced indirectly, like loading GDOS-
fonts or opening a new VDI workstation...

And the last big problem that you will meet (when continuing in the DA/xterm-
quest...) is that a process that was started under the desktop in your xterm
clone is in the sleeping state after you start a new GEM process ;-)
The only way around these problems is starting a sub process in you DA. Now
the process is a paralell process to the GEM desktop and you have your
own file handles and memory ownership... You may look in the source of
the 'old' BGACC how to start a sub process.

Under MultiTOS the DAs are full processes and all the above problems don't
occur. It would be wise, if the DA could also be started as APP and if all
MultiTOS features (like scrolling in 'back' windows...) are supported.

Greetings, Karsten

PS: You see you are not the only one, who programmed such a xterm-clone...
But the more programs there are, the better is the chance to find a
really good one ;-)

2810. Re: Motorola 68000 "STOP" instruction

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-20 08:06:03 UTC
From: comptec91006@camins.camosun.bc.ca
Message-ID: <1992Jul20.000603.1@camins.camosun.bc.ca>
Source record: 43511

In article <62400@cup.portal.com>, R_Tim_Coslet@cup.portal.com writes:
> In Article: <1992Jul19.005853.1@camins.camosun.bc.ca>
> comptec91006@camins.camosun.bc.ca (Michael Botten) asks...
>>Does anybody know what the argument given to the "STOP" instruction in
>>Motorola 68000 assembly is for? Any information would be appreciated.
> Well, if you had bothered to look it up, you would find that the argument

If I HAD anywhere to look it up I wouldn't have posted this would I?

> is loaded into the status register (the same as a MOVE data,SR instruction).

Anyway, thanks for the info...
/\/\ike

2811. Re: Midi from the serial port?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-20 11:20:46 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Jul20.112046.29279@echo.philips.nl>
Source record: 43513

shiv@bnr.ca (Shiv Naimpally) writes:

>C-lab offers EXPORT for Creator/Notator which gives 3 MIDI ports from the Atari
>serial port ! Its quite expensive considering its just a little hunk of plastic.

You forget one major feature of EXPORT:
It allows you to send information to one MIDI port only, so giving you
3 * 16 = 48 MIDI channels! So this thing needs some more intelligence,
and this may be the reason of its price.

John
--
John Janssen Email: johnj@echo.tds.philips.nl
The Netherlands or: John.Janssen@atehv.bso.nl
Work: +31 40 756425
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, Astrology, C

2812. Re: Identify CPU or clock-rate from within software (HELP NEEDED)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-20 11:50:41 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul20.135041@disuns2.epfl.ch>
Source record: 43514

In article <1992Jul16.164001.23627@jato.jpl.nasa.gov>, wjr@pacific.uucp (Joe Rhea) writes:
: Thanks for the info. Now, most importantly, how do I read this cookie ? ANd
: will the location of _CPU be the same for all tha Atari computers; 1040 through
: TT030 ?

No: the location for _CPU won't be the same (nor will be the cookie jar):
only the address of the system vector pointing to the cookie jar will
be the same: you have to read it to find the cookie jar location and
then read each cookie until you find the one you're looking for
(or until the end)

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2813. Re: Summary: memory upgrade for ST2 w/o extra cards

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-20 11:55:37 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul20.135537@disuns2.epfl.ch>
Source record: 43515

In article <H.o7vhhwGX41E@wpcst1.phys-chemie.uni-wuerzburg.dbp.de>,
kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:
: Mickey R. Boyd <boyd@nu.cs.fsu.edu> wrote:
:
: > <...> Some Mega2's have the traces and sockets for more memory
: > (none of them use SIMMS, by the way). Some have the traces, but no
: > sockets. The newer ones not only have no traces or sockets, but
: > they have an MMU that only allows for 2mb. You can upgrade any Mega2
: > with a third-party board, but you may need a new MMU also (they are
: > not all that expensive).

Are you SURE there are some that can't get more than 2M ??????

I'm MOST surprised: I know there were some MMUs that can't deal with
2 different size banks (that's 2.5M) but ones that only use 1
bank..?

In this case how do third party boards enable you to get to 4M ?
(as I don't know any that sells MMUs with their extension (not
mentioning the special cases that enable you to go up to 15M))

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2814. Re: MiNT ptys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-20 13:02:42 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul20.150242@disuns2.epfl.ch>
Source record: 43517

In article <1992Jul20.072258.19480@cs.tu-berlin.de>, ki@cs.tu-berlin.de (Karsten Isakovic) writes:
: Greetings, Karsten
:
: PS: You see you are not the only one, who programmed such a xterm-clone...
: But the more programs there are, the better is the chance to find a
: really good one ;-)

How funny: ten minutes ago, I downloaded MiNT sources (just to get
BGACC sources) cause yesterday I thought that adding a few features would
be nice !

Maybe I even don't need to hack around with it: where is your Xterm-like
to get ?
Or do you want me to write my own to see if it is better ?

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2815. Re: Motorola 68000 "STOP" instruction

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-20 13:07:16 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul20.150716@disuns2.epfl.ch>
Source record: 43518

In article <1992Jul19.161604.15797@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:
: And if you had bothered to read his letter you would have found out
: that he wanted E-mail answers. ;-)
:

Why E-mail ?
Other readers could be interested. And anyway, if you think a newsgroup
is worth asking your question it is also worth reading !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2816. Re: GFA Basic help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-20 13:12:52 UTC
From: rrk@vixen.uucp
Message-ID: <1992Jul20.131252.10799@porthos.cc.bellcore.com>
Source record: 43516

In article <54512@mentor.cc.purdue.edu>, cinnanum@mentor.cc.purdue.edu (Philip Crain) writes:
> I have been trying to get a simple program to compile and run but the program keeps returning an error 008 when it gets to the open statement. It runs fine under the interpreter and under the GFA Basic Run Only program. I am using versioni 3.5 of>
> GFA on a 520 STFM w/1 meg and TOS 1.0. What is the difference between the run only program and a compiled program?

I had this problem. Your copy of the compiler is corrupted.
When I told GFA they recognized the problem immediately and
I had a new diskette within a week. Call them.

Randy Kutz rrk@vixen.bellcore.com
Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

2817. Unixmode

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-20 13:18:54 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul20.151854@disuns2.epfl.ch>
Source record: 43520

I just installed Emacs 18.58: this time, I used Unixmode: that's
much better indeed !
But a little problem arose: I usually use less1.7 to view files.
when I want to view a file named ReadMe (for example), I have to
write 'less ReadMe'; 'less readme' doesn't work (although it is
under this name that gemdos stores the file)

How come ?
Is it normal ?
In this case I'm quite unhappy cause it is not so easy to remember
the exact name (as ls shows normal gemdos names).
Couldn't Unixmode be introduced as another filesystem: this way
translation would always occur: for ls and all other apps)
I know I can mount a Minix partition but: my hard drive has a
few errors: 1600 bad sectors in the first 26M and 0 good sector
in the 20M left ! And I don't know if Minix partition can work
with such a mess (Spectre can't).

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2818. Re: RS232 (synchronisation and interrupt)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-20 14:29:38 UTC
From: eker@loria.crin.fr
Message-ID: <372@muller.loria.fr>
Source record: 43519

In article <124@bull.bull.fr>, jpaul@gwx400A.bull.fr writes:

```
|>
|> To desable interruptions I have tryed :
|>
|> - supervisor mode (on)
|> - write 0 in &H452 (desable VBL int)
|> - set bit 10 of sr (status register) to desable system int (I hope)
|> - use XBIOS(26,6) to desable MFP interruption nb 6 (keybord midi
|> joystick)
|>
|> - use XBIOS(27,6) to validate MFP interruption nb 6 (keybord midi
|> joystick)
|> - clr bit 10 of sr (status register)
|> - write 1 in &H452 (validate VBL int)
|> - supervisor mode (off)
|>
|> Playing with XBIOS(26,6) is OK if I don't move the mouse but I loose
|> the control if I move it. (The job was to allow moving of the mouse
|> since the system is sending...)
|>
```

Your problem is caused by the fact that the keyboard ACIA chip uses
levels to trigger interupts while the MFP chip is edge trigered.

What happens is that when the ACIA wishes to interupt the 68000 it pulls
its interupt line low. The MFP chip sees this negative going edge and
interupts the 68000. In the normal couse of events the interupt routine
will reset the ACIA and the MFP and everything will be okay.

However if you disable the keyboard interupt at the MFP and a keyboard interupt
arrives the ACIA will not be reset - Its IRQ line will be stuck at zero - no
more negative going edges will be generated and no more keyboard interupts
will be generated even when you re-enable the keyboard interupt. Thus the ST
appears to lock up.

One thing you might try is to _mask_ rather than disable the keyboard interupt
so if a keyboard interupt arrives the interupt routine will still be called
to tidy things up _after_ you unmask the interupt.

If you really worried about accurate timing you should do the same thing
with the system clock (as well as disable the VBI of course!); ie from supervisor mode

```
IMRB equ $FFFFFA15 ; interupt mask register B

and.b #$9F,IMRB ; to mask ikbd & timerC interupts
```

```
ori.b #$60,IMRB ; to unmask ikbd & timerC interupts
```

An alternative would be to disable the keyboard interupt directly at the ACIA.

Steven

2819. Mouse not working on 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-20 15:28:44 UTC
From: rempel@skorpio.usask.ca
Message-ID: <1992Jul20.152844.20860@access.usask.ca>
Source record: 43521

I've got a problem with the mouse operations on my 520ST. When I boot up, the mouse cursor starts off in the center of the screen. Then, as I use my mouse to move around, I can go up or down okay, but if I move the mouse left or right, the mouse cursor just moves to the left. After about 5 seconds of continuous mouse moving, the mouse cursor is at the left edge of the screen and the only way to bring it back is to use the Alt-arrow keys. Does anybody know where the problem might reside, and how it might be fixed?

I took the mouse apart once, and in the process, I might have been a little rough taking off the 8-pin inline connector from the circuit board inside the mouse. It could be that some of these wires are damaged. Might that be responsible for this problem?

If the problem lies with the mouse (and I hope it does, 'cause I think that's easier to fix), then I guess I'll have to replace it. But ST mice are hard to come by in Saskatoon. I heard that Amiga mice can be hooked up to STs with a few modifications. Does anybody know where I could find out how to do this?

Thanks.

--
Allan Rempel
rempel@cs.usask.ca

2820. Need help setting floppy step rates

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-20 18:09:21 UTC
From: dtarico@violet.ccit.arizona.edu
Message-ID: <1992Jul20.110921.1@violet.ccit.arizona.edu>
Source record: 43522

Does anybody have or know of a program which will adjust the step rates of the floppy drives? I just connected a HD floppy by changing the drive controller clock to 16 mHz, so I need to decrease the step rate. Any info on software to do this would be appreciated. Thanks!

--

Doug Tarico
dtarico@ccit.arizona.edu This is not a witty saying.
doug@catalina.sie.arizona.edu
(602)795-7633

2821. Re: MiNT ptys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-20 19:23:07 UTC
From: mfg@gmd.de
Message-ID: <mfg.711660187@gmd.de>
Source record: 43523

In <1992Jul20.072258.19480@cs.tu-berlin.de> ki@cs.tu-berlin.de (Karsten Isakovic) writes:
>under MiNT the file handles are local to a process. From the point of view
>of MiNT a DA is not an extra process, because the DA multitasking is done
>by the AES. If you launch a new GEM program, a new process is started an
>the DA cant access its former opened files. This happens the same way,
>when you open a file under a GEM program and leave it (the file is closed
>by MiNT). This is no MiNT bug, instead it is a feature that each process
>can open 32 files...

Thank you for this hint!

You are right with the analysis of my problem. But I think there is another
solution to it. With MiNTs call Fcntl(..., F_SETFD) you can force a file
handle to be inherited to Pexeced childs. If the pty now is created at DAs boot-
time, it will be inherited to all GEM programs (and their DAs).

BY THE WAY: THE DESCRIPTION OF THE F_SETFD OPTION OF FCNTL IS BUGGY. The flag
has to be 0 to make childs inherit the file handle, not 1 as described in the
0.94 man pages.

>A second problem occurs with the memory, the DA allocats while another GEM
>pogram is running. If the process terminates, the memory is freed. This
>also happens to memory that you malloced indirectly, like loading GDOS-
>fonts or opening a new VDI workstation...

>And the last big problem that you will meet (when continuing in the DA/xterm-
>quest...) is that a process that was started under the desktop in your xterm
>clone is in the sleeping state after you start a new GEM process ;-)
>The only way around these problems is starting a sub process in you DA. Now
>the process is a paralell process to the GEM desktop and you have your
>own file handles and memory ownership... You may look in the source of
>the 'old' BGACC how to start a sub process.

These two problems should be handled by starting the TTP with the mode 100 of
MiNTs Pexec, I think. (correct me if I'm wrong).

>Under MultiTOS the DAs are full processes and all the above problems don't
>occur. It would be wise, if the DA could also be started as APP and if all
>MultiTOS features (like scrolling in 'back' windows...) are supported.

I will try to write clean code, that all I can promise. I have not see any
offical MultiTOS Doc (besides rumours in the "ST-Computer" magazine).
Unfortunatly, I am not a "real" developer. (You will recognize them by their
1040-like boxes with the words "Falcon" on top.)

>PS: You see you are not the only one, who programmed such a xterm-clone...
> But the more programs there are, the better is the chance to find a

> really good one ;-)

Survival of the fittest !!

Greetings,
Martin <mfg@gmdzi.gmd.de>

2822. Re: Gem program control of mouse and cursor--HOW?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-20 20:30:51 UTC
From: gfarrell@fraser.sfu.ca
Message-ID: <1992Jul20.203051.8857@sfu.ca>
Source record: 43524

In article <a6647fb2@Kralizec.fido.zeta.org.au>
simon.lindsay@p4.f842.n680.z3.fido.zeta.org.au (Simon Lindsay) writes:
>Original to: timg@ccwf.cc.utexas.edu
>Hello timg@ccwf.cc.utexas.edu
>
>09 Jul 92, timg@ccwf.cc.utexas.edu writes to All:
>
> tcue> Specifically, here is what I want to do.
>
> tcue> 1) When a dialog appears on the screen, I want to move the mouse
> tcue> to an appropriate button, and then return the mouse after the
> tcue> dialog exits.
>
>Arrrggh.. don't do it.. It is _Most_ disconcerting when the program you are
>using starts moving the mouse around without you. Most people will feel much
>more comfortable & even prefer to move the mouse themselves.. (Plus it's
>good practise for new users!)
>
> tcue> Tim Gallivan
> tcue> timg@landau.ph.utexas.edu
>
>Simon
>
>--- GoldED 2.40
> * Origin: Simon's Point (3:680/842.4)

Since there seems to be alot of objection to this idea, might I suggest a different approach to the problem. Instead of bringing the mouse to the dialogue, why not bring the dialogue to the mouse? That way, there wouldn't be any of this confusing mouse jumping.

I like the idea of trying to bring the dialogue and the mouse closer together. Speaking from experience, I find it _really_ annoying having to drag the mouse all the way across the screen (here at work, a 1280 x 1024 screen) to click on a button. I do find the `jumping mouse' to be a little disorienting (I start moving the mouse, anyway), so perhaps doing it the other way around would be a little less confusing :-).

Just my two bits.

(BTW, I'm using some software at work that has the REALLY annoying habit of placing dialogues which are triggered by the menu at the top-left of the screen at the bottom right of the screen! Drag, drag, drag. ARGHHH!)

--
Gordon Farrell |e-mail:gfarrell@sfu.ca |"Shee, you guys are so unhip

Computing Science Major | gfarrell@cs.sfu.ca | it's a wonder your bums
Simon Fraser University | gordonf@sfu.ca | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

2823. Sound Chip: What are the volume levels?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-20 23:41:29 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9466@uqcspe.cs.uq.oz.au>
Source record: 43525

According to the Abacus Internals book, the volume levels on the Yamaha sound chip in the ST uses "logarithmically raised" volume levels.

I'd like to know exactly what the volume levels are, in order to calculate a better "magic table" for my sampled sound player. I've looked at the tables used in some programs, and they don't seem too accurate according to some of the calculations I've done - but I don't know how they came up with them.

If someone can find out what the "logarithmically raised volume levels" are, I can post the be-all-and-end-all set of "magic tables", so we can all benefit.

I tried a guess of sqrt(2)^V, and it seems pretty good - maybe even better than the tables I was using before.

With the program I've written, I can produce "magic tables" of varying characteristics - eg. one to play softer-recorded sounds at increased volume without first doing an information-losing scale-up. The Sun Sparc "ulaw" format could be trivially supported by this program too - it should give quite EXCELLENT reproduction of those sampled sounds - probably even better than is possible with the STe/TT DMA sound hardware.

All I need is the coefficient of the "logarithmically raised" volume levels.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

2824. GNU C object file format (.o)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-21 00:38:17 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul21.003817.25951@convex.com>
Source record: 43526

after grepping around my GNU C included directory, i could not find a
file describing the object file format (ie .o files). the st-out.h file
describes executables and their header. the .o magic number is 0x0107L.
there also appears to be at least 2 levels of indirection in the data
segment with initilized (global) data. i checked MiNT libs PL 19 and
std GNU C PL 71 and 73. ar.h does (of course) not help either. this
info is not normally found in many system's a.out.h file (eg convex
uses a format called SOFF which is documented in <convex/filehdr.h>
and <convex/scnhdr.h>).

i od'ed a few .o files and sort of figured out what they look like but
i was wondering if this is more formally documented. i suppose looking
at the src to ld would help and i will do that eventually. i also have
the GCC manual (at rev 1.31, the 200+ page thing). while it details RTL
i did not spot anyting on the .o format, leading me to believe it is not
too portable (obviously text segments will differ). i don't really want
to have to poke around gas src if i don't have to. and i don't believe
i have the gas src handy anyway, not, at least for the ST.

also is the .o format itself common to GNU C on other (non-atari) platforms?
is it called GOFF by any chance? 1/2 :-)

finally, is the .o format for gcc 2.x identical to that for 1.4 (gas 1.38)?
i would also suggest adding such header files as necessary to describe
this format if possible. normally this is not necessary for most applications
but i am toying with the idea of using .o files as a convenient way of
storing /usr/lib/term/tab* files for nroff (like some unix systems do).
the alternative is text (somewhat slower on startup but easier to maintain).

thanx...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2825. ICD and partition types : HELP please

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-21 01:32:26 UTC
From: dtarico@violet.ccit.arizona.edu
Message-ID: <1992Jul20.183226.1@violet.ccit.arizona.edu>
Source record: 43527
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In the ICD hard disk formatter, it asks for partition types. The manual hints that type other than GEM and BGM are possible, but it says nothing about what the other options are. Does anybody know what types of partitions are allowable? I want to set up partitions (large ones) for DOS and Spectre. What types of partitions should I specify for these? Any info would be appreciated. Thanks.

P.S. large = >32 meg, i.e. GEM doesn't cut it. Spectre seems to work fine on a BGM partition, but DOS doesn't seem to like it. Is BGM acceptable for either of these operating systems, or will it cause problems?

--

Doug Tarico
dtarico@ccit.arizona.edu This is not a witty saying.
doug@catalina.sie.arizona.edu
(602)795-7633

2826. Re: Developing Tools you use...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-21 05:20:48 UTC
From: comeau@csanta.attmail.com
Message-ID: <Brq46o.8C@well.sf.ca.us>
Source record: 43528

In article <a6101bab@Kralizec.fido.zeta.org.au>
simon.lindsay@p4.f842.n680.z3.fido.zeta.org.au (Simon Lindsay) writes:
> cac> Just a quick note that Comeau C++ 3.0 With Templates should be
> cac> available RSN.
>
>Greg.. can you give some more information on this.. I think you have before,
>but I have lost it..

Just to say that we originally planned the release on August 1.
So we're close. I won't commit to an exact date further than that! ;-)
It will be another port of our famous Comeau C++ 3.0 With Templates
so *do* expect a highly up-to-date and robust compiler.

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Producers of Comeau C++ 3.0 With Templates
Here:attmail.com!csanta!comeau / BIX:comeau / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a

2827. Re: Joystick programming help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-21 09:06:23 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Jul21.090623.2263@cs.hw.ac.uk>
Source record: 43529

In article <199207170837.AA21009@opus.calstatela.edu> rkim@CALSTATELA.EDU ("Richard H.S. Kim") writes:
>Extracted from the March issue of the High Sierra Atari User Group JOURNAL.
>...
> The address that the joystick report is stored is 3592 (decimal)
>or 0xE08 (hex).
>

NO!!!!!!

Do not do this! PLEASE! That is not a documented TOS variable. The only true way to read the joysticks is to intercept the IKBD vector specifically for them. Kbdvbase (XBIOS #34) returns a pointer to a table of addresses for each handler. Vector number 6 (counting from 0) is called by the IKBD handler whenever there is a joystick event. The handler is called with A0 and the longword on the stack pointing to the joystick packet in the form:-

HEADER($FE,$FF),JOY1,JOY2

While I'm at it, vector #4 is the mouse handler and a relative mouse packet looks like this:-

HEADER($F8-$FB - button status in bit 0 an 1), DX, DY

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" - "I'm afraid it was" !
+---+

2828. Re: MiNT ptys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-21 10:51:40 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <9130022@hpbbrd.bbn.hp.com>
Source record: 43461

```
Here's a piece of code I use to run something on a different terminal
(mainly stolen from Stephen R. Usher's init(8) package):
---8<-----------------------------------------------------------------8<---
if (pid == 0) {
/* This is a child process. */

setpgrp(getpid(), getpid());

if ((ttyfd = open(ttyname, O_RDWR)) < 0) {
perror(ttyname);
exit(1);

} else if (! isatty(ttyfd)) {
close(ttyfd);
fprintf(stderr, "%s: %s is not a tty\n", progname, ttyname);
exit(1);
}

dup2(ttyfd, -1); /* set controlling terminal */
dup2(ttyfd, 0); /* reconnect standard input, output & error */
dup2(ttyfd, 1);
dup2(ttyfd, 2);

close(ttyfd);

spawnvp(P_OVERLAY, execname, execargs);

perror(execname); /* couldn't run program */
exit(1);
}
---8<-----------------------------------------------------------------8<---

Jens
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-4308 TELNET : 778-4308
Fax : (0|+49)7031-14-2049
-------------------------------------------------------------------------------
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.
```

2829. Recent KA9Q for Atari ST wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-21 12:09:16 UTC
From: tony@microware.co.uk
Message-ID: <1079@mwuk.UUCP>
Source record: 43530
Cross-posted to: rec.radio.amateur.packet,comp.sys.atari.st.tech

Hi Folks,

I am looking for a recent version of KA9Q for the ST. I found one for
FTP on plains.nodak.edu, but it is dated somewhere in 1988.

I'm really looking for a NOS version rather than a NET version.

Any pointers gratefully received. Email preferred if possible.

Thanks in advance.

Tony.

--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

2830. MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-21 12:35:21 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1068@usdtsg.DaytonOH.NCR.COM>
Source record: 43534

I have a question about MiNT. I downloaded Mint 0.93, and put MINT.PRG in my Auto folder. Unfortunately, then neither my UIS III or Warp 9 loads in (or are disabled, as they are loaded prior to Mint). Am I doing something wrong (AUTO order off maybe?). I can run UIS from the desktop to fix that part, but not Warp 9...

Robert Anisko
Usenet: anisko@usdtsg.daytonoh.ncr.com
Fnet: Robert Anisko, Node 410 (MVACE)
GEnie: R.ANISKO

2831. DTP troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-21 13:00:26 UTC
From: carl@syscon.rn.com
Message-ID: <1992Jul21.130026.7418@syscon.rn.com>
Source record: 43537

I could sure use help with two problems. My wife is using Timeworks DTP to do a little project. It won't print right on the NX2420. The GDOS printer driver is the Epson LQ, which should work. But it seems that lines of graphics data that are 512 bytes long don't get printed. You get space instead. But the data can be seen using the hex dump debug mode on the Star. Has anyone seen this? Is there a fix?

Part two is that I loaded up Timeworks on my Mega to try to print her project on my SLM804. Out of 5 tries, one printed the page. The rest packed the page into a 1/8 or 3/16 inch line at the top of the page. What did I do wrong? (I haven't read TFM - no time.)

Carl

2832. Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-21 16:55:10 UTC
From: raycole@matt.ksu.ksu.edu
Message-ID: <14hfheINN86f@matt.ksu.ksu.edu>
Source record: 43531

Yes, its another request for help with a memory upgrade. I have a 1040 STfm and am discovering that 1 Meg of memory just isn't enough. What I'm wondering is what upgrades are available that use simms and where could I get them, or how hard would it be to upgrade with out a over the counter kit. Any help would be greatly appreciated, especially since the last time I talked to the local Atari dealer he said that he'd performed a lot of upgrades but never had a call to do upgrades with simms. But then he's never tried to keep up with the real world. Thanks in advance.

Ray

--
Ray Cole | raycole@matt.ksu.ksu.edu
Computer Consultant | This space for rent or hire
Manhattan KS USA | Make an offer

2833. Want a .tech FAQ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-21 19:59:46 UTC
From: sourada@iastate.edu
Message-ID: <sourada.711748786@vincent1.iastate.edu>
Source record: 43532

Is there sufficient demand and material to create a .tech FAQ? Please send me your thoughts on whether to create one, and what should be included. A post on c.s.a.s suggested a MiNT FAQ, that could be one part of this FAQ. I would suppose that a general guideline for this FAQ is that the material should be related only to programming or building hardware for the ST's.

Well, email me your thoughts...

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

2834. Bombs on power down

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-21 23:08:53 UTC
From: sourada@iastate.edu
Message-ID: <sourada.711760133@vincent1.iastate.edu>
Source record: 43533

Does anyone else get bombs between the time that the switch is turned off and when the computer is completely powered down? I notice on my STe that I get a brief glimpse of a few bombs almost every time I turn it off... It's certainly nothing to worry much about, but it does somewhat annoy me that there is some (presumably) unpredicted behavior going on in those last few microseconds.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

2835. Re: Emacs 18.58 REALEASED!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 00:10:31 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <9VJaoB1w164w@sys6626.bison.mb.ca>
Source record: 43536
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

skolodzieski@vaxc.stevens-tech.edu writes:

> EMACS. Includes docs in LaTeX and ASCII form.

Could somebody please tell me more about this "LaTeX?" It's been buggin
me for quite a while...

+--+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+--+

2836. Re: Gem program control of mouse and cursor--HOW?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 01:40:57 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <76336@ut-emx.uucp>
Source record: 43535

To all those who share the following sympathies:

> tcue> 1) When a dialog appears on the screen, I want to move the mouse
> tcue> to an appropriate button, and then return the mouse after the
> tcue> dialog exits.
>
>Arrrggh.. don't do it.. It is _Most_ disconcerting when the program you are

[remainder deleted]

Don't worry. I am not going to FORCE anyone to use a program with a rebellious mouse, although you tempt me :-). If I could get GEM to cooperate, I would include this as an option you can ENABLE (rather than disable). This is rather mute, however, since the only suggestion I have received for moving the mouse is to use appl_tplay(), which I can't get to work at all. You need not loose any more sleep on this issue.

-Tim Gallivan
timg@landau.ph.utexas.edu

2837. Re: Want a .tech FAQ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 07:32:01 UTC
From: boris@sys6626.bison.mb.ca
Message-ID: <3B5aoB1w164w@sys6626.bison.mb.ca>
Source record: 43540

sourada@iastate.edu (Steven D Ourada) writes:
> Is there sufficient demand and material to create a .tech FAQ? Please
> send me your thoughts on whether to create one, and what should be
> included. A post on c.s.a.s suggested a MiNT FAQ, that could be one part
> of this FAQ. I would suppose that a general guideline for this FAQ is
> that the material should be related only to programming or building
> hardware for the ST's.
> Well, email me your thoughts...
> Later,
> Steven Ourada

I for one would love such a thing. upgrades always get asked about, as
do periphrial equipment. Basic tech specs and how to info wanted. formats
of pix and file structures. If people want to send me their ideas and
ways of modifying the hardware, I'm willing to put together a
modifications FAQ. Anyone else out there willing to take a subject and
do a FAQ on it?

boris
Boris@sys6626.bison.mb.ca

;--- (boris) a user of sys6626, running waffle 1.64
;E-mail: boris@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

2838. Re: DTP troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 08:46:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul22.084600.29832@peponi.wcc.govt.nz>
Source record: 43538

In article <1992Jul21.130026.7418@syscon.rn.com>, carl@syscon.rn.com (Carl Kreider) writes:
>I could sure use help with two problems. My wife is using Timeworks DTP
>to do a little project. It won't print right on the NX2420. The GDOS
>printer driver is the Epson LQ, which should work. But it seems that
>lines of graphics data that are 512 bytes long don't get printed. You
>get space instead. But the data can be seen using the hex dump debug
>mode on the Star. Has anyone seen this? Is there a fix?
>
>Part two is that I loaded up Timeworks on my Mega to try to print her
>project on my SLM804. Out of 5 tries, one printed the page. The rest
>packed the page into a 1/8 or 3/16 inch line at the top of the page.
>What did I do wrong? (I haven't read TFM - no time.)
>
>Carl

Have you updated to the version 2.0 of TW. DTP, it does pay to..

Also and there could be a new driver in the new FONTGDOS that is posted on GEnie, but is Copyrighted there..

Roger..... sheppard_r@kosmos.wcc.govt.nz

2839. Beginnings of a FAQ

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 08:50:58 UTC
From: mintha@geog.ubc.ca
Message-ID: <1992Jul22.085058.18954@unixg.ubc.ca>
Source record: 43539

I had some spare time so I began to work on a FAQ for comp.sys.atari.st.tech
This is what I have come up with so far. I was unsure as to how far to
extend the scope of this, but sections can be added/deleted as appropriate.
All comments and contributions are most welcome, and since this is a first
draft, I take absolutely no responsibility for the inevidable errors in this.
(not that I would anyway!)

My email address is: mintha@geog.ubc.ca if you have problems with this then
you can try mailing to dorothy@presto.ig.com with some sort of note at the
start mentioning that this is for me (Jim Mintha)

(csas-FAQ refers to the comp.sys.atari.st FAQ)

Table of Contents:

0. Read the comp.sys.atari.st FAQ first
1. Programming

1) Language Alternatives
1) C Language
2) GFA Basic

2) Gnu Development System
1) Overview & requirements
2) What files are needed
3) Installation
4) Common Problems

3) Operating System Specifics
1) Where to get more info
2) UNIXMODE - what is it

2. MiNT
1) Overview
1) What is MiNT
2) What isn't MiNT (& what is MultiTOS)
3) What do you need to run MiNT

2) Installation
1) What Files are needed
2) Addition Files
3) Setting up configuration files
4) MGR

3) Using MiNT
4) Programming with MiNT
5) Other Problems

3. Hardware Mods
1) Memory Upgrades
2) Overscan
3) Accelerators

And this is what I have so far in the way of answers/contents

1. Programming.

1.1.0) Language Alternatives

(From csas-FAQ) Languages available for the Atari ST:

68000 assembly, abc, APL, awk, Basic, C, C++, Elan, Fortran,
Forth, Icon, Lisp, Modula2, OPS5, perl, Prolog, Scheme,
Smalltalk, Xlisp, Xprolog, Xscheme

1.1.1) C Language

'C' is probably the most widely used language available on the
atari ST (For good or bad - no flames please) There are a number of C
packages available, this is a non-exhaustive list of them, with
their relative (de)merits. (+, and -'s)

Pure C (formerly Turbo C)

+ Full integrated environment
+ Fast and produces Good Code
+ Ansi compatible
+ Has integrated source debugger

- Documentation is still in German

Laser C

(Haven't tried it)

Gnu C (et. al.)

+ Available for free
+ Produces good code
+ Source Debugger
+ Ansi compatible
+ Source Code available

- Requires at least 2.5 meg and a bunch hard drive space
- Not that fast

Sozobon C

+ Available for free
+ Source code available
+ Small (no hard drive needed/ 1Mb machine okay)

- Not ansi compatible
- Not that fast

Heat & Serve C

(someone explain what the difference here is?)

1.1.2) GFA Basic

(haven't used it)

1.2.1) Gnu Development System

The GNU package (GNU stands for Gnu's Not Unix) is a suite of program that provide a complete development system. It is available for quite a number of computers. (for more info on the GNU project check out the newsgroup gnu.misc.discuss, or FTP information files on prep.ai.mit.edu (pub/gnu/...)) The majority of the program have been port to the ST thanks to the efforts of a number of people (insert names of people who have done this - Bammi, etc.) (see csas-FAQ :GNU:)

System Requirements:

The Gnu C compiler requires at least 2.5 meg to compile anything more than a Hello, World! program. The bigger the program the more memory (especially with optimization)

1.2.2) What Files are Needed

There are quite a number of files needed to get GNU up and running these are the files I needed from atari.archive:

Directories are at atari.archive in atari/gnustuff/tos (=~)

gcc21b02.zoo (~gcc/) Binaries for C compiler
gccdoc.zoo (~gcc/) Documentation for GCC
libolb80.zoo (~gnulib/) Gnu Library files (binaries)
gmlibo23.zoo (~gemlib/) Gem library files (binaries)
includ80.zoo (~include/) Include files
pmlolb18.zoo (~pmathlib/) Math library files (binaries)
utlbin27.zoo (~util/) Binaries of other program (gnu-ld gnu-as etc.)
gplibo07.zoo (~g++/) G++ libraries (binaries) (for C++)
gpincl07.zoo (~g++/) G++ include files (for C++)
crt.zoo (atari/new)* startup files crt0.o and gcrt0.o (in new directory until they are moved to the correct spot.)

Notes:

The above is for version 2.1 of the compiler. There are also binaries for version 1.4, which also works well, and is a bit smaller.

Source files for all of the above can be found in the same directories as the binaries.

The compiler (gcc) will compile both C, and C++ code (ver. 2.1 - 1.4 has separate programs gcc and g++)

1.2.3) Installation

How you install the files on your hard drive is somewhat dependent on how you organize the layout of your hard drive, whether you are using UNIXMODE (see section 1.3.2) and the phase of the moon.

The is the basic tree on my drive D:

```
d:\gnu\
bin\
lib\
include\
```

Throw all the executables in bin, the library files in lib, and the include files in include/gcc or include/g++

You will also need to set some environment variables. How you do this will depend on what shell you are using.

```
GNUINC is a comma separated list of directories where you put the
include files for the library.
GXXINC is a comma separated list of directories where you pu the
include files for the g++ library
GCCEXEC is the directory where the binary executables gcc-cc1.ttp
gcc-cpp.ttp, gcc-ld.ttp, etc. are located (must add the gcc- at
the end as gcc will look for $GCCEXEC + cc1.ttp etc.
TEMP is a directory where the compiler can write temporary files
(a ramdisk is good here)

setenv GNUINC 'd:\gnu\include\gcc'
setenv GNULIB 'd:\gnu\lib'
setenv GCCEXEC 'd:\gnu\bin\gcc-'
setenv GXXINC 'd:\gnu\include\g++'
setenv TEMP 'd:\tmp'
```

After all this you should be able to type

gcc -o hello hello.c (provided hello.c exists :)

Notes:

If you are using gulam you should add
set env_style mw
to your gulam.g files

If you are using MiNT then you can use /dev/d instead of d:

You need to add the path to gcc.ttp to you path variable

If things don't work, try gcc -v which will tell you exactly what it is doing

For C++ you need to add -lg++ for example:
gcc -o hello hello.cc -lg++

1.2.4) Common Problems

Prob: Upon linking you get errors with references to a symbol _splitmem_
and other errors.
Answer: Get the current version of crt0.o and gcrt0.o (If you can't
find them, you can get the source to the gnu libraries, and compile
crt0.c (gcc -c crt0.c) to get crt0.o)

1.3) Operating System Specifics

1.3.1) Where to find the information.

The best way to get a lot of information concerning the internals of
the operating system is to become a register developer. You will then
get a whole bunch of documentation.

Alternatively the following files are available; (somewhere)

"Hitchhikers guide to the Bios" - describes all the bios, and xbios
calls. As well as atari's VT52 emulation, and miscellaneous other
interesting stuff. Can be found...??

"Gemdos Guide" - describes the gemdos calls

???

1.3.2) UNIXMODE

UNIXMODE is a method of providing access to longer files names under
TOS. In a nutshell it maps longer names to TOS's 8.3 length. It
keeps the mappings in a file called .dir in the same directory as the
file. UNIXMODE is not a program in itself, but rather just an
environment variable. If a program supports UNIXMODE then it will
allow you to use the longer file names, other programs will just use
the shorter TOS ones.

Further documentation on the use of UNIXMODE can by found in
UNIXMODE.doc which is located somewhere on atari.archive

2. MiNT

2.1.1) What is MiNT?

From the mint documentation:

...

mint section still being worked on

3. Hardware Modifications

I haven't done many hardware mods on my atari, so any info for this
section would be appreciated. Commercial add-ons belong in csas-FAQ
rather than here. This more homebrew kind of stuff.

Contributors:

Still to be done.

Jim

--
Jim Mintha Home: (604) 467-2148
mintha@geog.ubc.ca Work: (604) 465-5074

2840. Problems with (MiNT-)BASH and GNU configure scripts

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 10:34:20 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <9130023@hpbbrd.bbn.hp.com>
Source record: 43462

Has anybody used BASH (the MiNT-aware version) to run one of the configuration scripts supplied for the recent versions of various GNU utilities (fileutils, grep, ...) ?
Whatever I try, BASH tells me that there are syntax errors in the script.
If I run the script via 'bash configure', I get one specific error; if I run it from BASH by '. configure' or 'source configure', I get a different one.
Needless to say, if I isolate part of the script and run BASH on it, it works just fine.

Has anybody seen this? Is it a bug in BASH? Am I doing something wrong?

Thanks in advance,

Jens.

(Going to try KSH now ...)
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-4308 TELNET : 778-4308
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2841. Re: Gem program control of mouse and cursor--HOW?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 11:43:10 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992Jul22.114310.14891@its.bt.co.uk>
Source record: 43441

In article <a6647fb2@Kralizec.fido.zeta.org.au>
simon.lindsay@p4.f842.n680.z3.fido.zeta.org.au (Simon Lindsay) writes:
>
>09 Jul 92, timg@ccwf.cc.utexas.edu writes to All:
>
> tcue> 1) When a dialog appears on the screen, I want to move the mouse
> tcue> to an appropriate button, and then return the mouse after the
> tcue> dialog exits.
>
>Arrrggh.. don't do it.. It is _Most_ disconcerting when the program you are
>using starts moving the mouse around without you. Most people will feel much

Speak for yourself. The practice is commonplace on X11 and, frankly, is
very useful when you become acustomed to it.

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7SUT
+44 21 308 8892

2842. bot

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 14:35:08 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Jul22.093508.1@vaxc.stevens-tech.edu>
Source record: 43442
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

Just updated "gemview.prg" version 1.1 to version 1.1m and have a problem.
The old version worked extreamly well in a 256 color mode on the crazy-dots
video card. Generated great pictures on a 21" Eizo grey scale monitor.

The new version only works in 1, 4, 16 colors under crazy-dots, if
I am in a 256 color mode, I get a window that should have the picture in
it, but really contains some scrambled pixels. Also in the 256 color mode
version 1.1m seems to ocassionly crsh the system.

Is there a bug in the version, or am I being stupid and not seeting a flag
in a setup menu or something?

cheers,
scott kolodzieski

2843. Problems hooking up a SCSI drive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 15:41:19 UTC
From: sslee@micromed.com
Message-ID: <kFLBoB2w165w@micromed.com>
Source record: 43448

I recently purchased a Micropolis 1375 (150 MB) hard drive. I currently have the old ICD Host Adapter connected to a generic 20MB drive and it runs fine.
Problem: After removing the old 20MB drive and connecting it with the new drive, it just doesn't seem to work. The drive starts up and kicks in, but the ICD software (version 5.x.x) can't seem to find any SCSI devices. I've seen the drive working on a PC as device ID 0, LUN 0, so I know it works. I've already checked to ensure the SCSI controller has terminating resistors.

Any help would be appreciated,
Steven Lee

2844. "bot" is "help with gemview"

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 16:45:27 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Jul22.114527.1@vaxc.stevens-tech.edu>
Source record: 43443
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

My post got called "bot" instead of "help with gemview", enough said!

scott.

2845. Monitor & Keyboard questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 17:28:47 UTC
From: PMEEKIN@ESOC.BITNET
Message-ID: <92204.172847PMEEKIN@ESOC.BITNET>
Source record: 43446

Hello all.

Does anybody know if an NEC Multisync II monitor will work with a 520 STFM? I haven't been able to find any specs for the thing (the monitor, I mean).

Also, is it possible to replace the ST's keyboard with one from an IBM PC?

Any help/experience would be much appreciated.

Paul Meekin (PMEEKIN@ESOC.BITNET)
ESA Operations Centre
Darmstadt

2846. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 17:51:01 UTC
From: stigb@pvv.unit.no
Message-ID: <STIGB.92Jul22175101@flipper.pvv.unit.no>
Source record: 43444

I had the same problem, too. It can be solved by loading all those
programs from the mint.cnf file. But I think mint093 has a bug so you
can't do this, but mint094 works fine. At least on my TT.
--
The computer is your friend - trust the computer!

Stig Saether Bakken
Voice phone: +47 7 945061
Internet: Stigb@pvv.unit.no

2847. Mega2 floppy problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 17:58:02 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <10017@vice.ICO.TEK.COM>
Source record: 43447

I am having a problem with the internal floppy on a Mega2 ST. No hard disk is attached. Upon booting the floppy light turns on briefly then goes off and the desktop appears without the A drive icon. Can anyone give me an idea of what could be the problem I would greatly appreciate it!

Thanks,

Keith
keithr@icogem3.ICO.TEK.COM

2848. Very Wierd?!?!?!?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 18:12:01 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Jul22.181201.27551@ucsu.Colorado.EDU>
Source record: 43449

I recently installed a 4meg upgrade into my 1040ST. It's a tech-
specialties board version 1.1 for a 1040 version 1 motherboard. Well, I
have a 1040 version 3 motherboard. Anyways, after rebuilding the data and
address lines, the only way to get my computer to boot up was to leave power
to the old memory chips. I left the old memory chips in place, but had
dissconnected all the data, address, and control lines, but they still need
power for my computer to boot????? Also, when I turn on my computer, I
have to press the reset button about five times before the system boots up,
once booted, it works fine and passes all memory checks as long as the system
is on. Go figure. Any ideas why?
Thanks,
Jonathan
krakover@spot.colorado.edu

2849. The TT's SCC chip

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 18:24:23 UTC
From: stigb@pvv.unit.no
Message-ID: <STIGB.92Jul22182423@flipper.pvv.unit.no>
Source record: 43445

Does anyone have the register layout of the 8530 SCC controller in
the TT? My developer's package only says the following:

```
ffff8c80 SCC1 A control
ffff8c82 SCC1 A data
ffff8c84 SCC1 B control
ffff8c86 SCC1 B data
```

...really fustrating...

Please post replies to news so everyone can be enlightened. ;-)

--
The computer is your friend - trust the computer!

Stig Saether Bakken
Voice phone: +47 7 945061
Internet: Stigb@pvv.unit.no

2850. Re: Problems hooking up a SCSI drive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 19:40:09 UTC
From: zjwv03@trc.amoco.com
Message-ID: <Brt2My.7qB@trc.amoco.com>
Source record: 43456

Steven Lee writes:

I recently purchased a Micropolis 1375 (150 MB) hard drive. I currently
have the old ICD Host Adapter connected to a generic 20MB drive and
it runs fine.
Problem: After removing the old 20MB drive and connecting it with
the new drive, it just doesn't seem to work. The drive starts up
and kicks in, but the ICD software (version 5.x.x) can't seem to
find any SCSI devices. I've seen the drive working on a PC as
device ID 0, LUN 0, so I know it works. I've already checked
to ensure the SCSI controller has terminating resistors.

Any help would be appreciated,

I recently had a similar problem with a Maxtor 120Meg drive a solved the
problem by disabling parity by removing a jumper. The drive now works fine.

James Vogh

//
Amoco is not responsible for anything I say
No flames for speelling errors, I now wear an asbestos suit :-)
//

2851. make problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 20:36:30 UTC
From: chu@acsu.buffalo.edu
Message-ID: <Brt58v.CAw@acsu.buffalo.edu>
Source record: 43450

Hi,

I've been using the make that comes with HSC with gcc (mostly because I don't have another make). But something really interesting happens. If I run it off the desktop everything is fine (except the desktop doesn't do redirection, which means I can't run the makefile in question). However, if I run it under tcsh or mintshel, the programs that make calls complain that they don't get any command line arguments.

I guess that this has something to do to the protocol for passing command line arguments (as in tcsh and mintshel uses ARGV but the HSC make doesn't(?)). In any case, is there anything I can do about this other than get a new make?

If getting a new make is the only answer, can someone tell me where a good one is? I've already checked atari.archive. GNUmake 3.62 gives an out of memory error when ever I try to run it (even though I have 3.5 Meg free before trying!) I don't think I had much luck with GNUmake 3.60 either.

What does everyone else use? I can't be the only person who wants to use make under tcsh or mintshel!!!

Please reply via e-mail. I'll post a summary.

john
chu@acsu.buffalo.edu

2852. Re: MiNT ptys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 20:58:40 UTC
From: ki@cs.tu-berlin.de
Message-ID: <1992Jul22.205840.24477@cs.tu-berlin.de>
Source record: 43451

In article <1992Jul20.150242@disuns2.epfl.ch> monnier@disuns2.epfl.ch (Stefan Monnier) writes:
>
>Maybe I even don't need to hack around with it: where is your Xterm-like
>to get ?
>Or do you want me to write my own to see if it is better ?

After i managed to get around the problems i mentioned in my posting, i heard of several other people working on an xterm (or simular) programm. So i decided to put my effort into something else...

Greetings, Karsten

2853. Re: MiNT ptys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 21:28:10 UTC
From: ki@cs.tu-berlin.de
Message-ID: <1992Jul22.212810.25490@cs.tu-berlin.de>
Source record: 43452

In article <mfg.711660187@gmd.de> mfg@gmd.de (Martin Gergeleit) writes:
>You are right with the analysis of my problem. But I think there is another
>solution to it. With MiNTs call Fcntl(..., F_SETFD) you can force a file
>handle to be inherited to Pexeced childs. If the pty now is created at DAs boot-
>time, it will be inherited to all GEM programs (and their DAs).

But all processes 'loose' one file-handle... Shure it will work, but
the method with a second 'sub-process' does not have this restriction.

A second problem occurs with the memory, the DA allocats while another GEM
pogram is running. If the process terminates, the memory is freed. This

And the last big problem that you will meet (when continuing in the DA/xterm-
quest...) is that a process that was started under the desktop in your xterm
clone is in the sleeping state after you start a new GEM process ;-)

>These two problems should be handled by starting the TTP with the mode 100 of
>MiNTs Pexec, I think. (correct me if I'm wrong).

This did not work for me... If you spawned the process while in the desktop,
the new processes are childs of the desktop. When starting a new GEM-process,
the desktop was sleeping (it? used pexec(0)...) an so did his children.
(I am not 100% shure of this.. In my DA this migt have happened because the
output pipe of the paralell process was full, because the DA looked after
a 'different' file-handle to read from...)

Greetings, Karsten

2854. Re: Problems hooking up a SCSI drive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 22:19:50 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l6rno6INNmfg@aludra.usc.edu>
Source record: 43453

Hi,

You might want to check that parity is enabled (or is it disabled)
as that can really mess you up. Also, does the ICD utilities say that it has
found the host adapter? There should be a utility to scan the SCSI bus, and if
it doesn't find the clock (usually device 6) then it is more likely that the
problem is with the Host Adapter. Check the power to the Adapter, and the
SCSI cables going in and out. Finally, check that you have plugged the ACSI
cable into the right ACSI connector if your Host Adapter has more that one
(it should be labled IN).

Good luck!

2855. Re: Problems hooking up a SCSI drive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 22:33:49 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Jul22.223349.14380@mnemosyne.cs.du.edu>
Source record: 43454

> I recently purchased a Micropolis 1375 (150 MB) hard drive. I currently
> have the old ICD Host Adapter connected to a generic 20MB drive and
> it runs fine.
> I've seen the drive working on a PC as
> device ID 0, LUN 0, so I know it works. I've already checked
> to ensure the SCSI controller has terminating resistors.

If it was running on a PC, chances are that the jumper is set for
Parity Enabled, and I found (by trial and error) that the ST likes to
have it disabled.
--
- Ian
(void *) where prohibited by law

2856. Re: make problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-22 22:39:18 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Jul22.223918.14602@mnemosyne.cs.du.edu>
Source record: 43455

> I've been using the make that comes with HSC [STMAKE v1.4]...
> When run under mintshell or tcsh it doesn't pass arguments correctly.

The fix will be released Real Soon...the new version of STMAKE (now in testing) uses the ARGV standard to pass args, and that should fix your problem. (All the new compiler pieces use ARGV now, so you can link programs that have a hundred modules without messing around with linker command files and stuff.)

Actually, since STMAKE is packaged separately as well as bundled with HSC, and there've been no bug reports, I could probably release it now, before the rest of HSC v1.40.

- Ian

--
- Ian
(void *) where prohibited by law

2857. Re: Bombs on power down

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 00:32:20 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9497@uqcspe.cs.uq.oz.au>
Source record: 43457

sourada@iastate.edu (Steven D Ourada) writes:

>Does anyone else get bombs between the time that the switch is turned off
>and when the computer is completely powered down? I notice on my
>STe that I get a brief glimpse of a few bombs almost every time I turn it
>off...

3 bombs is "address error".
2 bombs is "bus error".
1 bombs is "computer not turned on".
0 bombs is "computer turned on".

--
Warwick;

Seriously, I once saw a document - maybe it was for the 8-bit - that did
actually say that error 1 was "computer not turned on".
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

2858. Re: Beginnings of a FAQ

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 00:47:56 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9498@uqcspe.cs.uq.oz.au>
Source record: 43458

In comp.sys.atari.st.tech you write:

>All comments and contributions are most welcome

> 1) Language Alternatives
> 1) C Language
2) C++ Language **** I'll be happy to help here
> 3) GFA Basic

> 2) Gnu Development System
2) Freely available Gnu Development System **** (many people haven't heard of "Gnu")

>2. MiNT
2. MiNT Multitasking Environment **** (at least give a clue)

>Gnu C (et. al.)

>- Not that fast ***** HEY! Don't scare people away from it!
- Not that fast to compile (but generates fast code)

>1.2.1) Gnu Development System

>The Gnu C compiler requires at least 2.5 meg to compile anything more
>than a Hello, World! program. The bigger the program the more memory
>(especially with optimization)

This isn't exactly true. You need 2.5 meg to work, and you'll always
have to keep separate modules small, but 4 meg will let you do anything
at all.

>Notes:

>The above is for version 2.1 of the compiler. There are also binaries
>for version 1.4, which also works well, and is a bit smaller.

In fact, 1.4 works quite comfortably with 2.5 meg.

>The compiler (gcc) will compile both C, and C++ code (ver. 2.1 - 1.4
>has separate programs gcc and g++)

- Also supports Object C
(not that I've used Object C)

Now the info on C++ ...

C++, being based on C, interfaces with all C code - which includes the
operating system of the Atari.

Packages available:

GNU C++ (g++)

Comes as part of the GNU C compiler.

Cormeau C++

No idea, but it is available.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

2859. STFM, cartridge port, and math co-processor?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 02:40:04 UTC
From: dont@klic.rain.com
Message-ID: <1992Jul23.024004.25087@klic.rain.com>
Source record: 43460

Has anyone put together a project to plug a math co-processor into the cartridge port?

Is there enough documentation (and interest) to do it?

I have a handful of the National Semiconductor math parts and I believe that those have been successfully used with other processors with some effort. Or is it possible to hack the board up enough to get a Motorola part working?

This is really meant to be one time, done cheap and dirty

Please reply by email if possible
Thanks
Don Taylor
503-235-6853
dont@klic.rain.com
qiclab!loop!dont

2860. Re: Where to find schematics for the ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 03:14:36 UTC
From: ljdickey@math.waterloo.edu
Message-ID: <1992Jul23.031436.16632@math.waterloo.edu>
Source record: 43459

In article <1992Jul19.182637.25238@ucsu.Colorado.EDU> krakover@spot.Colorado.EDU (KRAKOVER JONATHAN DA) writes:
>I want to do some serious hardware hacking on my ST, such as accelerating
>my 68000, however, it would be very usefull to have schematics first.
>Does anyone know how to obtain these nad how much they cost? How about
>any good books on the subject?

There is a company called Sam's that publishes all sorts of schematics.
They have been around for years, and every radio and television repair
shop has dozens of their things. The publish a schematic for the ST.

--
Prof. Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@math.UWaterloo.ca
ljdickey@math.waterloo.edu
UUCP: ljdickey@watmath.UUCP

2861. Re: Mouse not working on 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 06:18:21 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <9130024@hpbbrd.bbn.hp.com>
Source record: 43490

I had the exact same problem with my mouse. I thought it was a broken trace
on the PCB, or (even worse) a broken cable. However, after some looking
at the PCB with a magnifying glass, I found that one of the pins of the
little SMD chip had come off because it was badly soldered. I resoldered it,
and since then the mouse has been working without problems.

Good luck,

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-4308 TELNET : 778-4308
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2862. How to use MetaDos?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 06:50:36 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Jul23.065036.61503@yuma.ACNS.ColoState.EDU>
Source record: 43463

The MetaDos2.lzh in the ftp sites has only a very brief readme basic just list the contents. And the config.sys does not have to much about where each part should be. I'm interested to put a cdrom drive but can't figure out where each file should go, and how config.sys should be modified. Is there a more detailed description about Metados? Any one has use it?
Thanks
Tang
sytang@lamar.colostate.edu

Hardware: 1040STe, ICD host adapter, Toshiba CD-ROM drive.

2863. Re: G++ Environment question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 08:39:40 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Aug4162340@acae127.cadence.com>
Source record: 43373

In article <1992Aug1.233508.3984@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

> When I change the file to testnsim.cc, the equivalent winds up being:
>
> cc1plus f:/tmp/cc100000.i -quiet -dumpbase testnsim.c
> -c -o f:/tmp/cc100000.s
>
> which is fairly obviously incorrect. The initial string OUGHT to be
> "d:\gnu\bin\gcc-cc1+.ttp", rather than "cc1plus". I've a nagging
> suspicion that I ought to have some environment variable set for this
> to work right.

NO it is NOT (obviously) incorrect! gcc-cc1plus.ttp (or
gcc-cc1p.ttp if you are UNIXMODE impaired) is the correct name for
the g++ compiler for version gcc-2.X where X>= 0. in gcc 1.X the
compiler was known as gcc-cc1+.ttp, and was driven by g++.ttp. In
version 2.X g++.ttp does not exist, and the common driver (gcc.ttp)
invokes the correct passes based on the filename extension.
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2864. MiNT and Ramdisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 09:05:56 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Jul23.090556.16470@aber.ac.uk>
Source record: 43464

Having finally found a ramdisk (Mdisk from a.a) that can live in TT-RAM,
it now turns out that it is incompatible with MiNT. Anybody go any ideas?
Is there another ramdisk that might work, or perhaps can one use MiNT
to create a ramdisk?

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

2865. Re: ICD and partition types : HELP please

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 09:09:04 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.SN0TankHtR2@marsu.tynet.sub.org>
Source record: 43394
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Jul20.183226.1@violet.ccit.arizona.edu>, dtarico@violet.ccit.arizona.edu writes:
> In the ICD hard disk formatter, it asks for partition types. The manual hints
> that type other than GEM and BGM are possible, but it says nothing about what
> the other options are. Does anybody know what types of partitions are
> allowable? I want to set up partitions (large ones) for DOS and Spectre.
> What types of partitions should I specify for these? Any info would be
> appreciated. Thanks.
>
> P.S. large = >32 meg, i.e. GEM doesn't cut it. Spectre seems to work fine
> on a BGM partition, but DOS doesn't seem to like it. Is BGM acceptable for
> either of these operating systems, or will it cause problems?

You can make a Spectre partition as large as you want, preformat it as BGM
and than convert it into HFS. This does not belong to your GEM driver
software, e.g. if you're using ICD or AHDI or what else. The format identifier
of the Spectre partition then is "OOP".
Concerning DOS partitions, my first idea is the DOS version you are
using. Be sure to use 4.01 or later, I remember there were problems
formatting large partitions with former DOS versions.

Regards,
Markus.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* ~/.ircrc/nick _Marsu_ *
* /etc/motd "Terrorizing people whereever I go, *
* it's not intentional, just keepin' the flow." *

2866. Re: Sound Chip: What are the volume levels?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 09:57:46 UTC
From: eker@loria.crin.fr
Message-ID: <373@muller.loria.fr>
Source record: 43465

In article <9466@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:

|>
|> I tried a guess of sqrt(2)^V, and it seems pretty good - maybe even better
|> than the tables I was using before.
|>

Got it in one! Actually the official docs (or so I'm told) put 15 = 1V,
14 = 0.707V, 13 = 0.5V, ...

|> With the program I've written, I can produce "magic tables" of varying
|> characteristics - eg. one to play softer-recorded sounds at increased
|> volume without first doing an information-losing scale-up.

I think some programs implement this. One thing you might try is a
"soft clipping" table for overdrive effects.

|> The Sun Sparc
|> "ulaw" format could be trivially supported by this program too - it should
|> give quite EXCELLENT reproduction of those sampled sounds - probably even
|> better than is possible with the STe/TT DMA sound hardware.

I doubt you'll get better quality than the DMA chip. For one thing the Yamaha
chip is pretty noisy and anyway even an 8bit table is far from perfect.

BTW has anyone managed to get >9 bits of sound out of the DMA chip by fiddling
with the volume control chip in real time (an amiga coding trick) or is
the microwire bus to slow?

Steven

2867. Does the STe REALLY have 8 channel DMA sound ?!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 11:56:46 UTC
From: u882453@bruny.cc.utas.edu.au
Message-ID: <u882453.711892606@bruny>
Source record: 43467

I have just read in a recent issue of 'ST Format' stating that the
STe has 8 channel DMA sound. Atari have also advertised this fact...

Is this complete bollox ??

I assume that they do not imply the Yamaha soundchip channels or by using
software techniques such as 'sample averaging'.

Andrew

2868. Re: bot

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 12:22:29 UTC
From: hintz@uranus.informatik.uni-dortmund.de
Message-ID: <14m8a5INNt3l@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 43468
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jul22.093508.1@vaxc.stevens-tech.edu> skolodzieski@vaxc.stevens-tech.edu writes:
>Hello,
>
>Just updated "gemview.prg" version 1.1 to version 1.1m and have a problem.
>The old version worked extreamly well in a 256 color mode on the crazy-dots
>video card. Generated great pictures on a 21" Eizo grey scale monitor.

You are right. GemView Versions later than 1.1i April-08-1992 are buggy and
do not work correctly on graphics boards.
Please use the April-08-1992 Version. It works fine on my Spektrum graphic
board with 256 Colors, HighColor and TrueColor.

Stefan Hintz

2869. Re: Sound Chip: What are the volume levels?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 12:22:40 UTC
From: eye@lesti.hut.fi
Message-ID: <EYE.92Jul23122240@lesti.hut.fi>
Source record: 43466

According to the Abacus Internals book, the volume levels on the Yamaha sound chip in the ST uses "logarithmically raised" volume levels.

I'd like to know exactly what the volume levels are, in order to calculate a better "magic table" for my sampled sound player. I've looked at the tables used in some programs, and they don't seem too accurate according to some of the calculations I've done - but I don't know how they came up with them.

I have also noticed the same problem, I looked through many sample tables I got. After several weeks, I finally came up with a solution, which seems right (please don't flame me if I am wrong!). The accurate volume levels seem to be:

Sound chip Volume Real Volume (down from max.)

15 -0 dB
14 -3 dB
13 -6 dB
12 -9 dB
11 -12 dB
10 -15 dB
9 -18 dB
8 -21 dB
7 -24 dB
6 -27 dB
5 -30 dB
4 -33 dB
3 -36 dB
2 -39 dB
1 -42 dB
0 -45 dB

So a change of 1 in sound chip volume value will change the real volume by 3 desibels. And desibels of course are calculated like this:

dB=10*lg(I/10^-12 W/m^2)

where lg is 10-based logarithm and I is intensity of sound.

With one sound channel you can achieve maximum of 45dB dynamics, but sound quality will be poor. With combined 3 channels you will get max. 49.8 dB dynamics (10*lg(3*10^4.5=49.7712...). Most sample players use all the sound channels to get more accurate simulation of the 256 8bit-sample values. I don't know how the freq. values (in sound chip register 0-5) affect the volume, but I guess with the use of them one could achieve even better dynamics. (Normally sample players on ST, set the frequency-registers to zero and set all sound channel off -> mixer register).

If someone can find out what the "logarithmically raised volume levels" are, I can post the be-all-and-end-all set of "magic tables", so we can all benefit.

Yes, post the table! It would be nice if you would also calculate a table for 1 sound channel samples (eg. many ST-musicians use only one channel to produce digi-drum sounds).

I tried a guess of sqrt(2)^V, and it seems pretty good - maybe even better than the tables I was using before.

With the program I've written, I can produce "magic tables" of varying characteristics - eg. one to play softer-recorded sounds at increased volume without first doing an information-losing scale-up. The Sun Sparc "ulaw" format could be trivially supported by this program too - it should give quite EXCELLENT reproduction of those sampled sounds - probably even better than is possible with the STe/TT DMA sound hardware.

All I need is the coefficient of the "logarithmically raised" volume levels.

When you calculate the "magic" table, try to get the the most silent sample values correct, human ear becomes more inaccurate with louder values and it's not so important to get them correct.

The <(O)> Eye
--
The Eye of Brainwash Company	LEA POINT(PC),A3 ;Don't try
E-mail:eye@niksula.hut.fi	ADD.L #$465707B7,(A3) ;this M68000
S-mail:Timpurinkuja 1 C 39	LEA $8000,A4 ;assembler
02600 Espoo, Finland	POINT: ORI.W #$5945,D5 ;program!!

2870. Re: Does the STe REALLY have 8 channel DMA sound ?!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 13:51:25 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jul23.135125.22117@wam.umd.edu>
Source record: 43469

In article <u882453.711892606@bruny> u882453@bruny.cc.utas.edu.au (Andrew King) writes:
>I have just read in a recent issue of 'ST Format' stating that the
>STe has 8 channel DMA sound. Atari have also advertised this fact...

8 *bit* DMA sound. Only two channels (one for left and one for right).

Dave Baggett
dmb@wam.umd.edu

2871. Seagate Sense Codes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 14:05:52 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Jul23.140552.3269@digi.lonestar.org>
Source record: 43471

I need to find out the meaning of the "sense" codes generated by my Seagate ST157-N (embedded SCSI) drive. Currently, I am getting an occasional "<Sense 14>" and after 2.5+ years of use, I am concerned that this might be an early indication of drive failure. (I just started getting that code in the last three days.)

Please post these if you have them, e-mail them to me or tell me where I can find them. Thanks in advance for any assistance.

Roy C. Gosewehr
--

| GEnie: R.C.Gosewehr | rgoseweh@digi.lonestar.org | uunet!digi!rgoseweh |

2872. TT SCSI woes again...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 16:04:54 UTC
From: vspicer@ccu.umanitoba.ca
Message-ID: <1992Jul23.160454.12859@ccu.umanitoba.ca>
Source record: 43472

is anyone out there using Klaus Pedersen's SCSI driver code for the TT? i've modified it slightly to work under Lattice C 5.5 but it's giving me a hard time.

the assembly routine that selects the SCSI device always times out, no matter how long a timeout period i give it. about a year ago i wrote my own code to drive the SCSI bus in C, but it doesn't do DMA transfer properly and needs to handshake data across. when we found Klaus' code we were quite pleased.

the thing that absoulutely killed the speed on my C routines was the device selection. it had to waste a lot of time just sitting in delay loops. Klaus' code is much more elegant about this, but it also appears to not work on our machine.

any help or comments would be appreciated
thanks in advance
vic spicer

2873. Re: Problems with (MiNT-)BASH and GNU configure scripts

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 16:53:28 UTC
From: hohmuth@freia.freia.inf.tu-dresden.de
Message-ID: <HOHMUTH.92Jul23175328@freia.freia.inf.tu-dresden.de>
Source record: 43470

In article <9130023@hpbbrd.bbn.hp.com> jensk@hpbbrd.bbn.hp.com (Jens Kilian) writes:

> Has anybody used BASH (the MiNT-aware version) to run one of the configuration
> scripts supplied for the recent versions of various GNU utilities (fileutils,
> grep, ...) ?
> Whatever I try, BASH tells me that there are syntax errors in the script.
> If I run the script via 'bash configure', I get one specific error; if I run
> it from BASH by '. configure' or 'source configure', I get a different one.
> Needless to say, if I isolate part of the script and run BASH on it, it works
> just fine.
>
> Has anybody seen this? Is it a bug in BASH? Am I doing something wrong?

I had the same problems with Bash. I switched to the sh compatible shell
that has been announced here recently (ash), and it worked well (although
ash has some other caveats (weird current directory so that cd fails
sometimes...)).

Greetings,
Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

2874. Is page flipping safe, and I need to know about syncing

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 17:08:09 UTC
From: chu@acsu.buffalo.edu
Message-ID: <Bruq9M.FI7@acsu.buffalo.edu>
Source record: 43473

Is it ok to use Setscreen to do double buffered animation (i.e., draw on one buffer while the other is being displayed and switch. I don't know if I've used the right term for this). By that I mean, does it work on all nominally ST compatible computers, including those with video cards? (Of course, I'd also pay attention to what GEM tells me when I start up so that I reserve enough memory for each screen.)

Also, a little while back, someone (Dave Baggett??) was talking about how one should sync one's game to update the screen every n vblanks (where n depends on how much is happening in the program), which will among other things, insure that the game plays at the same speed across variants of ST-type computers. Unfortunately, I wasn't paying attention at the time. How do I do this?

After a hiatus, I've decided I'm going to return to trying to program the ST again, so I want to make sure whatever I do will work on as many ST-type computers (i.e., STe, Mega STe, TT, Falcon, unusual configurations of those etc.) as possible (actually, working on all of them would be preferable).

Thanks!

john
chu@acsu.buffalo.edu

2875. upgrading the 68000 to 68030

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 17:48:33 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Jul23.174833.10015@ucsu.Colorado.EDU>
Source record: 43474

My latest hardware project idea is to upgrade my 68000 in my
1040ST to a 68030. Has anyone done this? Or maybe offer some tips?
Thanks,
Jonathan
krakover@spot.colorado.edu

P.S. I'll post my results when I'm done

2876. Re: Is page flipping safe, and I need to know about syncing

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 18:46:57 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jul23.184657.5699@wam.umd.edu>
Source record: 43475

chu@acsu.buffalo.edu (John C. Chu) writes:
>Is it ok to use Setscreen to do double buffered animation (i.e., draw
>on one buffer while the other is being displayed and switch.

The Setscreen and Vsync (X)Bios calls work fine for double buffering (aka "page flipping"). There are some subtleties but for most practical purposes you'll get good results using these calls and your code will work with all versions of TOS (including, in theory, those that are forthcoming). You want to call Setscreen first and then Vsync. It doesn't work to call Vsync and then Setscreen. Read the Setscreen docs for an explanation of why.

Video cards that have drivers that steal the (X)bios calls should also work. I don't know how this translates in the real world though, since I don't have a special video card.

>Also, a little while back, someone (Dave Baggett??) was talking about
>how one should sync one's game to update the screen every n vblanks
>(where n depends on how much is happening in the program), which will
>among other things, insure that the game plays at the same speed
>across variants of ST-type computers. Unfortunately, I wasn't paying
>attention at the time. How do I do this?

The scenario: You write a game with sprites, sampled sounds, and maybe a scrolling window. Chances are your game isn't going to complete all of its processing for each "game turn" within 1/60th of second on a stock 8Mhz ST. This means that it will take 2 or more vertical retrace periods to update the screen. This isn't a problem in terms of smoothness; most commercial games run at 2, 3, or 4 vertical retraces per game turn and they look fine.

The problem: when you run your game on a faster machine (e.g., a Dave Small 50Mhz accelerated '030 ST) your game might actually do all its work within a single vertical retrace period (or at least in fewer retrace periods than it would on a stock ST). The result is that your game runs way too fast.

The solution:

Instead of syncing to every single vertical blank, write a short routine that checks the frclock system global and doesn't return until at least n vertical blanks have passed. That way if you're running on a 100 MIPS supercharged ST your game will finish all its processing for a particular game turn in the blink of an eye and then just sit there waiting until the given number of vblanks have passed. If it seems criminal to waste so many cycles I suppose you could

use the extra time to make the enemies more intelligent if you were careful about it. Or compute primes, for that matter. :)

You need to tune your game to the minimum number of vertical retrace periods that the slowest supported machine requires to complete all the processing for a game turn. You can do this scientifically by keeping track of how many vertical blanks are happening per game turn on average at the most "busy" point in the game, or you can just play it by ear and pick a high value (6, for example) and then bump it down stepwise until you see no difference in gameplay from one step to the next.

A concrete example: HacMan II uses the value 4 here, largely because the ghosts' "thinking" algorithms are quite slow (relative to the drawing speeds, at least). I think Blox runs with 3 vsyncs per game turn. In the case of Blox the 11kHz samples slow down a stock ST quite a bit. But even if you use DMA stereo sound (which requires no CPU cycles) the game will still run 3 vsyncs per game turn; hence game play is totally unaffected by either your choice of CPU or sound D/A device.

The frclock system global is documented by Atari and guaranteed not to change, so you should be safe using it.

Dave Baggett
dmb@wam.umd.edu

2877. Re: Is page flipping safe, and I need to know about syncing

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 20:43:14 UTC
From: greg@Quotron.COM
Message-ID: <greg.711924194@duke>
Source record: 43483

chu@acsu.buffalo.edu (John C. Chu) writes:

>Is it ok to use Setscreen to do double buffered animation (i.e., draw
>on one buffer while the other is being displayed and switch. I don't
>know if I've used the right term for this). By that I mean, does it
>work on all nominally ST compatible computers, including those with
>video cards? (Of course, I'd also pay attention to what GEM tells me
>when I start up so that I reserve enough memory for each screen.)

"Double-buffering" or "page-flipping." And, yep, Setscreen works for
all standard ST and TT resolutions (though they are different sizes,
you need to check the resolution and use bigger buffers on the TT).
I don't know about video cards, but I expect you'd have to use VDI
calls for them...

>Also, a little while back, someone (Dave Baggett??) was talking about
>how one should sync one's game to update the screen every n vblanks
>(where n depends on how much is happening in the program), which will
>among other things, insure that the game plays at the same speed
>across variants of ST-type computers. Unfortunately, I wasn't paying
>attention at the time. How do I do this?

First you decide the maximum number of 1/60 second intervals it will
take to draw your most complex screen (say 4). Then you write your
drawing routine so it keep track of how many jiffies have gone by
since it started to re-draw the screen (between 0 and 4, depending on
the complexity of the screen). Then you just wait out the remainder.
If a simple screen takes 1 jiffy to draw, you wait for three. If a
complex screen takes 3 jiffies to draw, you wait for one. And the
game runs at the same speed (4 jiffies per refresh) no matter how
complex it gets.

>After a hiatus, I've decided I'm going to return to trying to program
>the ST again, so I want to make sure whatever I do will work on as
>many ST-type computers (i.e., STe, Mega STe, TT, Falcon, unusual
>configurations of those etc.) as possible (actually, working on all of
>them would be preferable).

That's the way to do it.
--

Greg "Maddog" Knauss My boss doesn't know I'm doing this,
greg@duke.quotron.com so I doubt he'd agree with me.

2878. Upgrading the ST or TT ...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 20:48:18 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l6u6oilNNcod@aludra.usc.edu>
Source record: 43476

Someone wrote about upgrading their ST from a 68k to an '030 a couple of posts back. I can think of several problems right off the bat: 1) you are talking about putting a 32bit chip into a 16bit bus, so you would have to do some intelligent memory fetching to make it as trasnparent as possible (which means that speed just went down by 1/2). 2) you won't have any support for enabling/disabling the on-board cache (yes, people still write cache-insensitive code so you gotta be able to turn off all 512bytes of cache). 3) Unless you have TOS1.6 or higher, the TOS will be incompatible. All in all, unless you have lots of time, and a great set of designing skills, don't bother.

However, this turn of thought makes one wonder about something that on the surface seems much better:

Assuming you make a small logic board to enable pin compatibility, can the '030 in the TT be replaced with the '040 without much of a major hassle (ie: is it more complicated than stealing the signals from the '030 (and disabling it) and routing them to the '040?) As far as I know, the only major difference (hardware wise) is the larger cache and the bus-snooping logic (which wont make much of a difference if you don't plan on putting more than one '040 in it - Hmmm maybe two...:). Can anyone think of a good reason for shooting this down? Or should we all be getting out our bread boards (ha! more like etched boards:) and turbocharging our TTs?

Food for thought...

-Mike

2879. Re: Is page flipping safe, and I need to know about syncing

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 22:20:19 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Jul23.222019.27222@infoserver.th-darmstadt.de>
Source record: 43477

In article <1992Jul23.184657.5699@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>chu@acsu.buffalo.edu (John C. Chu) writes:
>>Is it ok to use Setscreen to do double buffered animation (i.e., draw
>>on one buffer while the other is being displayed and switch.
>
>The Setscreen and Vsync (X)Bios calls work fine for double buffering
>(aka "page flipping"). There are some subtleties but for most
>practical purposes you'll get good results using these calls and your
>code will work with all versions of TOS (including, in theory, those
For most practical purposes you do get good results with this.

BUT: the disadvantage is that you don't have precision page flipping. It
just may happen that on screen1 you are done drawing in 2 screens and flip
then, while on screen2 you need 3 screens. The net effect of that would
be that if your flip rate is 4 that screen 1 will be displayed 5 VBIs, where
screen2 will be displayed only for 3 VBIs. If your game nears completion
and you are not 100% satisfied with the animation I'd suggest that you
use the VBL directly to flip pages (you can use Setscreen()) there too.
Until then Setscreen() + Vsync() + frclock will suffice.

Nat!
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"
Waiting for the time when chips are measured in color.

2880. Help, my monitor died.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 22:29:39 UTC
From: kgr@incoherent.isr.alaska.edu
Message-ID: <1992Jul23.222939.2905@raven.alaska.edu>
Source record: 43478

My sm124 montior has died on me. I still have power (the speaker still works) but the screen is completely dark. Any ideas if this is fixable?

For a few days before it died the monitor was acting strangely. The image would swim and change size for a few seconds and then go back to normal.

Thanks,
--
Ken Richards Box 900935 UAF
kgr@incoherent.isr.alaska.edu Fairbanks AK
ftkgr@acad3.alaska.edu 99775-1040

2881. Re: DTP troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-23 22:33:39 UTC
From: carl@syscon.rn.com
Message-ID: <1992Jul23.223339.29239@syscon.rn.com>
Source record: 43488

sheppard_r@kosmos.wcc.govt.nz writes:

>In article <1992Jul21.130026.7418@syscon.rn.com>, carl@syscon.rn.com (Carl Kreider)
writes:
>>I could sure use help with two problems. My wife is using Timeworks DTP
>>to do a little project. It won't print right on the NX2420. The GDOS
>>printer driver is the Epson LQ, which should work. But it seems that
>>lines of graphics data that are 512 bytes long don't get printed. You
>>get space instead. But the data can be seen using the hex dump debug
>>mode on the Star. Has anyone seen this? Is there a fix?

>Have you updated to the version 2.0 of TW. DTP, it does pay to..

No. Didn't think that would help with this, though. I guess she is
getting good enough I should consider it.

>Also and there could be a new driver in the new FONTGDOS that is posted
>on GEnie, but is Copyrighted there..

Could be the GDOS driver on the SLM804. Don't know.

I *do* have an answer (not a solution) on the NX2420 problem. It drops
any line of graphics composed of 256 * n bytes (or triplets). Sounds
like someone hosed a test in the roms. Fix? Change the pattern you
are trying to print B^{
--
Carl Kreider Usenet ....!nstar!syscon!carl
CIS 71076,76 Internet carl@syscon.rn.com

2882. Problem with 1.4 meg floppy mod

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-24 00:52:36 UTC
From: dtarico@violet.ccit.arizona.edu
Message-ID: <1992Jul23.175236.1@violet.ccit.arizona.edu>
Source record: 43481

I connected a 1.4 meg floppy to my Mega ST and installed a switch to
switch the WD1772 between 8 and 16 mHz. It works fine, except that
after I switch clock speeds a couple times, the dirves start giving trouble.
It seems like the 1772 is locking up or something, as everything is fine
again after a reset. Does anybody know how to make the switching more stable?

Doug Tarico
dtarico@ccit.arizona.edu
doug@catalina.sie.arizona.edu
(602)795-7633

2883. Re: Midi from the serial port?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-24 01:38:39 UTC
From: swanee@megadata.mega.oz.au
Message-ID: <1992Jul24.013839.8082@megadata.mega.oz.au>
Source record: 43484

> shiv@bnr.ca (Shiv Naimpally) writes:
>
> >C-lab offers EXPORT for Creator/Notator which gives 3 MIDI ports from the Atari
> >serial port ! Its quite expensive considering its just a little hunk of plastic.

I designed a box for a company called Kiztoy Developments out here (Oz)
which gives a total of 3 midi in's (with merge), 6 midi outs (separate),
SMPTE in and out with Creator/Notator (including the Atari midi in/out
port) and 3 midi ins, 3 midi outs, SMPTE with Cubase. I think he sells it
for around A$600. All I can say is that only a small part of it was trivial,
the rest took a little thought.

Sla/n go fo/ill,
Risky B.

Geoff Swan (research & development) _--_|\ swanee@megadata.oz.au
Megadata Pty Ltd / \
2/37 Waterloo Rd, North Ryde, _.--._/ +61-2-805-0899
NSW 2113, Australia. v (AH) +61-2-477-6519

2884. floppy seek rates

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-24 03:04:27 UTC
From: cinnanum@mentor.cc.purdue.edu
Message-ID: <54958@mentor.cc.purdue.edu>
Source record: 43482

A while back someone posted the addresses of the floppy seek rate bits. Could someone please repost them. I would like to write a small program to set these on bootup and remove the desk accessory that I am currently using to accomplish the task.

2885. Re: Upgrading the ST or TT ...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-24 10:10:18 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Jul24.101018.11039@rhrk.uni-kl.de>
Source record: 43395

baffoni@aludra.usc.edu (Juxtaposer) writes:

>
> Assuming you make a small logic board to enable pin compatibility,
>can the '030 in the TT be replaced with the '040 without much of a major
>hassle (ie: is it more complicated than stealing the signals from the '030
>(and disabling it) and routing them to the '040?) As far as I know, the
>only major difference (hardware wise) is the larger cache and the bus-snooping
>logic (which wont make much of a difference if you don't plan on putting
>more than one '040 in it - Hmmm maybe two...:). Can anyone think of a good
>reason for shooting this down? Or should we all be getting out our bread
>boards (ha! more like etched boards:) and turbocharging our TTs?

Some months ago replacing the '030 by an '040 was discussed in the
m68k-newsgroup. The result was that it's nearly impossible to do so because
there are some major obstacles to it. Don't ask me what the problems are in
detail because I don't know. But there was a general consensus that using an
'040 instead of an '030 is not as easy as some may think.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

2886. Re: Unixmode

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-24 10:55:08 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92206.115508MEBEB@LIVERPOOL.AC.UK>
Source record: 43404

Emacs 18.58, where did you download it from? We've missed some news recently, so if it was announced I might have missed it.

Kev

2887. K-Spec

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-24 13:34:58 UTC
From: X049BC@tamvm1.tamu.edu
Message-ID: <1682E78B2.X049BC@tamvm1.tamu.edu>
Source record: 43485

Howdy! I am interested in doing some audio tinkering for fun (and maybe profit!) and recalled seeing a Kuma product advertised sometime back (maybe only in a Brit magazine) that would allow your ST to become a spectrum analyzer. Does anyone know more about this device? Did it EVER get to market? I might be interested in buying one from overseas even, new or used, if the price were right. E-Mail or posts welcome!
Bill

==========
w-chase@tamu.edu | The opinions expressed above came from
College Station, TX | nowhere. When my boss wants my opinion,
(That's TEKS-is, y'all)| he gives it to me.
==========

2888. Re: Is page flipping safe, and I need to know about syncing <1992Jul23.184657.5699@wam.umd.edu> <1992Jul23.222019.27222@infoserver.th-darmstadt.de>

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-24 14:43:40 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jul24.144340.24606@wam.umd.edu>
Source record: 43486

wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>dmb@wam.umd.edu (David M. Baggett) writes:
>>The Setscreen and Vsync (X)Bios calls work fine for double buffering
>>(aka "page flipping"). There are some subtleties but for most
>>practical purposes you'll get good results using these calls and your
>>code will work with all versions of TOS (including, in theory, those
>For most practical purposes you do get good results with this.
>
>BUT: the disadvantage is that you don't have precision page flipping. It
>just may happen that on screen1 you are done drawing in 2 screens and flip
>then, while on screen2 you need 3 screens. The net effect of that would
>be that if your flip rate is 4 that screen 1 will be displayed 5 VBIs, where
>screen2 will be displayed only for 3 VBIs.

Nat! is right and has pointed out the "subtlety" I alluded to. In practice it doesn't make a whole lot of difference since you don't often find a game that goes 3, 2, 3, 2, 3, 2 consistently enough to look jerky; the priciple of locality tends to hold in game timing as well as it does in the rest of the computer world, and so you usually find that your game will run something more along the lines of 4, 4, 4, 4, 4, 4, 4, 3, 3, 3, 3, 3, 3, 4, 4, 4, 4, 4, 4, ...

It isn't so much a problem with the vsync counting code as with Setscreen. Remember that you don't wait _exactly_ n vertical retraces each game turn; you wait long enough to ensure that _at least_ n vertical retraces have happened since the last game turn. Assuming n is 4, your example would work out as follows:

frclock screen frames req. condition to wait on #frames to wait

1000 1 2 frclock >= 1004 1004-1002 = 2
1004 2 3 frclock >= 1008 1008-1007 = 1
1008 1 2 frclock >= 1012 1012-1010 = 2

screen one is visible through the period from 1004 to 1008, during the time screen two is being computed and drawn to, which includes the 1-frame wait starting at 1007.

screen two is visible through the period from 1008 to 1012, during the time screen 1 is being being computed and drawn to, which includes the 2-frame wait starting at 1010.

The vsyncing algorithm I described simply adapts itself dynamically to the CPU requirements of the game.

The problem is that Setscreen sets the screen as soon as the *next* vblank comes around. Nat!'s right in thinking that you need to wait until the end of your ~n vertical retrace waits to set the actual screen pointer. One way around this is to call the adaptive vsync routine with n-1, then call Setscreen, and then call Vsync(). Then you're still OK with respect to the cross-machine compatibilty but your timing is exact.

>If your game nears completion and you are not 100% satisfied with the >animation I'd suggest that you use the VBL directly to flip pages (you >can use Setscreen()) there too. Until then Setscreen() + Vsync() + >frclock will suffice.

Calling Setscreen from an interupt seems very dodgy to me. It may work now, but I wouldn't count on it working forever.

Dave Baggett
dmb@wam.umd.edu

2889. Test post / Message for Ian Lepore

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-24 19:46:17 UTC
From: MDORMAN1@ua1vm.ua.edu
Message-ID: <1682ECFB9.MDORMAN1@ua1vm.ua.edu>
Source record: 43487

First, this is a test post. Hopefully the dad-blamed NewsReader here will really send it. Who knows, Pigs may Fly, too.

Also, if this gets through, Ian Lepore, your messages get to me, but nyx doesn't seem to be willing to admit to the outside world that you exist.

Bye,

Mike.

2890. Re: Test post / Message for Ian Lepore

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-25 00:55:35 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Jul25.005535.6901@mnemosyne.cs.du.edu>
Source record: 43489

Nyx has gone through recent hardware and software upgrades, and the mail system in particular wasn't working well. It seems to be fixed now, and it should be possible to reach me at ilepore@nyx.cs.du.edu; if that fails, you can try ilepore@newnyx.cs.du.edu.

The password file here is getting nuked on a semi-regular basis, so some mail may get bounced back as "unknown user", but if you resend it, it should get through the second time.

I've been getting mail from the outside world yesterday and today, so it does seem to be fixed now.
--
- Ian
(void *) where prohibited by law

2891. Help!!! Minix ignores 2nd HD (ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-25 07:33:28 UTC
From: adamd@rhi.hi.is
Message-ID: <5152@krafla.rhi.hi.is>
Source record: 43391
Cross-posted to: comp.sys.atari.st.tech,comp.os.minix

I added a 2nd hard disk to my 1988 Supra hostadaptor, and it works fine under TOS. I set the partitions to type MIX, recompiled the minix kernel for 2 hard disks and added the device nodes for the new partitions. Minix refuses to recognise the extra diskspace on all counts. The disk LED does not light.

I have the new disk on scsi id 1, lun 0. What I suspect is that minix is looking for the 2nd disk on scsi id 0, lun 1. As far as I can see there is no way to set the disk to be at lun 1 with this hardware (it is an embedded SCSI disk). Has anybody got such a setup to work? or do I have to change the hardware first? Minix version is 1.5.10.4

1st disk: scsi0,lun0 partitions C: D: are GEM, E: F: are MIX
2nd disk: scsi1,lun0 partitions G: H: are MIX

Maybe I should try #define NR_HD_DRIVES 3, but this is of course stupid to access the second disk as if it were the third one. All sensible approaches have failed, so its time to be silly. Any other suggestions?

--
Adam David. (adamd@rhi.hi.is)

2892. Re: Help!!! Minix ignores 2nd HD (ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-25 13:39:05 UTC
From: adamd@rhi.hi.is
Message-ID: <5153@krafla.rhi.hi.is>
Source record: 43392
Cross-posted to: comp.sys.atari.st.tech,comp.os.minix

I wrote:
>Maybe I should try #define NR_HD_DRIVES 3, but this is of course stupid to
>access the second disk as if it were the third one.

I guessed right. However there is another problem: Now the disk is working
but I keep getting "DMA interrupt discarded" warnings whenever the 2nd disk
is accessed. This is ST Minix 1.5.10.4 with OLDSUPRA defined so that the
driver interacts correctly with the early type Supra hostadaptor. I could just
remove the warning text, but would prefer to mend the winchester driver so that
it does not suffer from spurious DMA interrupts. Has anyone already done this?
Suggestions about why this is happening, and only on the 3rd (actually 2nd)
disk??

--
Adam David. (adamd@rhi.hi.is)

2893. Numerous ST/TOS questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-25 14:57:59 UTC
From: ratlifc@marcus.its.rpi.edu
Message-ID: <+bwxx1@rpi.edu>
Source record: 43393

Hi all,

I've had an ST for about six months now. Its an old jobber with a tweety board and 2.5MB of RAM. I'm also running a version of TOS which was most recently copyrighted in 1987. I'd like to get more into this machine, however, I need a little advice from the old hands.

First, what is a good company to go to for Atari ST software, and who is good for hardware. I'm looking for the new edition of the operating system, a hard drive, and possible other extensions.
Next, I would like some documentation on the internals of the machine and its OS [this is why I'm posting to tech]. I'd like a full ins-and-outs of the hardware and how it compares with similar systems. Is it SCSI? Can you ethernet it? What is that catridge slot on the side for? These are the kind of questions I need answered.
Also, I've wondered who does tech support for ancient STs, for whom the warranty expired long ago.
In addition what are the magazines, and where can I send for an issue and subscription information.

Thanks muchly to any who answer,
Christian

PS. please respond via email <ratlifc@rpi.edu> and I'll summarize to the net if anyone seems to care.

2894. Re: Help!!! Minix ignores 2nd HD (ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-26 11:35:28 UTC
From: ralf@ptavv.ka.sub.org
Message-ID: <1992Jul26.113528.01615@ptavv.ka.sub.org>
Source record: 43396
Cross-posted to: comp.sys.atari.st.tech,comp.os.minix

The original article has a followup to comp.sys.atari.st.tech but
as I don't get c.s.a.s.t I must crosspots to comp.os.minix to get
this article accepted by my newssystem. Followup-To: is set again.

Ralf

adamd@rhi.hi.is (Adam David) writes:
> I added a 2nd hard disk to my 1988 Supra hostadaptor, and it works fine
> under TOS. I set the partitions to type MIX, recompiled the minix kernel
> for 2 hard disks and added the device nodes for the new partitions.
> Minix refuses to recognise the extra diskspace on all counts. The disk
> LED does not light.
>
> I have the new disk on scsi id 1, lun 0. What I suspect is that minix is
> looking for the 2nd disk on scsi id 0, lun 1. As far as I can see there is

Yes, because that's the id a second harddisk at SH20[45] gets.

> no way to set the disk to be at lun 1 with this hardware (it is an embedded
> SCSI disk). Has anybody got such a setup to work? or do I have to change
> the hardware first? Minix version is 1.5.10.4
>
> 1st disk: scsi0,lun0 partitions C: D: are GEM, E: F: are MIX
> 2nd disk: scsi1,lun0 partitions G: H: are MIX
>
> Maybe I should try #define NR_HD_DRIVES 3, but this is of course stupid to
> access the second disk as if it were the third one.

But it is the right way. Your physical second disk is the logical 3rd.
Also you can see in /usr/include/minix/config.h:

~ /* define the number of hard disk drives on your system */
~ /* (assuming 2 drives/controller) */
~ #define NR_DRIVES 3 /* typically 0 or 1 */

> All sensible approaches
> have failed, so its time to be silly. Any other suggestions?

The above define works for me.
--
--
Ralf Wenk -- ralf@ptavv.ka.sub.org

2895. Re: Upgrading the ST or TT ...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-27 10:00:13 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jul27.100013.28213@bas-a.bcc.ac.uk>
Source record: 43397

In article <l6u6oiINNcod@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
[Stuff deleted]
>
> Assuming you make a small logic board to enable pin compatibility,
>can the '030 in the TT be replaced with the '040 without much of a major
>hassle (ie: is it more complicated than stealing the signals from the '030
>(and disabling it) and routing them to the '040?) As far as I know, the
>only major difference (hardware wise) is the larger cache and the bus-snooping
>logic (which wont make much of a difference if you don't plan on putting
>more than one '040 in it - Hmmm maybe two...:). Can anyone think of a good
>reason for shooting this down? Or should we all be getting out our bread
>boards (ha! more like etched boards:) and turbocharging our TTs?

The main problem is that the bus handshaking has totally changed with teh
'040. On the 680[0123]0 the CPU has the bus by defaults and gives it up to
peripherals. On the 68040 the bus is "free" by default and is only acquired
by the CPU when necessary.

The other problem on course would be adding the '040 FP software to the
system :-) and hoping that TOS initialises the PMMU in the chip in the
correct way (the '040 only has a sub-set of the instructions for this that
the '030 has).

>
> Food for thought...
>
>-Mike

Steve

If you want to know more get the Motorola 680x0 reference manual.
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

2896. Re: MiNT and Ramdisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-27 11:25:16 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Jul27.112516.17382@olymp.informatik.uni-bonn.de>
Source record: 43398

In article <1992Jul23.090556.16470@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>Having finally found a ramdisk (Mdisk from a.a) that can live in TT-RAM,
>it now turns out that it is incompatible with MiNT. Anybody go any ideas?

What version do you have? MDisk has been working with MiNT for a long time now. I have MDisk 6.93 -- I don't know the version that's on atari.archive but if people need it I can ftp it there.

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

2897. ANSWER -> Using Joysticks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-27 11:58:54 UTC
From: tony@microware.co.uk
Message-ID: <1143@mwuk.UUCP>
Source record: 43399
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Folks,

Recently I have seen a number of postings asking for details about using the joysticks on the ST. This posting attempts to provide some help.

I never saw it properly documented, so about 4 years ago, using information from the old Abacus/DataBecker internals book, I set about investigating the Keyboard vector routines, using a packet handler which I could patch into the vectors I wanted to investigate. The C program I used is given below. As written, it hooks into the status and joystick vectors. For just the joystick information, it is not necessary to use the status vector. Obviously, the program could be cut down to just bare bones for joystick handling, but I thought the complete thing might be of interest.

It was compiled using Lattice C 3.0.4. UBYTE is just a typedef of unsigned char. You won't need <portab.h> if you define this by hand. cprintf() is just printf() directly to the console. The include file <fctype.h> is just a variant of <ctype.h>, which itself would do fine.

It should be compiled to a .TOS executable.

```
------------------------------------------------------------------------
#include <portab.h>
#include <osbind.h>
#include <fctype.h>

typedef struct {
void (*midivec)();
void (*vkbderr)();
void (*vmiderr)();
void (*statvec)();
void (*mousevec)();
void (*clockvec)();
void (*joyvec)();
void (*midisys)();
void (*ikbdsys)();
} KBVEC;

UBYTE joy0,joy1;
UBYTE list[10];
int got=FALSE;

void dopkt(packet)
UBYTE packet[];
{
```

```
register int i;

for(i=0;i<10;i++)
list[i]=packet[i];
got=TRUE;

if (packet[0]>=0xFE) {
joy0=packet[1];
joy1=packet[2];
}
}

void main()
{
KBVEC *p,save;
UBYTE old0,old1;
char buf[128];
int cmd;
char c;

p = (KBVEC *)Kbdvbase();
save.joyvec = p->joyvec;
p->joyvec = dopkt;
save.statvec = p->statvec;
p->statvec = dopkt;

Ikbdws(0,"\x12"); /* Turn mouse off */

old0=old1=0xFF;
cmd = 0;

for(;;) {

if (Cconis()) {
c=toupper((short)Crawcin());
if (c=='\x03') {
Ikbdws(0,"\x08"); /* Restore mouse operation */
p->joyvec = save.joyvec;
p->statvec = save.statvec;
Pterm0();
}
else if (c=='\r') {
buf[0]=cmd;
Ikbdws(0,buf);
cmd = 0;
}
else if (c>='0' && c<='9') {
cmd = ((cmd & 0xF) << 4) | (c-'0');
cprintf("cmd = %X\r\n",cmd);
}
else if (c>='A' && c<='F') {
cmd = ((cmd & 0xF) << 4) | (c-'A'+10);
cprintf("cmd = %X\r\n",cmd);
```

```
}
}

if (got) {
cprintf("Packet = %02X %02X %02X %02X %02X %02X %02X %02X %02X %02X\r\n",
list[0],list[1],list[2],list[3],list[4],
list[5],list[6],list[7],list[8],list[9]);
got=FALSE;
}

if (old0 != joy0) {
old0 = joy0;
cprintf("Joy0 = %02X\r\n",old0);
}

if (old1 != joy1) {
old1 = joy1;
cprintf("Joy1 = %02X\r\n",old1);
}
}
}
```

Armed with the information gleaned by this program, it was possible to write assembler routines to setup, use and unsetup the joystick. JOYINI and JOYEND should be callable from ASM or C, and the global variables JOY0 and JOY1 will be updated automatically whenever a joystick state changes.

I can't remember what bit means what, but that is easily determined by trial and error.

```
;
JOYINI MOVEM.L A0-A1/D0,-(SP) ; Save registers
MOVE.W #34,-(SP) ; Kbdvbase()
TRAP #14 ; Xbios
LEA 2(SP),SP ; Better than ADDQ, as it
; doesn't set any flags.
; Now D0 points to the table of longword vectors. The
; joystick vector is at offset 24 from this.
;
MOVEA.L D0,A0 ; Must be in an addr reg
MOVE.L A0,ADRSAV ; Save table address
MOVE.L 24(A0),JOYSAV ; Save current joy value
LEA OURJOY(PC),A1 ; Position independent
MOVE.L A1,24(A0) ; Point vector to our code
PEA MOUSOF(PC) ; Command to turn off mouse
MOVE.W #MOUSOFL-1,-(SP) ; Length-1
MOVE.W #25,-(SP) ; Ikbdws()
TRAP #14 ; Xbios
LEA 8(SP),SP ; Tidy stack
```

```
MOVEM.L (SP)+,A0-A1/D0 ; Restore registers
RTS
;
JOYEND MOVEM.L A0,-(SP) ; Save registers
MOVEA.L ADRSAV,A0 ; Point to table
MOVE.L JOYSAV,24(A0) ; Restore old value
PEA MOUSON(PC) ; Command to restore mouse
MOVE.W #MOUSONL-1,-(SP) ; Length-1
MOVE.W #25,-(SP) ; Ikbdws()
TRAP #14 ; Xbios
LEA 8(SP),SP ; Tidy stack
MOVEM.L (SP)+,A0 ; Restore registers
RTS
;
MOUSOF DC.B $12
MOUSOFL EQU *-MOUSOF
MOUSON DC.B $08
MOUSONL EQU *-MOUSON
;
; This next is our joystick interrupt routine. We may use
; registers A0-A2 and D0-D2 without having to save them.
;
OURJOY MOVEA.L 4(SP),A0 ; Pointer to packet
CMPI.B #$FE,(A0) ; Joystick packet?
BLO.S NOJOY ; Ignore if not
YESJOY MOVE.B 1(A0),JOY0 ; Copy joystick 0.
MOVE.B 2(A0),JOY1 ; Copy joystick 1.
NOJOY RTS
;
DATA
;
BSS
;
ADRSAV DS.L 1 ; 4 bytes for table addr
JOYSAV DS.L 1 ; 4 bytes for old vector
JOY0 DS.B 1 ; Joystick 0 state.
JOY1 DS.B 1 ; Joystick 1 state.
;
END
```

Hope this is of help to people. Please feel free to add the contents of this article to any FAQs, etc.

[followups set to comp.sys.atari.st.tech]

Tony.

--

Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.

(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

2898. Re: Is page flipping safe, and I need to know about syncing

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-27 12:31:57 UTC
From: "Julian F. Reschke" <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92209.123157RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 43403

In article <Bruq9M.FI7@acsu.buffalo.edu>, chu@acsu.buffalo.edu (John C. Chu)
says:
>
>Is it ok to use Setscreen to do double buffered animation (i.e., draw
>on one buffer while the other is being displayed and switch. I don't
>know if I've used the right term for this). By that I mean, does it
>work on all nominally ST compatible computers, including those with
>video cards? (Of course, I'd also pay attention to what GEM tells me
>when I start up so that I reserve enough memory for each screen.)

No, you can't rely on effects of XBIOS calls to VDI functions. Might not
work with third-party graphics cards.

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

2899. TT RAM wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-27 19:59:06 UTC
From: alewis@news.ccutah.edu
Message-ID: <1992Jul27.195906.3093@fcom.cc.utah.edu>
Source record: 43400

[No readable article body recovered]

2900. MFP yet again

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-27 20:18:54 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Jul27.201854.20396@infoserver.th-darmstadt.de>
Source record: 43401
Body handling: Inline uuencoded payload not displayed: spurious.prg

I have bothered the net for the last couple of years with
this problem. But now, since I feel _really_ confident that
I know what's going on I feel oblidged (oh so oblidged (har))
to bother you once more.

The problem:

```
/* ------------------------------------------------------------
WARNING!! You have to reboot after running this program
------------------------------------------------------------ */
#include <tos.h>

main()
{
unsigned long count = 200000;

Cconws( "Move the mouse, hit the keys!\r\n");
while( count--)
{
Jdisint( 6);
Jenabint( 6);
}
Cconws("Mmmh, either you were lucky or I was wrong :-P\r\n");
}
```

Now these are only TOS calls and you wouldn't expect them to
produce a crash (in an ideal world). Alas they do.

What's happening is that the MFP chip that is accessed here with
the Jdisint, Jenabint (aside: why not Jdis*b*int ?) has a problem
dealing with an interrupt JUST WHEN it's being turned off to this
interrupt source. The Jdisint call in this case is sort of
asynchronously interrupting the interrupt processing of the MFP
(maybe just when communicating with the CPU). [#1#]

Now the MFP doesn't know what to tell the CPU properly anymore
and sends the CPU a spurious interrupt. On the ST though, normally
a spurious interrupt (which can't be masked, coz it's NMI) leads
to bombs!

EVERY program that uses Jdisint (or disables/masks off the MFP
directly) on an interrupt channel which might still produce interrupts
has a slight chance of crashing.

Solution:

a) Programmers that use Jdisint or turn off -active- MFP
interrupts in any way, may want to intercept the exception
vector at $60 and just do an RTE on it.

b) Users who feel that they might suffer from spurious IRQs
install the little ditty appended here, that just ignores
spurious IRQs, and put it anywhere in there AUTO folder.

Nat!
---
table
!"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_

[Inline uuencoded payload not displayed: spurious.prg]

[#1#] My -model- of what's happening.
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"
Waiting for the time when chips are measured in color.

2901. Re: Upgrading the ST or TT ...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-27 22:06:18 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l78sqqINNmmr@aludra.usc.edu>
Source record: 43402

In article <1992Jul27.100013.28213@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:

>The main problem is that the bus handshaking has totally changed with teh
>'040. On the 680[0123]0 the CPU has the bus by defaults and gives it up to
>peripherals. On the 68040 the bus is "free" by default and is only acquired
>by the CPU when necessary.

I guess I don't understand the implications of having a free bus by
default - do you (can you) explain, or if its too esoteric, perhaps via email?
I have read some of the 680x0 manuals (briefly - it wasn't mine :( ) but
I didn't see anything about this.

>The other problem on course would be adding the '040 FP software to the
>system :-) and hoping that TOS initialises the PMMU in the chip in the
>correct way (the '040 only has a sub-set of the instructions for this that
>the '030 has).

I thought that 3/2.06 and higher was supposed to support 680[01234]0
without any problems - that and the fact that if Atari does come out with
a '040 workstation, its tos better support the '040 too :).

>
>Steve
>
>If you want to know more get the Motorola 680x0 reference manual.

But who will interpret it for me. You _know_ manuals are written in
the most obscure technicalese available so that it is equally obfuscated to
all who read it. :)!

>--
>Addresses:-
>JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
>Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

-Mike

PS: Someone earlier posted about a 68k newsgroup. Do you remember the exact
name of the group - sounds like I should subscribe...:)!

2902. Problems with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-28 06:39:20 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <9130026@hpbbrd.bbn.hp.com>
Source record: 43412

Yesterday I ran into a problem with the ARGV parameter passing scheme that
I'm sure others must have seen before. The ARGV scheme can't pass empty strings
as parameters !
What happens is that Pexec can't distinguish between an empty parameter and
the end of the environment string (both are represented by two consecutive
NUL bytes). In effect, the first empty parameter will terminate the parameter
list.

Since I haven't seen this problem come up previously, I guess that nobody ever
tried to work around it. Anyway, here's a suggestion for fixing it (while
still remaining compatible to ARGV):

- Pass all non-empty arguments via ARGV, ignoring empty ones.
Let's say you want to execute

/bin/arrgh foo "" bar baz "" zip;

you would pass an environment string ending in

ARGV=\0/bin/arrgh\0foo\0bar\0baz\0zip\0\0

- Pass the *positions* of the empty arguments in some other place
(within the environment). Most convenient would be the ARGV variable
itself, but some shells and/or runtime libraries already use that
for other purposes.
Assuming you use an environment variable called 'ARRGH' (just for
demonstration) and pass the positions in ASCII format (dito), this
would look like

ARRGH=2,5\0

in the example above. The C startup code would interpret this by
assigning empty strings to argv[2] and argv[5].

This approach won't break any existing code. If a program or shell doesn't
understand it, it will just keep the old behavior. By incorporating the
mechanism into the C library (startup code and exec() or spawn() or whatever),
programs have just to be relinked to be able to use it.

I'd like to hear the experts comment on this.

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-4308 TELNET : 778-4308
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2903. Need help with odd hard drive problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-28 11:19:50 UTC
From: kendall@flammulated.rice.edu
Message-ID: <KENDALL.92Jul28051950@flammulated.rice.edu>
Source record: 43405

I'm having a strange problem with my HD, and was wondering if anyone out there might know what was wrong:

My st simply refuses to detect my HD at all anymore!! When I try to boot from the HD, nothing happens, and occasionally the floppy drive gets messed up after the boot - all disks put into it show up with 0 byes and 0 items.

I tried to boot from the Atari HD utility disk, but AHDI says "Unit 0: Identification unavailiavble", and after that HDX rufuses to admit that the drive exists even when I try to format. I've checked the cable, which is OK, and everything's plugged into the right place.

Just in case it matters, my system setup is:
520 ST with Tech Sp. 1mb upgrade
megafile 30 HD
external floppy drive.

Any help would be *really* appriciated!!

Thanks,
--
---> Kendall Gelner (kendall@rice.edu)
The difference between theory and practice in practice is greater than the difference between theory and practice in theory.

2904. Emacs 18.58 bug

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-28 11:44:26 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul28.134426@disuns2.epfl.ch>
Source record: 43406

I installed 18.58 with almost no changes (the only ones were in emacs.rc
where I changed the paths for atari.el and dos-mode.el (well not really
changed but converted from absolute to relative)).

I had one main problem:
when moving downward with the cursor it sometimes (rather frequently)
don't want to stay in the same column: for example, being in the
10th column, when I move downward, the cursor stay in this column
in the first line of each paragraph and gets back to the first column
in the following lines of the paragraph (getting back to the 10th col
when entering a new paragraph).
This would not be a problem if the 'point' changed accordingly (which
is of course not the case): the cursor appears at the 1st col but is
in fact still in the 10th and when I type some chars, what I see is
really not what I get (as I don't write where I believe to).

This at least appears in Text mode. (maybe in other modes too but I
don't remember and I haven't used it long enough)

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2905. Re: Emacs 18.58 bug

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-28 14:57:41 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Jul28.095741.1@vaxc.stevens-tech.edu>
Source record: 43407

Hello,

The problem with Emacs 18.58 not staying in the same column when
moving down a line is due to a bogus termcap entry. I do not know your
setup, but if you use the supplied termcap entry in directory examples,
e.g. :

TERMCAP = <path>/examples/termcap
TERM = vt52

then the above problem should dissapear.

Cheers,
scott.

P.S. perhaps a german reader with access to atari.archive can post he emacs
18.58 to another ftp site, since in the summer a.a does not get updated
so people in general are unaware to the new emacs existence.

2906. Minix 1.6.16 upgrade question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-28 15:49:32 UTC
From: malay@sae.com
Message-ID: <1992Jul28.154932.20213@sae.com>
Source record: 43408
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.os.minix

I downloaded the ST and PC upgrade kits and took a peek at what is in them and read through the "INTRO" file from the ST upgrade. My question is this:

Its not clear from the "INTRO" file whether I should use the "include/sys" cdiffs from the PC upgrade. Step 3 says
"apply the include changes from cs.vu.nl However, keep your old a.out.h, stdio.h, ctype.h and signal.h. Do not apply the include part from this upgrade!!"

What does this mean??

Has anybody tried to upgrade to 1.6.16??

Bob Malay

2907. A "C" question...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-28 20:46:58 UTC
From: MDORMAN1@ua1vm.ua.edu
Message-ID: <16832DDF3.MDORMAN1@ua1vm.ua.edu>
Source record: 43409

I've got a question about how to do something in "C".

I'm in the process of writing a C library to make it easier to manage windows (some of the nasty stuff like outputting text through a printf()-like interface, etc).

I have a structure that describes large parts of the window (things like its current size, the window handle, etc.). One of the things I've been thinking about doing is storing the window name and info fields as part of the structre.

Now, obviously, I don't want to have them allocated if they're not going to be used. So I was thinking of creating functions wx_name() and wx_info(), where the function definition would be something like:

```
wx_name(ws,str)
Window ws;
char *str;
```

I would then like to malloc() memory to hold the string that we've been given so that we won't use any more memory than necessary (I have an ulterior motive, I want to create a printf() interface to this stuff, too--I have a couple of programs that could use it).

So, what's the best way to declare the variable within the structure? Is merely making it a char * sufficient, or do I need to make it static char *?

I never have been able to figure out just what the difference is in practical terms. If someone could explain, I'd be deeply indebted.

Mike.

2908. ST monitor connector pinouts?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-28 21:53:33 UTC
From: il@bambam.u.washington.edu
Message-ID: <1992Jul28.215333.5291@u.washington.edu>
Source record: 43410

Could someone tell me what the pinouts are on the monitor plug? I just discovered that I can plug an ST monitor into a Sega Genesis game system, if I can just build the cable. I know that it's shown in the ST owner's manual, but manual's at my parents' in Portland.

The monitor's an SC1224 and goes to a Mega ST 4 (no "e").

--
Il Hwan Oh | What is "Martinizing",
Computer Facilities Manager | and why does it
University of Washington, Tacoma | take one hour?
iho@cac.washington.edu |

2909. HP-Laserjet+ Drivers Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 00:24:43 UTC
From: dennis@citr.uq.oz.au
Message-ID: <dennis.712369483@citr.uq.oz.au>
Source record: 43411
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there,

Can somebody encode some copies of printer drivers for First Word Plus
and Degas Elite compatible with a HP LaserJet Plus, and either post them
to me or to comp.binaries.atari.st....

Is there a repository for such items somewhere in the net.world or ftp.world?

Many many many thanks in advance.

--

Dennis Remmer - dennis@citr.uq.oz.au - DennisR@syacus.acus.oz
Australian Centre for Unisys Software, Brisbane Queensland Australia

2910. Dear Mr. Very Competent Technical Person

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 03:53:19 UTC
From: wisner@netcom.com
Message-ID: <xanmwtb.wisner@netcom.com>
Source record: 43413

I recently pulled my 1040STfm out of storage after moving and have a few questions about this aging beast that hopefully you, Mr. VCTP, can answer.

First, the keyboard needs a good cleaning. This is nothing new, and I've done it before. But does anyone have any particularly effective cleaning methods to recommend? How much does an entire replacement keyboard generally run? I certainly wouldn't mind a fix for my mushy space bar.

My SM124 monitor is very flaky. After it's been on for about 20 minutes, the screen simply blacks out. There are no problems before this and the monitor still has power (LED/sound), it just goes. From the behaviour, I've started thinking it might be overheating in some way. Now, my strictly limited technical prowess doesn't extend to monitors, so can someone who really knows what he's talking about perhaps help me?

Finally, I'd appreciate recommendations for good Atari service people here in the San Francisco Bay area, perferably Santa Clara Valley. If you're not local, pretend I didn't write this paragraph.

Yours,
Depreciating in Mountain View

2911. Re: ST monitor connector pinouts?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 06:23:00 UTC
From: anamr@cats.ucsc.edu
Message-ID: <155dg4INNdsa@darkstar.UCSC.EDU>
Source record: 43414

il@bambam.u.washington.edu (Il Hwan Oh) writes:

>Could someone tell me what the pinouts are on the monitor plug? I just
>discovered that I can plug an ST monitor into a Sega Genesis game system,
>if I can just build the cable. I know that it's shown in the ST owner's
>manual, but manual's at my parents' in Portland.

>The monitor's an SC1224 and goes to a Mega ST 4 (no "e").

>--
>Il Hwan Oh | What is "Martinizing",
>Computer Facilities Manager | and why does it
>University of Washington, Tacoma | take one hour?
>iho@cac.washington.edu |

I didn't think that you could use the ST monitor for the Sega?

Where did you see this?? How??

Now as requested for all to see the pin outs...

Pin 1 - Audio Out
2 - Composite Video (W/modulator)
3 - General Purpose Output (From PSG chip)
4 - Mono Detect (PSG port line again)
5 - Audio In
6 - Green
7 - Red
8 - +12 Pull Up
9 - H Sync
10 - Blue
11 - Mono Video
12 - V Sync
13 - Gnd.

Looking at the cable, pin one is right of the connector key.

The Sega Genesis puts out a signal line with Hsync & Vsync combined.
How do you make it work the SC1224???

anamr@cats.ucsc.edu - Fun Fun Fun in the Sun Sun Sun...

2912. Emacs 18.58 available (was: Emacs 18.58 bug)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 08:16:05 UTC
From: atari@cs.ruu.nl
Message-ID: <1992Jul29.081605.11094@cs.ruu.nl>
Source record: 43415

In <1992Jul28.095741.1@vaxc.stevens-tech.edu> skolodzieski@vaxc.stevens-tech.edu writes:
>
>P.S. perhaps a german reader with access to atari.archive can post he emacs
> 18.58 to another ftp site, since in the summer a.a does not get updated
> so people in general are unaware to the new emacs existence.

Emacs 18.58 is already available from ftp.cs.ruu.nl.

We, Computer Science department, Utrecht University, are running an
anonymous FTP server on one of our systems. In addition to the FTP
service we're also running a mail server, for those of you without
direct Internet access.

--> How to get 'emacs 18.58' via anonymous FTP:

Site: ftp.cs.ruu.nl [131.211.80.17]
Login: "anonymous" or "ftp"
Password: your own email address (you@your_domain)
file: /pub/ATARI-ST/editors/emacs.zoo

Don't forget to set binary mode!

--> How to get 'emacs 18.58' via e-mail from our mail-server:

NOTE: In the following I have assumed that your mail address is
"fred_flintstone@stone.age.edu"; of course you must substitute
your own address for this.

| Please use a VALID DOMAIN ADDRESS.
| Use 'hip!hop!user' if you must.
| Never use an address which has both '!' and '@' in it.
| Bitnetters use user@host.bitnet

Send the following message to
mail-server@cs.ruu.nl
or the old-fashioned path alternative
uunet!mcsun!sun4nl!ruuinf!mail-server

begin
path fred_flintstone@stone.age.edu (SUBSTITUTE _YOUR_ ADDRESS)
send ATARI-ST/editors/emacs.zoo
end

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:

send HELP

A complete "ls-lR" listing of the archive is kept in the top-level
directory, it will be updated every night. To get it, issue the command:

send ls-lR.Z

That's all for now. If you encounter problems using the FTP service
and/or the mail-server, feel free to drop me a line (by e-mail, please).

Enjoy,
Ate Brink
--
Ate Brink, Systems Administrator
Moderator of the Atari archive at the Utrecht University (ftp.cs.ruu.nl)
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this if you want to upload a program to the archive.

2913. Re: Gem program control of mouse and cursor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 09:05:55 UTC
From: lingnau@math.uni-frankfurt.de
Message-ID: <3094@rbiffm.informatik.uni-frankfurt.de>
Source record: 43416

In article <1992Jul14.080634.3111@donau.et.tudelft.nl>,
reeuwijk@dutentb.et.tudelft.nl (C. van Reeuwijk) writes:
> In <1992Jul10.143247.22602@newshost.lanl.gov> hutch@bellman.lanl.gov
> (John Hutchinson) writes:
>
> >> [don't warp the mouse pointer]
>
> >SO? What's wrong with Tim's idea?
>
> Personally I hate programs that do things like that. [...]

I agree with C. Tim, if you must warp the mouse in your application, then
please add an option to turn this off from a configuration file.

Heuer's Law: Any feature that cannot be turned off is a bug.

Anselm
--
Anselm Lingnau, Buchenweg 1, 6239 Eppstein| You see things, and you say `Why?'
lingnau@math.uni-frankfurt.de Germany| But I dream things that never were,
University of Frankfurt, CompSci and Maths| and say `Why not?' --- G. B. Shaw

2914. reset, reset, reset, down...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 10:17:55 UTC
From: bartjan@cs.kun.nl
Message-ID: <1992Jul29.101755.27052@sci.kun.nl>
Source record: 43418

Hi,

Anyone had this problem? My ST keeps resetting itself when I boot it (from diskette). It does read the prg's in the auto-folder as well as the acc's but as soon as the desktop comes up, it resets. This sequence then repeats and repeats and repeats until I'm fed up. So, I've put it far away in a cupboard... Who knows what could be the cause of this and what needs to be repaired? Tell me!

Bart-Jan J. Bouwers | phone: +31-80652551 | |\ |\
Dept. of Computer Science | internet: bartjan@cs.kun.nl | |/_.|/
University of Nijmegen | bitnet: U055025@HNYKUN11 | |\ ||\
The Netherlands | | |/ ||/
/

"Quit dreaming this is real life baby,
Real life is the only life what's it all about" - Simple Minds
---

2915. Re: Problems with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 11:15:12 UTC
From: "Julian F. Reschke" <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92211.111512RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 43417

In article <9130026@hpbbrd.bbn.hp.com>, jensk@hpbbrd.bbn.hp.com (Jens Kilian) says:
>
>Yesterday I ran into a problem with the ARGV parameter passing scheme that
>I'm sure others must have seen before. The ARGV scheme can't pass empty
>strings
>as parameters !

Well, that's a known problem :-) Fortunately, empty parameters mostly occur as parameters to 'test', and this is normally (or can be) a builtin command of the shell.

Your proposal for an ARGV extension seems to work. If 'we' all (MiNT-Libs, and GNU-Libs, PureC startup code and so on) agree on this, that could be a solution...

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

2916. Re: Need help with odd hard drive problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 11:57:59 UTC
From: PAULETTI@biel.be.tech.ascom.ch
Message-ID: <1992Jul29.115759.6407@hasler.ascom.ch>
Source record: 43419

In <KENDALL.92Jul28051950@flammulated.rice.edu> kendall@flammulated.rice.edu writes:

> I'm having a strange problem with my HD, and was wondering if anyone out
> there might know what was wrong:
>
> My st simply refuses to detect my HD at all anymore!! When I try to boot
> from the HD, nothing happens, and occasionally the floppy drive gets messed
> up after the boot - all disks put into it show up with 0 byes and 0 items.
>
> I tried to boot from the Atari HD utility disk, but AHDI says
> "Unit 0: Identification unavailiavble", and after that HDX rufuses to admit
> that the drive exists even when I try to format. I've checked the cable,
> which is OK, and everything's plugged into the right place.
>
I had the same problem with my VORTEX hdplus 30. I have a SH205 as 1. and the
hdplus as 2. HD. When I used HDX version 4 and 5 I got for the VORTEX HD the
mentioned message at boot time and the VORTEX was not available.
The solution was to use my old HDX I think it is version 3.

cheers andreas pauletti

2917. Re: Problems with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 13:07:55 UTC
From: ant@mks.com
Message-ID: <1992Jul29.130755.27902@mks.com>
Source record: 43420

Julian F. Reschke writes:
>In article <9130026@hpbbrd.bbn.hp.com>, jensk@hpbbrd.bbn.hp.com (Jens Kilian)
>says:
>>
>>Yesterday I ran into a problem with the ARGV parameter passing scheme that
>>I'm sure others must have seen before. The ARGV scheme can't pass empty
>>strings
>>as parameters !
>
>Well, that's a known problem :-) Fortunately, empty parameters mostly
>occur as parameters to 'test', and this is normally (or can be) a
>builtin command of the shell.

Not so. I found this problem just recently, while working on 'grep'.
If 'grep' is passed an empty string for the pattern, it is suppose to match
every line in the file, since the pattern is normally bracketed with
".*(pattern).*" when no anchoring is used. It took me about three nights
to figure this out.

>Your proposal for an ARGV extension seems to work. If 'we' all (MiNT-Libs,
>and GNU-Libs, PureC startup code and so on) agree on this, that could be
>a solution...

Well, I've been working on an ANSI/POSIX library for Sozobon C 1.2. I've
provided my own C startup that supports ARGV. If you're going to do
this, which seems reasonable, you'll have to pick a better name than
ARRGH for the env.var. since it has no meaning. Something like

ARGV_EMPTY=index1, index2, ... indexN\0

would be more acceptable.

-ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Nice legs. For a human that is." - Worf (Q-pid)

2918. Re: A "C" question...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 13:53:00 UTC
From: vombruch@quando.quantum.de
Message-ID: <1992Jul29.135300.12646@quando.quantum.de>
Source record: 43423

MDORMAN1@ua1vm.ua.edu (Mike Dorman) writes:

```
: I've got a question about how to do something in "C".
:
: I'm in the process of writing a C library to make it easier to manage windows
: (some of the nasty stuff like outputting text through a printf()-like
: interface, etc).
:
: I have a structure that describes large parts of the window (things like its
: current size, the window handle, etc.). One of the things I've been thinking
: about doing is storing the window name and info fields as part of the structre.
:
: Now, obviously, I don't want to have them allocated if they're not going to
: be used. So I was thinking of creating functions wx_name() and wx_info(),
: where the function definition would be something like:
:
: wx_name(ws,str)
: Window ws;
: char *str;
:
: I would then like to malloc() memory to hold the string that we've been given
: so that we won't use any more memory than necessary (I have an ulterior motive,
: I want to create a printf() interface to this stuff, too--I have a couple of
: programs that could use it).
:
: So, what's the best way to declare the variable within the structure? Is
: merely making it a char * sufficient, or do I need to make it static char *?
:
: I never have been able to figure out just what the difference is in practical
: terms. If someone could explain, I'd be deeply indebted.
:
: Mike.
```

```
(1) Have you tried declaring the member of the struct as static?
This should be impossible.
The difference between static and non-static variables is that
non-static variables just exist on the stack (as long as the called
function is active). When you leave the function the space for them
is "recycled" and their value therefore lost.
Static variables are like global variables because they exist as long
as the program is running and their value is never lost. They can
however only be accessed in the function in which they are defined
(as opposed to global variables). So when you call the function again
you can be sure that they have the same value as after the last call
of that function.
```

As the char-pointer isn't a variable but only part of a variable
(namely the struct Window ws), it can't be made static.

Static variables are very rare (on the atari anyway), and I don't
think you'll need them in this program.

(2)
Assuming that the struct Window looks something like this:

```
typedef struct {
.
.
char *name;
char *info;
.
.
} Window;
```

The function wx_name could look like this:

```
int wx_name( ws, str )
Window *ws; /** use pointer to struct **/
char *str;
{
ws->name = (char*) malloc( strlen( str ) + 1 ); /* add 1 for 0-Byte */

strcpy( ws->name, str );
}
```

You should pass a pointer to the struct to the function because passing the
struct itself will either not work at all or every single member of the
struct will be passed to the function (pushed onto the stack) instead of
just the single address, which is of course a lot slower. (Maybe this was
just a typo?)

Remember to free the individual pointers (free(ws->name)) before freeing
the struct or you will have a lot of zombie-strings using up small chunks of
memory that cannot be allocated again.

Hope this helps, Stefan

--
_--_|\ Stefan vom Bruch vombruch@quantum.de
/ | ____
\.--._/ (_ / Quantum GmbH, Emil-Figge-Str.83, W-4600 Dortmund 50, Germany
_____v____) |/ /_)

2919. The Custom Chips

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 15:11:50 UTC
From: lsh1@Ra.MsState.Edu
Message-ID: <lsh1.712422710@Ra.MsState.Edu>
Source record: 43421

Hello,
Does anyone out there have any tech-info
on the custom chips that Atari uses in the ST?
Stuff like pin-outs, timing diagrams, functionality, etc.

+--+
	Shane Hebert	Disclaimer:
This space	hebert@erc.msstate.edu	My opinions
for rent!	hebert@ee.msstate.edu	are my own.
	lsh1@ra.msstate.edu	
+--+

2920. Re: reset, reset, reset, down...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 15:39:43 UTC
From: adamd@rhi.hi.is
Message-ID: <5161@krafla.rhi.hi.is>
Source record: 43422

bartjan@cs.kun.nl (Bart-Jan Bouwers) writes:

>Anyone had this problem? My ST keeps resetting itself when I boot it (from
>diskette). It does read the prg's in the auto-folder as well as the acc's
>but as soon as the desktop comes up, it resets. This sequence then repeats
>and repeats and repeats until I'm fed up. So, I've put it far away in a
>cupboard... Who knows what could be the cause of this and what needs to be
>repaired?

More to the point: is there anybody out there who has never had this problem?
What is probably happening here is dust or disturbed magnetic particles on the
boot disk. During the booting something in the GEM system area gets trodden on,
so as soon as the desktop tries to come up it falls over. It is also common for
the machine to hang or reset before the desktop appears.

How to prevent this from happening:

1) Never leave disks in the drives unless they are being accessed once in a
while, dust settles on the disks. This is why some double-sided floppies fail
and become only useable as single-sided floppies (dust does not settle on the
underside) and why single-sided floppies tend to last a lot longer.

2) Never ever switch the power to the ST on or off while a disk is in the
drive. Electrical spikes from switching the power often cause magnetic glitches
on the disk. Yes, I know it says in the manual "Insert boot disk and then
switch on the power". Instead, switch on the machine _without_ a boot disk,
press and hold the reset button while you insert the boot disk, then release
the reset button. I had regular floppy disk failures before I realised this.

--
Adam David. (adamd@rhi.hi.is)

2921. Re: reset, reset, reset, down...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 17:18:26 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jul29.171826.19617@news2.cis.umn.edu>
Source record: 43424

In article <1992Jul29.101755.27052@sci.kun.nl>, bartjan@cs.kun.nl (Bart-Jan Bouwers) writes:
>Anyone had this problem? My ST keeps resetting itself when I boot it (from
>diskette). It does read the prg's in the auto-folder as well as the acc's
>but as soon as the desktop comes up, it resets. This sequence then repeats
>and repeats and repeats until I'm fed up. So, I've put it far away in a
>cupboard... Who knows what could be the cause of this and what needs to be
>repaired? Tell me!

A quick guess - you have an AUTO program and/or desk accessory which is either corrupted or won't work on your ST. Typical programs which can cause the activity you see include: monochrome emulators, STe-specific AUTO programs or desk accessories run on an ST (and, sometimes, vice versa), and screen accelerators run in the wrong resolution (e.g. QUICKST - color version - run on with a monochrome monitor).

Some quick suggestions to determine an offending program:

1. Try to boot up without a diskette. If the GEM desktop comes up, you've got a problem with one of the AUTO programs and/or desk accessories. If you still have the reset problem, it's hardware related.

2. If GEM boots up in (1), place the diskette with your AUTO folder into the disk drive and do the following:

a. Rename every file in the AUTO folder to xxxx.PRX

(example, rename FOLD100.PRG to FOLD100.PRX)

b. Rename very accessory in the root directory to xxx.ACX

c. Rename =one= AUTO program normally

d. Shut off your ST, wait for about 20 seconds and then turn it on.

e. If the system does not reset repeatedly, rename =one more= AUTO program normally and repeat (d). Do this until all AUTO programs have their normal names OR until your ST constantly reboots. The last program you renamed is causing the problem. Reboot without a diskette, insert the boot disk and remove/replace the offending file.

f. Test again until all AUTO programs and desk accessories are normally named and the reset problem does not reoccur.

-- David Paschall-Zimbel

2922. Re: Dear Mr. Very Competent Technical Person

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 17:31:14 UTC
From: ekrimen@wet.UUCP
Message-ID: <4181@wet.UUCP>
Source record: 43426

In article <xanmwtb.wisner@netcom.com> wisner@netcom.com (Bill Wisner) writes:
>
>Finally, I'd appreciate recommendations for good Atari service people
>here in the San Francisco Bay area, perferably Santa Clara Valley. If
>you're not local, pretend I didn't write this paragraph.

I don't know about the monitor problem, but if your stomach can handle it,
you might want to open up the case and remove the keyboard for easier
cleaning.

B&C Computervisions in Santa Clara is good. San Jose Computer is good.
ATY Computer in Oakland is good. Check out any of those places, although
I'd lean towards the first and last.

Any other questions, such as addresses and phone numbers, then let me know.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

2923. Docs for installing EZRAM II in 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 17:36:18 UTC
From: boyd@cs.unca.edu
Message-ID: <1992Jul29.173618.1259@cs.unca.edu>
Source record: 43425

I would like to buy a EZRAM II board to expand a 1040 ST to 2.5 M but the seller has no documentation. If you have docs on installing this board could you send me a summary? I have worked lots with hardware and I am pretty familiar with ST innards, so I don't need hand holding - just basic installation instructions. Thanks,

Mark
boyd@cs.unca.edu

2924. Re: reset, reset, reset, down...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 18:29:08 UTC
From: mintha@loon.geog.ubc.ca
Message-ID: <MINTHA.92Jul29132908@loon.geog.ubc.ca>
Source record: 43430

In article <l7dttjINNdk5@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:

> However, I have had a similar problem, but from Hard disk, and it has
> never been serious enough to worry about it (so I haven't) but I wonder if
> anyone else has had this happen. Almost every time I boot my computer (NOTE:
> this is _not_ every time), it will bomb with a couple of bombs (don't remember
> how many), then it will restart and load just fine. I used to half-heartedly
> explain it as "the drive wasn't as awake as it should've been", but I don't
> really believe that is the problem. I know that there are some programs that
> work by loading and then resetting the computer which boots normally, however I
> don't believe I have any autoprogs that do that. Just in case, in my auto/ is:
> Fatspeed,date/time fix prg (ala ICD), QuickST (small version of 2.2), and
> randplay (but that is a recent addition).

I too have the same problem. And came to the same solution. (i.e. ignore it
and write it off to 'the drive wasn't awake' kind of thing) But testing it, this
answer doesn't logically follow, its seems completely random in nature. And since
it will (usually) boot the second time, I haven't worried about it. ICD stuff
mentions about SCSI drives having some bug about intially start up, and ICD has
a patch for some drives (but not mine) but it doesn't even seem to be this
problem.

Anyone else know what going on.
Jim

--
Jim Mintha Home: (604) 467-2148
mintha@geog.ubc.ca Work: (604) 465-5074

2925. AT-Speed and Atari mouse ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 18:55:35 UTC
From: dtarico@violet.ccit.arizona.edu
Message-ID: <1992Jul29.115535.1@violet.ccit.arizona.edu>
Source record: 43429
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anybody had any luck using the Atari mouse under AT-Speed? If so,
how did you get it to work? Does it need a driver? Email responses
are fine, and I will summarize if there is interest. Thanks!

Doug Tarico
dtarico@ccit.arizona.edu
doug@catalina.sie.arizona.edu

2926. Re: reset, reset, reset, down...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 19:55:31 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l7dttjINNdk5@aludra.usc.edu>
Source record: 43427

A lot of people have been putting up explanations for the original poster's problem with booting from the disk drive - and for all I know, they are probably right.

However, I have had a similar problem, but from Hard disk, and it has never been serious enough to worry about it (so I haven't) but I wonder if anyone else has had this happen. Almost every time I boot my computer (NOTE: this is _not_ every time), it will bomb with a couple of bombs (don't remember how many), then it will restart and load just fine. I used to half-heartedly explain it as "the drive wasn't as awake as it should've been", but I don't really believe that is the problem. I know that there are some programs that work by loading and then resetting the computer which boots normally, however I don't believe I have any autoprogs that do that. Just in case, in my auto/ is: Fatspeed,date/time fix prg (ala ICD), QuickST (small version of 2.2), and randplay (but that is a recent addition).

Any ideas?

-Mike

2927. Questions for hardware hackers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 20:18:57 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <64628@hydra.gatech.EDU>
Source record: 43428

The June issue of ST Format (UK) had an article on memory upgrades. I am interested in expanding my 1040ST to 4 meg so I read it. Most of the upgrade boards discussed were restricted for use with square MMUs. My ST has the rectangular MMU. I read in the Toad Computer catalog that some MMUs will not work with more than 1 meg. Are these rectangular chips those MMUs? I noticed that near the MMU there are pads marked 256K and 1M where the 256K pads are bridged by a blob of solder. Does this have anything to do with the MMU configuration?

Another thing caught my eye in the ST Format article. It showed the different ST mother boards that have been used. The one corresponding to my ST motherboard noted space on the board for the blitter chip. I had noticed that space and wondered what chip it was for. I assume that I can easily add a blitter chip to my ST. Are blitter chips readily available? Should it be socketed? What kind of socket would I use? Here too I noticed pads bridged by a blob of solder where the traces lead to the pins of the (missing) blitter chip. Does that affect blitter operation?

Thanks in advance for your response.
--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

2928. Re: ST monitor connector pinouts?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 20:54:17 UTC
From: il@bambam.u.washington.edu
Message-ID: <1992Jul29.205417.26843@u.washington.edu>
Source record: 43431

anamr@cats.ucsc.edu (Ana M Rodriguez) writes:

>I didn't think that you could use the ST monitor for the Sega?

The FAQ for the rec.games.video group said that you could.

>The Sega Genesis puts out a signal line with Hsync & Vsync combined.
>How do you make it work the SC1224???

I'm just gonna try tying both to the single sync signal. If it doesn't
work, it doesn't work. I don't think it'll fry it.

--
Il Hwan Oh | What is "Martinizing",
Computer Facilities Manager | and why does it
University of Washington, Tacoma | take one hour?
iho@cac.washington.edu |

2929. Re: Problems with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 22:12:25 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Jul29.221225.24054@mnemosyne.cs.du.edu>
Source record: 43432

> ARGV doesn't allow passing empty arguments
> use another env var to pass the position of the empty args

I don't like it. It sounds needlessly complicated to create a whole
'nother env var for this.

I have two variations on an idea for coping with this. The first variation
assumes that we never pass binary values in the ARGV. (IE, isprint() is
TRUE for all chars appearing in the args in the ARGV area.) In this case,
I'd recommend using \001 as a placeholder for an empty arg. Using this,

grep "" *.c

would be passed as ARGV=\0grep\0\1\0*.c\0\0. If my assumption is invalid,
and folks do pass binary data in ARGV, then use an escape system where an
empty arg is \1\1, but a true binary 1 is \1\2. (You could even extend
this to allow passing binary zeros, escaped as \1\3 for example.)

Thoughts?

--
- Ian
(void *) where prohibited by law

2930. Re: reset, reset, reset, down...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 22:20:45 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Jul29.222045.24610@mnemosyne.cs.du.edu>
Source record: 43433

> Never leave a floppy disk in the drive unless it's being accessed
> Never ever power the computer on or off with a disk in the drive.

In a word: Bullsh*t. I've had this 1040ST for seven years now. I leave
the same disk in the drive all the time; it's almost never accessed. I rarely
power down at all, but when I do, I do it with the disk in the drive.

I've never ever had a problem I can attribute to either of these habits.
I do, however, thoroughly clean the machine inside and out twice a year.

--
- Ian
(void *) where prohibited by law

2931. Re: The Custom Chips

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-29 22:26:05 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Jul29.222605.24938@mnemosyne.cs.du.edu>
Source record: 43434

> pinouts, timings, functionality of Atari custom chips

Atari has never released really detailed info on the custom chips, other
than the DMA chip. Some books (ie, Atari ST Internals) have pinouts for
the Glue chip and so on, but nothing like timing diagrams, or even detailed
functionality descriptions. Of the custom chips that can be programmed
(Blitter, DMA, etc), the Atari developer docs provide pretty good info,
but still not to the level of timing diagrams.

--
- Ian
(void *) where prohibited by law

2932. Re: Problems with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-30 03:07:56 UTC
From: sourada@iastate.edu
Message-ID: <sourada.712465676@vincent1.iastate.edu>
Source record: 43435

In <1992Jul29.221225.24054@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> > ARGV doesn't allow passing empty arguments
> > use another env var to pass the position of the empty args
>
> I don't like it. It sounds needlessly complicated to create a whole
>'nother env var for this.

I agree on that point.

> I have two variations on an idea for coping with this. The first variation
>assumes that we never pass binary values in the ARGV. (IE, isprint() is
>TRUE for all chars appearing in the args in the ARGV area.) In this case,
>I'd recommend using \001 as a placeholder for an empty arg. Using this,
>
> grep "" *.c

> would be passed as ARGV=\0grep\0\1\0*.c\0\0. If my assumption is invalid,
>and folks do pass binary data in ARGV, then use an escape system where an
>empty arg is \1\1, but a true binary 1 is \1\2. (You could even extend
>this to allow passing binary zeros, escaped as \1\3 for example.)

I was thinking something along these lines, also. What I was thinking about
was using a single space to signify an empty argument. Then, for arguments
that consist of spaces (fairly rare, I'd think), a space is added to the
string. A program using this convention (or compiled with a runtime that
handled it) would subtract a space off any argument that consisted of
only spaces.

The question is, of the schemes mentioned so far (or related ones), which
would break the least of the existing ARGV programs? (I vote for mine :-))

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

2933. Re: reset, reset, reset, down...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-30 07:29:00 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <63110@cup.portal.com>
Source record: 43436

Concerning random resets when booting up...

I believe it was Charles F. Johnson of Codehead Technologies who said there's a bug in the way the system handles date/time changes that may cause crashes seemingly at random.

Try temporarially removing the date/time setter and see if that cures the problem... if that's it, the only thing you can do is learn to live with it... (as I have...)

BobR

2934. Z*NET FNET in the nets

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-30 07:49:06 UTC
From: jonc@status.gen.nz
Message-ID: <JssooB6w164w@status.gen.nz>
Source record: 43440

Hello Fellow news group readers,

We finally have the FoReM NeT (FNET) news in fido and usenet formats
for the whole world to read.

I would like to start polling in a 10 days time for a NEW news group of
this one called comp.sys.atari.ZNET . This will reflect the Z*NET FNET
mail / traffic on Usenet.

As we are the mail gateway for Z*NET on the nets we will send the mail
both directions from here in NZL.

Before I poll I would like some feedback if any from this news group.

Kind regards

Jon Clarke
Z*NET On-Line Magazines
Auckland
New Zealand (gatewayed to NJ, USA)

Jon Clarke (Z*NET FNET now in FIDO) HSBC NZM EBD
GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz
T h e Z * N E T G l o b a l N e w s G a t e w a y i n N Z L .

2935. Re: ST monitor connector pinouts?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-30 07:53:05 UTC
From: boris@sys6626.bison.mb.ca
Message-ID: <7myPoB1w164w@sys6626.bison.mb.ca>
Source record: 43437

il@bambam.u.washington.edu (Il Hwan Oh) writes:

> Could someone tell me what the pinouts are on the monitor plug? I just
> discovered that I can plug an ST monitor into a Sega Genesis game system,
> if I can just build the cable. I know that it's shown in the ST owner's
> manual, but manual's at my parents' in Portland.
>
> The monitor's an SC1224 and goes to a Mega ST 4 (no "e").
>
"from the external port view":
1- audio out
2- reserved 4 3 2 1
3- general purpose output 8 7 6 5
4- Mono detect 12 11 10 9
5- audio in 13
6- green
7- red /\
8- ground
9- horiz synch pinout diagram
10-blue
11-monochrome
12-vert. synch
13-ground

later,

;--- (boris) a user of sys6626, running waffle 1.64
;E-mail: boris@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

2936. Re: reset, reset, reset, down...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-30 09:03:37 UTC
From: bartjan@cs.kun.nl
Message-ID: <1992Jul30.090337.10261@sci.kun.nl>
Source record: 43439

In <5161@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:

>bartjan@cs.kun.nl (Bart-Jan Bouwers) writes:

>>Anyone had this problem? My ST keeps resetting itself when I boot it (from
>>diskette). It does read the prg's in the auto-folder as well as the acc's
>>but as soon as the desktop comes up, it resets. This sequence then repeats
>>and repeats and repeats until I'm fed up. So, I've put it far away in a
>>cupboard... Who knows what could be the cause of this and what needs to be
>>repaired?

>More to the point: is there anybody out there who has never had this problem?
>What is probably happening here is dust or disturbed magnetic particles on the
>boot disk. During the booting something in the GEM system area gets trodden on,
>so as soon as the desktop tries to come up it falls over. It is also common for
>the machine to hang or reset before the desktop appears.

This might be a cause for such a problem but it does not hold for me. ALL of
my disks won't work anymore (and they are *not* infected :-) and booting
without a disk won't work either. So thanx to everybody who suggested that it
might have been corrupted auto-prg's or acc's but it's not the case for me...
So it must be a hardware problem. I expanded the memory to 3 MB recently and
before I had some troubles with an overheating power supply. My machine is
a 1040STf with tos 1.0. Any other suggestions?

Bart-Jan J. Bouwers | phone: +31-80652551 | |\ |\
Dept. of Computer Science | internet: bartjan@cs.kun.nl | |/_.|/
University of Nijmegen | bitnet: U055025@HNYKUN11 | |\ ||\
The Netherlands | | |/ |||
/

"Quit dreaming this is real life baby,
Real life is the only life what's it all about" - Simple Minds
---

2937. Re: MiNT and Ramdisks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-30 09:03:47 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Jul30.090347.8434@aber.ac.uk>
Source record: 43291

In article <1992Jul27.112516.17382@olymp.informatik.uni-bonn.de>
volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:
>In article <1992Jul23.090556.16470@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro)
writes:
>>Having finally found a ramdisk (Mdisk from a.a) that can live in TT-RAM,
>>it now turns out that it is incompatible with MiNT. Anybody go any ideas?
>
>What version do you have? MDisk has been working with MiNT for a long time
>now. I have MDisk 6.93 -- I don't know the version that's on atari.archive
>but if people need it I can ftp it there.
>
>-- Volker
>--
>--
>Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
>UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
>Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

I have version 6.92 of MDisk and it won't work with MiNT, even if I
set MDisk up so that it installs the ramdisk in ST-RAM. I'm running MDisk
on a TT with TOS 3.06. When I install MDisk either at boot up or by
activating it from the accessory menu I get about 11 bombs including the
same number of MiNT messages and then the program freezes up.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

2938. Re: Problems with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-30 09:08:49 UTC
From: dltest@castle.ed.ac.uk
Message-ID: <24299@castle.ed.ac.uk>
Source record: 43438

ant@mks.com (Anthony Howe), babbling inanely in article <1992Jul29.130755.27902@mks.com>, claimed:
>Julian F. Reschke writes:
>>In article <9130026@hpbbrd.bbn.hp.com>, jensk@hpbbrd.bbn.hp.com (Jens Kilian)
>>says:
>>> [Problem with NULL parameters to programs
......
>
>>Your proposal for an ARGV extension seems to work. If 'we' all (MiNT-Libs,
>>and GNU-Libs, PureC startup code and so on) agree on this, that could be
>>a solution...
>
I don't think it will, see below.

>Well, I've been working on an ANSI/POSIX library for Sozobon C 1.2. I've
>provided my own C startup that supports ARGV. If you're going to do
>this, which seems reasonable, you'll have to pick a better name than
>ARRGH for the env.var. since it has no meaning. Something like
>
> ARGV_EMPTY=index1, index2, ... indexN\0
>
>would be more acceptable.
>

So where does this environment variable go ? Before ARGV ? Then programs
that don't understand will pass it onto their children, so we need *another*
flag to say the information is valid. Yeeuch!
After ARGV ? How do we tell we are after ARGV, if the double null is possibly
just a null parameter ? The information we need is somewhere else...
(Think about this:

prog.ttp arg1 "" ARGV_EMPTY=foo bar bletch

(yeah it's unlikely, but *possible*)

It looks like there should have been a length flag somewhere or maybe
some other terminator than \0\0.
The other solutions I've seen have problems too:
1) escape characters (\001 etc) will really confuse older programs.
2) adding spaces doesn't seem too bad, but there has to be a tidier fix
than this.

I'd say put a length flag or the value of argc somewhere. I'd suggest
breaking MWC programs and putting "ARGV=argc\0arg1\0arg2\0\0arg4\0\0"
if MiNT can pass open file descriptors to processes' children. I think
something somewhere will be broken by whatever method we choose, and

this one at least is aesthetically more pleasing.

As an aside, who else is still using Sozobon 1.2 ? Can anyone tell me
why I should move to Sozobon 2.0 or 1.33i ? What's the difference anyway ?
What does Heat'n'serve mean ? Have either of these fixed all the short==int
assumptions in the source that threw me when I built it as a Sun-based
cross compiler ? (I seem to remember somewhere a `#define short int'
somewhere !!!)
I'd like to make sure my programs will run with MiNT (when I can afford
to upgrade from 1 -crowded- meg), so is there a MiNT friendly libc ?
(the dlibs I have uses tight loops for sleep() etc.)

Is anybody out there using MiNT on a 1040st ? How ? What shell are
you using ? Tcsh seems to be too big, and gulam doesn't understand job
control. (I don't want to know about bourne-shell lookalikes I'm a BSD
man.)

>-ant
>--
>ant@mks.com Anthony C Howe
>Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
>"Nice legs. For a human that is." - Worf (Q-pid)

.Kevin.
Kevin.Davidson@ed.ac.uk | dltest@castle.ed.ac.uk | dltest@festival.ed.ac.uk

2939. Re: AT-Speed and Atari mouse ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-30 09:26:28 UTC
From: holger@zelator.in-berlin.de
Message-ID: <R1K5LDP@zelator.in-berlin.de>
Source record: 43293
Cross-posted to: poster,comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Jul29.115535.1@violet.ccit.arizona.edu> dtarico@violet.ccit.arizona.edu writes:

>Has anybody had any luck using the Atari mouse under AT-Speed? If so,
>how did you get it to work? Does it need a driver? Email responses
>are fine, and I will summarize if there is interest. Thanks!

Yes, of course you need a MS-compatible mouse-driver e.g. mouse.sys
or gmouse.com....

Holger
--

##
Holger Lesch email (privat) :
Sybelstrasse 23 holger@zelator.in-berlin.de
W-1000 Berlin email (non-privat):
Tel. (030) 3243615 holger@kom.sietec.de
##

2940. Re: reset, reset, reset, down...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-30 11:00:23 UTC
From: vombruch@quando.quantum.de
Message-ID: <1992Jul30.110023.9069@quando.quantum.de>
Source record: 43292

davidli@simvax.labmed.umn.edu writes:
: In article <1992Jul29.101755.27052@sci.kun.nl>, bartjan@cs.kun.nl (Bart-Jan Bouwers) writes:
: >Anyone had this problem? My ST keeps resetting itself when I boot it (from
: >diskette). It does read the prg's in the auto-folder as well as the acc's
: >but as soon as the desktop comes up, it resets. This sequence then repeats
: >and repeats and repeats until I'm fed up. So, I've put it far away in a
: >cupboard... Who knows what could be the cause of this and what needs to be
: >repaired? Tell me!
:
: A quick guess - you have an AUTO program and/or desk accessory which is either
: corrupted or won't work on your ST. Typical programs which can cause the
: activity you see include: monochrome emulators, STe-specific AUTO programs
: or desk accessories run on an ST (and, sometimes, vice versa), and screen
: accelerators run in the wrong resolution (e.g. QUICKST - color version - run
: on with a monochrome monitor).
[stuff deleted]

Another possibility is that all programs work just fine on your ST individually but crash when you put them together on one disc because they are not 100% compatible. This usually involves just two programs that simply won't work together. Try to find out which ones they are by copying different combinations to another disk, then decide which of two you can live without.

Hope this helps, Stefan

--
_--_|\ Stefan vom Bruch vombruch@quantum.de
/ | ____
\.--._/ (_ / Quantum GmbH, Emil-Figge-Str.83, W-4600 Dortmund 50, Germany
_____v____) |/ /_)

2941. Re: reset, reset, reset, down...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-30 14:09:58 UTC
From: adamd@rhi.hi.is
Message-ID: <5185@krafla.rhi.hi.is>
Source record: 43294

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

[I wrote]
> > Never leave a floppy disk in the drive unless it's being accessed
once in a while.
> > Never ever power the computer on or off with a disk in the drive.

> In a word: Bullsh*t. I've had this 1040ST for seven years now. I leave
>the same disk in the drive all the time; it's almost never accessed. I rarely
>power down at all, but when I do, I do it with the disk in the drive.
>
> I've never ever had a problem I can attribute to either of these habits.
>I do, however, thoroughly clean the machine inside and out twice a year.

Not powering down (except for maintenance and repair) is a good way to extend
the useful life of the hardware as well. Voltage spikes are nasty, and are
not entirely eliminated by the capacitors. I'd say you were lucky to get away
with nil floppy damage over 7 whole years. My first impression after moving
from Sinclair microdrive cartridges to floppy disks was how robust disks are.
Nevertheless, I had regular failures until I started observing these two
practices that I mentioned. Instead of a 60-90% likelihood of damaging the
media (microdrive tape) it had become 5-20% (floppy disk). I have noticed that
floppies are sensitive to power surges on Atari ST, PC clones, Macintosh,
Sinclair QL, CP/M systems. I know of some floppy-only PC computers which are
left 24 hours a day, 365+ days of the year serving as IP routers. If the boot
disks (left in the drives at all times) are not replaced at regular intervals,
then the probability of eventual failure (often within a year) has been shown
to be high.

Ever played Russian Roulette???

quote: "the bullet hasn't hit me yet."
famous last words: "it still hasn't hit me"

--
Adam David. (adamd@rhi.hi.is)

2942. Re: Is page flipping safe, and I need to know about syncing

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-30 15:10:57 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Jul30.151057.26935@cs.hw.ac.uk>
Source record: 43295

In article <1992Jul23.222019.27222@infoserver.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>In article <1992Jul23.184657.5699@wam.umd.edu> dmb@wam.umd.edu
(David M. Baggett) writes:
>>The Setscreen and Vsync (X)Bios calls work fine for double buffering
>>(aka "page flipping"). There are some subtleties but for most
>>practical purposes you'll get good results using these calls and your
>>code will work with all versions of TOS (including, in theory, those
>For most practical purposes you do get good results with this.
>
>BUT: the disadvantage is that you don't have precision page flipping. It
>just may happen that on screen1 you are done drawing in 2 screens and flip
>then, while on screen2 you need 3 screens. The net effect of that would
>be that if your flip rate is 4 that screen 1 will be displayed 5 VBIs, where
>screen2 will be displayed only for 3 VBIs. If your game nears completion
>and you are not 100% satisfied with the animation I'd suggest that you
>use the VBL directly to flip pages (you can use Setscreen()) there too.
>Until then Setscreen() + Vsync() + frclock will suffice.

The trick is to set the physical screen base before the last frame that you
are waiting for. ie. If you are running at 3 frames per turn then set the
new screen address when you reach a count of two (which means the current
screen is being displayed for a third time) so that it takes effect at the
end of frame three. "Why?" I hear you ask (or maybe I don't:-).
Well if you set the physical screen base the SHIFTER chip will not use that
address until it finishes scanning the current screen. However this happens
before SHIFTER causes the vertical blank interrupt so if you change the
screen address in a VBL interrupt then you are too late.

You want more proof? Take a look at the system variable 'screenpt' ($45E).
The system VBL routine copies this to the physical screenbase if it's non-zero
but foolishly neglects to zero it afterwards. You might think that this is
the variable that Setscreen sets. Nope. Setscreen blasts the hardware itself
and ignores screenpt. In fact TOS *NEVER* writes to screenpt. If you do
then your in trouble because that means that the screen address is getting
changed to screenpt every VBL thereafter EVEN after a soft reset. Can you
imagine coming up with a 4MB machine in which the video RAM is at a low
address in memory belonging to no-one. Why did Atari do this? Because they
originally thought that screenpt/VBL would be the way to ensure a clean
screen change but in the end the video hardware took care of it and the
method became redundant/unworkable. However there are dark grey clouds on the
horizon regarding this issue ...

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !

! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+--+

2943. Re: Z*NET FNET in the nets

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-30 16:43:36 UTC
From: tonyl@status.gen.nz
Message-ID: <DJHPoB1w164w@status.gen.nz>
Source record: 43302

> Before I poll I would like some feedback if any from this news group.

I am very interested in the ZNET feed for Atari.

Tony Lewis _
tonyl@status.gen.nz o( ) Fido: 3:772/105
Papakura / /\ Auckland, New Zealand

2944. Re: A "C" question...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-30 16:54:19 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992Jul30.165419.2528@its.bt.co.uk>
Source record: 43297

In article <1992Jul29.135300.12646@quando.quantum.de> vombruch@quando.quantum.de (Stefan vom Bruch) writes:
>MDORMAN1@ua1vm.ua.edu (Mike Dorman) writes:
>
>: I've got a question about how to do something in "C".

>: wx_name(ws,str)
>: Window ws;
>: char *str;

Don't pass a struct on the stack (if typdef Window (strut window *) then OK). Its messy, slow and how do you return your results to the original struct as you're only working with a copy.

>: I would then like to malloc() memory to hold the string that we've been given

Yes I do this on memory intensive applications. Where strings are likely to be common, I save them in a struct for later searching and re-use.

```
struct string {
struct string *next;
char *text;
};
```

Warning, for read-only strings and also **slow** but if you need the memory...

> (as opposed to global variables). So when you call the function again
> you can be sure that they have the same value as after the last call
> of that function.

Thats their use inside a function. The are also used inside a module at the outer level to define variables in the data seg that are not exported from that module. eg if you had a prog made up from main.c, mod1.c & mod2.c you could define

```
static char *foo;
```

in each and they would not interfere.

> Static variables are very rare (on the atari anyway), and I don't
> think you'll need them in this program.

Sri, I beg to differ. They are a very valuable tool & you will find many library routines that return a char * from some other parameter(s) use the mechanism to store their string (otherwise they would not work). eg

```
(char *)ctime((time_t *));
```

That would be implemented as:

```
char *
fn(clock)
time_t *clock;
{
static char result[LENGTH];

sprintf(result, FORMAT_STRING, ARGS....);
return result;
}
```

Hope this helps you understand what is going on.

John

--
John Trickey <jvt@its.bt.co.uk>
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(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

2945. Re: Problems with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-30 17:11:18 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992Jul30.171118.2682@its.bt.co.uk>
Source record: 43298

In article <1992Jul29.221225.24054@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
> > ARGV doesn't allow passing empty arguments
> > use another env var to pass the position of the empty args
>
> I don't like it. It sounds needlessly complicated to create a whole
>'nother env var for this.

Yes and no. I don't see the point of duplicating the information.

> I have two variations on an idea for coping with this. The first variation
>assumes that we never pass binary values in the ARGV. (IE, isprint() is
>TRUE for all chars appearing in the args in the ARGV area.) In this case,
>I'd recommend using \001 as a placeholder for an empty arg. Using this,
>
> grep "" *.c
>
> would be passed as ARGV=\0grep\0\1\0*.c\0\0. If my assumption is invalid,
>and folks do pass binary data in ARGV, then use an escape system where an
>empty arg is \1\1, but a true binary 1 is \1\2. (You could even extend
>this to allow passing binary zeros, escaped as \1\3 for example.)
>
> Thoughts?

Am I missing something? It seems all too easy for me. Why not pass ARGC ?

so in the above example:

ARGC="3"

(assuming the cli does not interpret the *.c) and

ARGV="grep\0\0*.c\0"

(yes there are 2 \0 's on the end --- remember a str is terminated by \0)

then the startup code mimics
```
tmp = argc = atoi(getenv("ARGC"));
while (--tmp) {
. argv processing
.
}
. argv tidy up
main(argc, argv);
```

and you can pass null strings, binary data (as long as it does not
contain \0) as much as you like.

--
John Trickey <jvt@its.bt.co.uk>
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(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

2946. Re: reset, reset, reset, down...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-30 17:14:19 UTC
From: ekrimen@wet.UUCP
Message-ID: <4186@wet.UUCP>
Source record: 43301

In article <5161@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:
>bartjan@cs.kun.nl (Bart-Jan Bouwers) writes:
>
>>Anyone had this problem? My ST keeps resetting itself when I boot it (from
>>diskette). It does read the prg's in the auto-folder as well as the acc's
>>but as soon as the desktop comes up, it resets. This sequence then repeats
>>and repeats and repeats until I'm fed up. So, I've put it far away in a
>>cupboard... Who knows what could be the cause of this and what needs to be
>>repaired?
>
>More to the point: is there anybody out there who has never had this problem?
>What is probably happening here is dust or disturbed magnetic particles on the
>boot disk. During the booting something in the GEM system area gets trodden on,
>so as soon as the desktop tries to come up it falls over. It is also common for
>the machine to hang or reset before the desktop appears.

I don't know. My first thought was software incompatibilities. It sounds
like some TSRs and desk accessories are conflicting, at least from the little
that he tells us. :^)

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

2947. Re: reset, reset, reset, down...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-30 17:38:09 UTC
From: MDORMAN1@ua1vm.ua.edu
Message-ID: <16834B1BF.MDORMAN1@ua1vm.ua.edu>
Source record: 43296

In article <1992Jul30.090337.10261@sci.kun.nl>
bartjan@cs.kun.nl (Bart-Jan Bouwers) writes:
>In <5161@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:
>>bartjan@cs.kun.nl (Bart-Jan Bouwers) writes:
>So it must be a hardware problem. I expanded the memory to 3 MB recently and
>before I had some troubles with an overheating power supply. My machine is
>a 1040STf with tos 1.0. Any other suggestions?
First off, 3MB? I've never ever seen that memory configuration. Oh, well,
live and learn.

If the machine doesn't boot at all, even with no disk in the drive, it's
a memory upgrade problem. My Z-Ram 3-D board was quite dodgy there for a while
and would display the same problems your machine would. Check your connections
look for cold solder joints, make sure any cables are really close to the
motherboard so they won't act as antennas

Hope this helps,

Mike.

: Mike Dorman, SSS Consultant : "If I could have my way, I'd be sleeping :
: Internet: mdorman1@ua1vm.ua : in the alley, on a couch, with a friend, :
: GEnie: M.DORMAN2 : and a bottle of gin." M. Etheridge :

2948. Re: Problems with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-30 18:52:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A44890@MS.maus.de>
Source record: 43333

Anthony Howe (ant@mks.com) wrote:
>Well, I've been working on an ANSI/POSIX library for Sozobon C 1.2. I've
>provided my own C startup that supports ARGV. If you're going to do
>this, which seems reasonable, you'll have to pick a better name than
>ARRGH for the env.var. since it has no meaning. Something like
>
> ARGV_EMPTY=index1, index2, ... indexN\0

Sorry, that won't work (Stefan Eissing, author of Gemini, pointed that out this afternoon :-). Why?

There's no way to verify if this environment variable has really been created by the parent process. Example:

Shell: starts process 'A', creating ARGV_EMPTY
Process 'A': ignores ARGV_EMPTY and launches process 'B'
Process 'B': knows about ARGV_EMPTY and uses it

So we'll have to put the additional information into the 'normal' ARGV area.

From the proposals made, I currently prefer this one:

Caller

Replace an empty argument by one blank. Add a blank to all strings that contain only blanks.

Child

If an argument contains only blanks: make it one character shorter.

Of course, this new method *could* be signaled by a string in the ARGV value (which is normally unused). However, I am not sure whether that will break existing programs (MWC?).

2949. GEM menu bar garbled

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-30 21:30:09 UTC
From: snoret@egon.unx.sas.com
Message-ID: <Bs8129.1rl@unx.sas.com>
Source record: 43299

I have a strange problem that I cannot get rid of. It's been happening
for a while, but only recently have I started using medium and low resolutions
for anything but games.

Here's my problem: If I boot with my 1040STf with my SC1224 color monitor
AND my Supra 20MB Hard Drive, the GEM menu bar is garbage, as are any drop
down menus and windows (from DA's, etc.) This ONLY happens when I boot
off of the hard drive. If I use a floppy, or even nothing at all (straight
GEM boot from ROM) I don't have the problem.

And it doesn't seem to matter if I auto run anything from the auto folder
or not (all I've got in there is pinhead, anyway). DA's don't seem to impact
the behavior either. A resolution change doesn't help, either.
What is wrong, and do any of you wonderfully knowledgeable (sp?) people
know how/if I can fix it?

Thanks in advance.

Rick
--

Richard E. Tatem Asst. Systems Programmer
snoret@unx.sas.com UNIX Systems Support
(919) 677-8000 x4719 SAS Institute Inc.

2950. Networking with DMA?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-30 22:15:35 UTC
From: mack@deci.cs.umn.edu
Message-ID: <mack.712534535@deci>
Source record: 43300

Is it possible to network two STs together using the DMA port? For example, if I wrote a bit of machine code that sent a byte out the DMA port, could another machine read it in on its DMA port?

Just curious,

Thanks,

Dan
--
-- -- -- --- --- --- ---- ---- ___ ---- ----- ----- ----- ------ ------ -----
Dan Mack (mack@cray.com) / | \ "We're not hitchiking anymore... ..
Sun/SGI Resource Group \/_\/ We're riding!" -Commander Hoek
Cray Research, Eagan MN ----- ----- ----- ---- ---- ---- --- --- --- -- -- --

2951. Re: Gem program control of mouse and cursor--HOW?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-31 05:26:53 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1992Jul31.052653.1542@gumby.cc.wmich.edu>
Source record: 43303

In article <76336@ut-emx.uucp> timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:
>
> > tcue> 1) When a dialog appears on the screen, I want to move the mouse
> > tcue> to an appropriate button, and then return the mouse after the
> > tcue> dialog exits.
>
> This is rather mute, however, since the only suggestion I
> have received for moving the mouse is to use appl_tplay(), which I
> can't get to work at all.

It must be possible though, because the setup DA for Turbo ST does it.
Annoys the hell out of me. :-) Since it's the only thing I've got
that does it, I'm already moving the mouse down from the menu bar
where I activated the DA, to the alert box... but it's already there,
so I have to back up.

So, just buy Turbo ST and disassemble the DA. :-Q

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

2952. Re: Z*NET FNET in the nets

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-31 06:26:58 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Jul31.062658.487@u.washington.edu>
Source record: 43304

tonyl@status.gen.nz (Tony Lewis) writes:

>> Before I poll I would like some feedback if any from this news group.

>I am very interested in the ZNET feed for Atari.

So am I. I get it through Super 68, node 596, but it would be much nicer
to do it through Unix and NN.

2953. Re: reset, reset, reset, down...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-31 10:16:10 UTC
From: vombruch@quando.quantum.de
Message-ID: <1992Jul31.101610.19616@quando.quantum.de>
Source record: 43305

bartjan@cs.kun.nl (Bart-Jan Bouwers) writes:

: This might be a cause for such a problem but it does not hold for me. ALL of
: my disks won't work anymore (and they are *not* infected :-) and booting
: without a disk won't work either. So thanx to everybody who suggested that it
: might have been corrupted auto-prg's or acc's but it's not the case for me...
: So it must be a hardware problem. I expanded the memory to 3 MB recently and
: before I had some troubles with an overheating power supply. My machine is
: a 1040STf with tos 1.0. Any other suggestions?

Maybe the problem is your strange memory configuration. The MMU of the 1040STF
can only handle two memory banks with either 512K or 2MB. So a 1MB machine has
two banks @ 512K. If you want to upgrade by 2MB you'll have to disable one of
the 512K banks giving you a total of 2.5MB.

Hope this helps, Stefan

--
_--_|\ Stefan vom Bruch vombruch@quantum.de
/ | ____
\.--._/ (_ / Quantum GmbH, Emil-Figge-Str.83, W-4600 Dortmund 50, Germany
_____v____) |/ /_)

2954. Re: Problems with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-31 11:20:32 UTC
From: "Julian F. Reschke" <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92213.112032RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 43307

In article <1992Jul30.171118.2682@its.bt.co.uk>, jvt@its.bt.co.uk (John Trickey)
says:
>Am I missing something? It seems all too easy for me. Why not pass ARGC ?
>
>so in the above example:
>
>ARGC="3"
>
>(assuming the cli does not interpret the *.c) and
>
>ARGV="grep\0\0*.c\0"
>
>(yes there are 2 \0 's on the end --- remember a str is terminated by \0)

Yes, you ARE missinng something. On Pexec, GEMDOS copied the environment
to a newly allocated buffer. And guess how many bytes are copied? Upto
the first \0\0 :-(((

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

2955. Re: Emacs 18.58 bug

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-31 12:23:36 UTC
From: haegar@uni-paderborn.de
Message-ID: <1992Jul31.122336.15027@uni-paderborn.de>
Source record: 43306

skolodzieski@vaxc.stevens-tech.edu writes:

>P.S. perhaps a german reader with access to atari.archive can post he emacs
> 18.58 to another ftp site, since in the summer a.a does not get updated
> so people in general are unaware to the new emacs existence.

You can find it on
ftp.uni-paderborn.de
in
/atari/gnu/emacs/1858b-d3.zoo

Greetings
Thorsten
--
,===.
| Internet : haegar@uni-paderborn.de |
| Snailmail : Thorsten Boehm, Steinberg 8, D-4790 Paderborn |
`==='

2956. Re: Problems with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-31 14:31:22 UTC
From: ant@mks.com
Message-ID: <1992Jul31.143122.7547@mks.com>
Source record: 43308

dltest@castle.ed.ac.uk (Kevin Davidson) writes:
>ant@mks.com (Anthony Howe), babbling inanely in article <1992Jul29.130755.27902@mks.com>,
claimed:

^^^^^^^^^^^^^^^^
Uncalled for and impolite.
If you don't agree then say so, but there is no need to be uncivil about it.

>>Julian F. Reschke writes:
>>>In article <9130026@hpbbrd.bbn.hp.com>, jensk@hpbbrd.bbn.hp.com (Jens Kilian)
>>>says:
>>>> [Problem with NULL parameters to programs

>>>> [suggested fix was using another env.var. to record empty
>>>> [string positions.

> So where does this environment variable go ? Before ARGV ? Then programs
>that don't understand will pass it onto their children, so we need *another*
>flag to say the information is valid. Yeeuch!

I'd forgotten about that.

>After ARGV ? How do we tell we are after ARGV, if the double null is possibly
>just a null parameter ? The information we need is somewhere else...
>(Think about this:
>
>prog.ttp arg1 "" ARGV_EMPTY=foo bar bletch
>
>(yeah it's unlikely, but *possible*)
>
>It looks like there should have been a length flag somewhere or maybe
>some other terminator than \0\0.
>The other solutions I've seen have problems too:
>1) escape characters (\001 etc) will really confuse older programs.
>2) adding spaces doesn't seem too bad, but there has to be a tidier fix
> than this.
>
>I'd say put a length flag or the value of argc somewhere. I'd suggest
>breaking MWC programs and putting "ARGV=argc\0arg1\0arg2\0\0arg4\0\0"

This sounds pretty good too. Having never used MWC, could someone
explain what MWC startup code uses the first ARGV parameter for?.

Idea 1

Since most C startup just scan the environment for string "ARGV", why
not encode argc in the ARGV name:

```
ARGV6=<MWC stuff>\0arg1\0\0arg3\0\0argv5\0\0

^^ Place argc here in the name. It is then left to the
C startup to correctly parse the env. for /ARGV[0-9]+=/. This is by no
means perfect solution for old programs, especially if their C startup
looks for the string "ARGV=" instead.

Idea 2
------
An alternative would be to place the encoded string of empty positions
_after_ the double NULL.

ARGV=\0arg1\0arg3\0arg4\0\0EMPTY=2,5\0\0

would represent

argc = 6;
argv[] = { "", "arg1", "", "arg3", "argv4", "", NULL };

The ARGV could be left and parsed as it always has by older programs.
Newer ones could check immediately following the double NULL for the
EMPTY string list.

>if MiNT can pass open file descriptors to processes' children. I think
>something somewhere will be broken by whatever method we choose, and
>this one at least is aesthetically more pleasing.
>
> As an aside, who else is still using Sozobon 1.2 ? Can anyone tell me
>why I should move to Sozobon 2.0 or 1.33i ? What's the difference anyway ?
>...

The only reason I still use 1.2 is because I have the source. The other
versions seemed too unstable at the time and without source. I decided to
wait till a stable version with source was released. I'm still waiting.
It would be nice to have longer names, handle ANSI prototypes, be able
to switch between int == short and int == long, allow structures and
arrays to be greater than 32K, and use long for array indexes.

-ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Nice legs. For a human that is." - Worf (Q-pid)
```

2957. Supra Hard disk Utilities

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-31 16:15:17 UTC
From: "Gerry O'Rourke"
Message-ID: <1992Jul31.161517.18648@nt.com>
Source record: 43341

Hi!
I am looking for the latest Supra Hard Disk Utilities.
I have tried the obvious place (Supra' s Tech support BBS), but I could not download any files. Are they available by FTP?
I have recently got hold of Atari's AHDX5, but I don't really want to abandon Supra completely, unless:

(a) AHDX5 is way ahead of the latest Supra stuff.

(b) Supra are getting out of supporting Atari ST's.

I left a message for the SysOp, explaining my difficulties, but when I checked back several days later, there was no reply.
Is there some Supra approved dealer in Europe (all I can find are ICD adapters in the magazines)?

Also, is the limit for (standard) Gem partitions (32Meg- using Tos 1.4) increased in Tos 2.06.

Thanks in advance

Gerry O'Rourke

E-mail : GIGXR01@NT.COM

2958. Re: reset, reset, reset, down...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-31 16:54:27 UTC
From: ekrimen@wet.UUCP
Message-ID: <4192@wet.UUCP>
Source record: 43311

In article <1992Jul30.090337.10261@sci.kun.nl> bartjan@cs.kun.nl (Bart-Jan Bouwers) writes:
>This might be a cause for such a problem but it does not hold for me. ALL of
>my disks won't work anymore (and they are *not* infected :-) and booting
>without a disk won't work either. So thanx to everybody who suggested that it
>might have been corrupted auto-prg's or acc's but it's not the case for me...
>So it must be a hardware problem. I expanded the memory to 3 MB recently and
>before I had some troubles with an overheating power supply. My machine is
>a 1040STf with tos 1.0. Any other suggestions?

Open it up and reseat chips. There could also be some conflict with the
RAM upgrade.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

2959. Continuing 1.44 Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-31 17:07:59 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92213.130759JJL101@psuvm.psu.edu>
Source record: 43312

Well, having bought a Tos 2.05 MSTe 4/50 with a 1.44 drive in it, that
was not working, I have now upgraded it to TOS 2.06, and installed a newer ajax
chip. However still no luck. From the desktop the machines ALWAYS fails a
format of a HD disk somewhere very soon after the 40th track.
I have tried disconnecting the power to the hard drive to see if it was a
power supply problem, but the same thing continued. Thus, I am not at a
complete loss as to possibilities. I changed to newer TOS, a new Ajax chip,
and reduced the load on the power supply, without any noticeable change to
the formatting of HD floppies.
Anyone have any further suggestions?

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
GEnie: JLEHETT2 Delphi: JLEHETT@delphi.com

2960. Hacking Contest

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-31 17:46:31 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Jul31.174631.29070@infoserver.th-darmstadt.de>
Source record: 43310

```
---------------------------------------------------------------
HACKING-CONTEST
---------------------------------------------------------------
Change the screen color on a normal ST using only those XBIOS,
BIOS and GEMDOS calls that have been available since TOS 1.2 in
-as many different ways- as possible. Each entry is scored
according to this table:

Changes color voluntarily +7 pts ; these two are of course!
Changes color +4 pts ; mutually exclusive
Being resolution dependent -1 pts
Crashes after changing color
or terminating -2 pts
Crashes w/o changing color -3 pts
Used same idea with a different
system call 1 pts max. for this entry
Used small modification of the
same idea with the same system
call 0 pts max. for this entry
Uses any non-TOS calls anywhere 0 pts max. for this entry
Uses Supexec or Super anywhere 0 pts max. for this entry

Solutions depending on special hardware can not be accepted.

With changing colors voluntarily I mean, that you have full control
over the (16-bit) color value.
All points are added, the one with the most points wins!
You have to accept that the way points are given are solely my own
judgement.

Each entry should be a *seperate* little source of working
code in C and/or assembler. Please write as compiler/assembler
unspecific as possible. A comment here and there might help.

Remember: Just use XBIOS, GEMDOS and BIOS calls, that have been
available since TOS 1.2.

*********************************************************
* The end of the contest is 23.59 of Sunday (9 Aug. 1992) *
* Mail your entries to: *
* wallmann@backus.pu.informatik.th-darmstadt.de *
* Use this in your "Subject:" line: *
* CONTEST: <yourname> ANONYMOUS: [n/y] ACK: [n/y] *
*********************************************************
```

You may indicate whether you want an ACK that your entry has arrived,
and also you may choose to remain anonymous if you so desire. You can
of course use an assumed name as <yourname>, which will then be used
in the final result list. You may send in your entries trickle-like
one after the other. You may send your code uuencoded in .ARCed,
.ZOOed or .LHArced form.

The winner(s) will receive (for lack of sponsors) a purely symbolic
prize in form of a custom "SO WATT Carebears Demo"-ripper.
Of course the results and all the code examples will be posted to the
net.

Nat!

HINT: With <way> I don't mean just setting different colors or using
LSR.W instead of MOVE.W or using the same method accessing different
memory locations.
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "Countdown to Extinction" Megadeth

2961. In article <1992Jul29.101755.27052@sci.kun.nl>, bartjan@cs.kun.nl

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-31 18:00:52 UTC
From: kjackson@cix.compulink.co.uk
Message-ID: <memo.552478@cix.compulink.co.uk>
Source record: 43314

(Bart-Jan Bouwers) writes:
>Hi,
>
>Anyone had this problem? My ST keeps resetting itself when I boot it (from
>diskette). It does read the prg's in the auto-folder as well as the acc's
>but as soon as the desktop comes up, it resets. This sequence then repeats
>and repeats and repeats until I'm fed up. So, I've put it far away in a
>cupboard... Who knows what could be the cause of this and what needs to be
>repaired? Tell me!
>
Have you tried booting with nothing in the disk drive? Your problem sounds
to me like you have some incompatible programs in your set-up. If the
desktop appears, change the last letter of the suffixes of the ACC's and
PRG's to X so they won't operate and try again.

If it boots now, change the programs back one by one. When it bombs out
you've found the culprit.

Keith
quit

2962. Re: Problems with ARGV - summary of ideas posted so far

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-31 18:38:12 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Jul31.183812.4425@mnemosyne.cs.du.edu>
Source record: 43313

On the problem of passing empty/null arguments via ARGV, we've had so far:

- Creating a new env var that indicates the position of the empty args. This is workable, but the drawbacks are extra complexity, and the need for yet another flag of some sort to validate this new variable so that it doesn't get misinterpreted when passed to children of the application it was intended for.

- Using an escape character or sequence such as \1 to indicate an empty arg. This is workable, and very easy to implement. The drawback is that it may confuse current applications that don't expect \1 chars in args.

- Various schemes that involve \0\0 sequences in the ARGV part of the environment. These won't work because GEMDOS won't copy the data following the \0\0 when it creates the env data for the child process.

- Use a single space to indicate and empty arg. This is especially easy to implement, but locks out the possibility of ever passing a single space as a valid arg. It could be extended to add an extra space to any arg that ends in a space now, but then on the receiving end these have to be filtered out again, so it gets a bit complicated.

So which one do we use? I'd like a relatively quick answer, so that it can be added to HSC 1.40 before its impending release in a week or two. I'm still kind of partial to the escape character, I think. (Not surprising since I suggested it, huh?) Perhaps we could choose a different escape char, one that wouldn't be as likely to confuse an unaware program? We could use an existing whitespace char, \t \r or \n as the escape char that means an empty arg. (I'd vote for \n, I think, it has a certain "nothing here" implication to it.)

--
- Ian
(void *) where prohibited by law

2963. Sozobon 1.2, 1.33i, 2.0, Heat-and-Serve

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-31 19:04:46 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Jul31.190446.5353@mnemosyne.cs.du.edu>
Source record: 43316

Sozobon v1.2 is the first release that can rightly be said to have really worked at all. Not that it worked well, mind, there's a large variety of codegen bugs and sequences in source that can gracelessly crash the compiler. You have to be well on your way to being an ST (and to some degree unix) guru just to install the compiler and do a Hello World program. A beginner has little chance of getting this beast installed and configured without help.

Sozobon v2.0 is v1.2 warmed over. It adds long external identifiers as a new feature, but little else. All the codegen bugs from v1.2 are still there. It also includes a debugger, which will work with all other versions of Sozobon or HSC as well.

Sozobon v1.33i is my modified version of Sozobon v1.2. I dubbed it the "Heat-and-Serve" release, because it comes with an INSTALL.PRG that installs and configures the compiler for you. At the end of the install, you can just double-click on EXAMPLES.MAK (or, for CLI users, cd examples;make) and it's up and running, compiling a test suite for you to ensure the installation was clean. v1.33i is basically v1.2 with lots of bugfixes and a fair number of new features. The new features include desktop-friendliness, for those (like me) who hate using a CLI, and a variety of extensions that move toward ANSI compatibility. (EG, #else, #error, #line, #pragma handling; adjacent string literals are concatenated into a single string; things like that.) The optimizer in 1.33i is improved with lots of new peephole sequences. All the compiler pieces are faster, generally at least 50% faster, than 1.2. Source code that would crash 1.2 is accepted by 1.33 in most cases. (And, when a bad code sequence is encountered that confuses it, it gets reported like any other error, instead of just putting bombs on the screen.)

To avoid confusion with ongoing releases of Sozobon (v2.0 was released by the sozo crew just after I had released 1.33i; I thought they had gone out of the ST business), I've changed the name of my versions to Heat-and-Serve C (HSC) from now on. Version 1.40 is in testing now, and should be ready for release in a couple weeks. New things in 1.40 include:

- More improvements towards ANSI compatibility (still not prototypes yet) including #elif handling, proper handling of function-like macros.
- Codegen bugfixes; library routine bugfixes.
- Full ARGV support on all tools, compiler pieces, and programs created with the new compiler/library.
- The compiler runs properly as a MiNT background task now.
- The optimizer is WAY faster (eg: one module that used to take 7 minutes to optimize now takes 90 seconds); this affects mainly the worstcase situations like huge functions to be optimized.
- You can now access arrays of any size. In general, pointer math is much more compliant than it used to be. size_t is still unsigned short,

and sizeof(int) is still hardwired as 2 bytes. Despite this, you can use a size_t type to index into an array bigger than 32 or 64k. (But, if you ask for sizeof(hugearray) it'll give you a loss-of-significance error).
- You are still limited to 32k on the size of any single structure, but you can have arrays of structures that exceed 32 or 64k total. (I humbly suggest that if you have a structure bigger then 32k, it might be wise to reconsider your design; there are certainly other ways to skin that cat).

Well, that about covers it. There's a zillion other little things that have been enhanced in 1.33i and 1.40 that I haven't mentioned. (Oh -- full support for void* types was added to 1.33i, forgot to mention that.)

--
- Ian
(void *) where prohibited by law

2964. Re: Sozobon 1.2, 1.33i, 2.0, Heat-and-Serve

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-31 19:10:08 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Jul31.191008.5622@mnemosyne.cs.du.edu>
Source record: 43315

```
Oh, I forgot to mention: source for HSC v1.40 *WILL* be released.

--
- Ian
(void *) where prohibited by law
```

2965. Re: reset, reset, reset, down...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-31 19:10:51 UTC
From: tonyl@status.gen.nz
Message-ID: <s1iRoB1w164w@status.gen.nz>
Source record: 43323

Do you have an Autofire joystick plugged in?? The joystick may be
switched to auto fire!!

Tony Lewis _
tonyl@status.gen.nz o( ) Fido: 3:772/105
Papakura / /\ Auckland, New Zealand

2966. Re: Problems with ARGV - summary of ideas posted so far

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-31 19:38:50 UTC
From: sourada@iastate.edu
Message-ID: <sourada.712611530@vincent1.iastate.edu>
Source record: 43318

In <1992Jul31.183812.4425@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> - Use a single space to indicate and empty arg. This is especially easy
> to implement, but locks out the possibility of ever passing a single
> space as a valid arg. It could be extended to add an extra space to
> any arg that ends in a space now, but then on the receiving end these
> have to be filtered out again, so it gets a bit complicated.

Just a small clarification here (sorry!). I was suggesting adding an extra space only to args that were all spaces. In a more mathematical statement, this means any string of n>=0 spaces is mapped to a string of n+1 spaces.

Of course, that doesn't make the implementation any simpler, actually a bit harder, but it seems to make more sense to me.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

2967. Re: Continuing 1.44 Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-31 20:10:47 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <1060@tekgen.bv.tek.com>
Source record: 43317

In article <92213.130759JJL101@psuvm.psu.edu> JJL101@psuvm.psu.edu (J.J. Lehett) writes:
>
> Well, having bought a Tos 2.05 MSTe 4/50 with a 1.44 drive in it, that
>was not working, I have now upgraded it to TOS 2.06, and installed a newer ajax
>chip. However still no luck. From the desktop the machines ALWAYS fails a
>format of a HD disk somewhere very soon after the 40th track.

The problems you are experiencing may be due to noise from the power supply corrupting the data traveling trough the floppy drive flat cabling. The higher frequency of the high density data trsnsmission makes it more susceptible to this noise. The offical Atari installation documentation includes explicit instructions from the routing of the flat cabling to avoid the power supply induced noise. It also explicitly describes the formatting problems you are having as an indication of improper cable routing.

You can also have the cables routed correctly and still experience the problem. Early(there is no clear definition of this) units were shipped with an additional center grounding screw within the power supply housing. It was found that removing this screw reduced the noise level and the high density drive problmes went away. Models currently shipping have this screw removed at the factory. This is not-trivial to remove and if you do not know what your doing do not attempt to open the power supply housing. This is provided for information only.

Another possibility if you did the installation yourself is the reversal of the data ribbon cable into the floppy drive. Pin 1 is reversed on the high density drives from the position that it is in for a double density one. Easy to miss that one, although you would probably have more sever problems.

I hope this helps,

---- ----
/\/\/\ Bob Luneski Diamond Back II and Diamond Edge Support /\/\/\
\/\/\/ Oregon Research Associates boblu@tekgen.BV.TEK.COM \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Genie: B.LUNESKI1 \/\/
\/ Tigard, OR 97224 Phone: (503) 620-4919 FAX:(503) 639-6182 \/

2968. Re: Sozobon 1.2, 1.33i, 2.0, Heat-and-Serve

Newsgroup: comp.sys.atari.st.tech
Date: 1992-07-31 21:54:34 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <NPqsoB1w165w@comtch.spk.wa.us>
Source record: 43319

I like HSC a LOT, Ian, but there's one problem - long function names.
I find it hard to write code with 7-character identifiers... Is this
fixed in 1.40? Also, will it handle LARGE libraries (ie Game Workbench,
etc.)? Currently, I'm using Sozobon 2.0 (and watching both the compiler
and my programs crash a lot), mainly because of the long identifiers...

The method they used should be possible to implement without too much
bloodshed, if you haven't yet, and it would be a great boon to mankind.

Much thanks...
- Mark Hughes mhughes@comtch.spk.wa.us

--
mhughes@comtch.spk.wa.us (Mark Hughes)
IEAx for lack of a better name... (509) 624-0744

2969. Re: The Custom Chips

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-01 03:32:39 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Aug1.033239.6226@zooid.guild.org>
Source record: 43324

ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> > pinouts, timings, functionality of Atari custom chips
>
> Atari has never released really detailed info on the custom chips, other
>than the DMA chip. Some books (ie, Atari ST Internals) have pinouts for
>the Glue chip and so on, but nothing like timing diagrams, or even detailed
>functionality descriptions. Of the custom chips that can be programmed
>(Blitter, DMA, etc), the Atari developer docs provide pretty good info,
>but still not to the level of timing diagrams.
>
>--
>- Ian
>(void *) where prohibited by law
>

There is only one excellent quality book that I am aware of that contains almost all, if not all, information you might be interested in. It is called the "Atari Profibuch ST-STE-TT", however if you don't read german you can obtain the Atari developers package which contains three binders of information about the Atari series.

There is another option, you can call Motorola and the other appropriate parties involved, and obtain the technical books. Motorola will be more than happy to assist you and send you the book/documents. The 'special' chip pin-outs, timing diagrams and such will be only available from Atari Corporation.

Sincerely,
Mark K.
Toronto, Canada
E-Mail: kovarski@zooid.guild.org

2970. Re: Gem program control of mouse and cursor--HOW?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-01 03:41:05 UTC
From: rosenkra@convex.com
Message-ID: <1992Aug01.034105.23442@convex.com>
Source record: 43320

In article <1992Jul31.052653.1542@gumby.cc.wmich.edu> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>In article <76336@ut-emx.uucp> timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:
>>
>> > tcue> 1) When a dialog appears on the screen, I want to move the mouse
>> > tcue> to an appropriate button, and then return the mouse after the
>> > tcue> dialog exits.
>>
>> This is rather mute, however, since the only suggestion I
>> have received for moving the mouse is to use appl_tplay(), which I
>> can't get to work at all.
>
>It must be possible though, because the setup DA for Turbo ST does it.

it is possible. use vex_motv to replace the mouse movement vector. i wrote something a long time ago to do this. the application involved dragging the mouse in a windo to mark a region. when u got to the edge of the work area, the next "page" of data was displayed an the mouse jumped to the other side. worked well. felt well.

if u want i will post some code if i can find it...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2971. Re: Problems with ARGV - summary of ideas posted so far

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-01 03:58:35 UTC
From: rosenkra@convex.com
Message-ID: <1992Aug01.035835.24091@convex.com>
Source record: 43321

whatever method is selected, it should not break existing executables.
and it should be friendly to existing shells (bash, ash, tcsh, ksh, gulam,
etc, most of which are compiled with gcc and MiNT). i don't think the \1
idea will work in this context. the method should also be friendly to
library process creation routines (system, exec*, spawn*, etc).

from what i see, the only method that is guaranteed not to break anything
is the second env variable, however messy it is. it could be added just
before ARGV. eliminating a single space as a valid arg is unacceptable.
there are times that i need to do: echo -n " ". i am not sure what impact
using \n would have either. can shells pass a newline in an arg list?
i know this is possible (tcsh under unix):

```
% echo "hello\
? world
hello
world
%
```

let's look before we leap. there is no need to rush this...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2972. Re: Problems with ARGV - summary of ideas posted so far

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-01 05:21:01 UTC
From: sourada@iastate.edu
Message-ID: <sourada.712646461@vincent1.iastate.edu>
Source record: 43322

In <sourada.712611530@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:

>In a more mathematical statement,
>this means any string of n>=0 spaces is mapped to a string of n+1 spaces.

... and a string of n+1 spaces back to a string of n>=0 spaces. Meaning
that an empty argument, as well as an argument with any number of spaces,
as well as any other argument that doesn't contain \0's, is representable.

Later,
Steven Ourada
--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

2973. Re: Reopen an ACCs window

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-01 14:44:39 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Aug13222840@acae127.cadence.com>
Source record: 43266

In article <1992Aug11.185421.21976@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> > a desk accessory that can automatically reopen its windows
>
> Here's some things (from memory of a project 4 years ago) that might be
> helpful...
...
> I suspect it'll be nearly impossible to write a version of this that'll
> work in all situations -- all versions of TOS, coexisting with codehead
> and other dirty TSR software, and so on. Coexisting with non-AES desktops
> is a whole 'nother ugly issue that I didn't even attempt.
>

why waste your time and creative juices. help stamp out ACC's !!
man, go get MiNT and be happy :-)

IM(not so humble)O: Acc's is/was one of the worst ideas on the St. Its implementation in AES sucks even worse.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2974. ST Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-01 17:53:44 UTC
From: ricks@tcpbbs.pcn.org
Message-ID: <080ToB1w164w@tcpbbs.pcn.org>
Source record: 43326

Does anyone know of a way to hook up IDE hard drives to the ST's? We have
been having trouble getting medium size (up to 60 megs) SCSI hard drives.
We've been able to find them greater than 100 Megs.
Actually, if there are any other types of hard drives that could possibly be
connected, I'd appreciate finding out how it has been done.

Thank you

Rick Snevel
B&G Electronics
Cleveland, OH

2975. boot problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-01 21:08:04 UTC
From: alex golitsis <alex.golitsis@canrem.com>
Message-ID: <1992Aug1.618.7659@dosgate>
Source record: 43325

->" However, I have had a similar problem, but from Hard disk, and it has
->"never been serious enough to worry about it (so I haven't) but I wonder if
->"anyone else has had this happen. Almost every time I boot my computer (NOTE:
->"this is _not_ every time), it will bomb with a couple of bombs (don't remembe
->"how many), then it will restart and load just fine.

I have a Supra SCSI interface with 4 40Mb hard drives. To recognize all
of the drives, I have to turn the drives on, let them come up to speed,
and the turn them off and on again.

And as for my STe, about 10% of the time it bombs upon boot. It is about
a year and a half old, and has always done this. I have had two previous
ST computers that also would randomly bomb upon bootup.

I finally decided that this is just one of the joys of Atari computing!
Once the machine is up and running, it takes a buggy program to take
it down!

--
Canada Remote Systems - Toronto, Ontario/Detroit, MI
World's Largest PCBOARD System - 416-629-7000/629-7044

2976. Re: Problems with ARGV - summary of ideas posted so far

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-01 22:45:10 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug1.184510.1@uwovax.uwo.ca>
Source record: 43327

In article <1992Jul31.183812.4425@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> - Creating a new env var that indicates the position of the empty args.
> This is workable, but the drawbacks are extra complexity, and the need
> for yet another flag of some sort to validate this new variable so that
> it doesn't get misinterpreted when passed to children of the application
> it was intended for.

Why not use the ARGV variable itself to do this? I.e. for
cmd '' foo.c '' bar.c
the environment would look like:
ARGV=1,3\0cmd\0foo.c\0bar.c\0\0

The current standard doesn't specify what should come after the ARGV= string. This is because MWC uses that for file information; but since MWC is no longer supported, I don't think this should be a big problem. (Does anyone know what MWC compiled programs will do if they encounter an illegal ARGV= string?)

> - Using an escape character or sequence such as \1 to indicate an empty arg.
> This is workable, and very easy to implement. The drawback is that it
> may confuse current applications that don't expect \1 chars in args.

I think an escape sequence is also a good idea, and it definitely should be a character that is highly unlikely to appear in "normal" applications; indeed, I would suggest something like 0xff rather than \001, just because characters from 0-127 tend to show up much more often. Whitespace characters would, I think, be a very bad choice, simply because they already appear regularly in arguments.

My preference would probably be for a highly unusual escape character, but if we can figure out an easy way to use the ARGV= string itself I'd vote for that as well. I heartily agree with Bill R. that we should *not* rush into establishing a standard!
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2977. Re: Continuing 1.44 Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-01 22:59:06 UTC
From: ekrimen@wet.UUCP
Message-ID: <4201@wet.UUCP>
Source record: 43328

In article <92213.130759JJL101@psuvm.psu.edu> JJL101@psuvm.psu.edu (J.J. Lehett) writes:
>
> Well, having bought a Tos 2.05 MSTe 4/50 with a 1.44 drive in it, that
>was not working, I have now upgraded it to TOS 2.06, and installed a newer ajax
>chip. However still no luck. From the desktop the machines ALWAYS fails a
>format of a HD disk somewhere very soon after the 40th track.
> I have tried disconnecting the power to the hard drive to see if it was a
>power supply problem, but the same thing continued. Thus, I am not at a
>complete loss as to possibilities. I changed to newer TOS, a new Ajax chip,
>and reduced the load on the power supply, without any noticeable change to
>the formatting of HD floppies.
> Anyone have any further suggestions?

Did you buy this new or used? If it's an older MSTE, it's going to need some changes made to it by your dealer, including a new PAL, a jumper, and rerouting the power cables to the hard drive.

The Mega STE I used to have had this problem, and it even needed an Ajax chip for the TT (supposedly, there's two part numbers for the Ajax, one for the MSTE, one for the TT). The reason we put in the TT's Ajax is that large files over 100K or so would result in Data on Drive x: errors, whereas smaller files would not.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

2978. G++ Environment question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-01 23:35:08 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Aug1.233508.3984@csi.uottawa.ca>
Source record: 43329

I've been using GCC for a while (and am very happy with it!) but have
been having a bit of a problem lately. I want to start using some of
those spiffy new C++ features, and gradually migrate towards C++.

Unfortunately, I can't get it to compile code :-(.

The reasons were a total mystery until today, when I finally decided
to "solve" the problem. I got PART of the answer...

What seems to happen is that gcc.ttp can't find gcc-cc1+.ttp. I ran
gcc.ttp with the -v option, so that it verbosely prints out all of the
commands that it runs.

When I compile standard C, the relevant command is as follows:

```
d:\gnu\bin\gcc-cc1.ttp f:/tmp/cc100000.i -quiet -dumpbase testnsim.c
-c -o f:/tmp/cc100000.s
```

This works fine.

When I change the file to testnsim.cc, the equivalent winds up being:

```
cc1plus f:/tmp/cc100000.i -quiet -dumpbase testnsim.c
-c -o f:/tmp/cc100000.s
```

which is fairly obviously incorrect. The initial string OUGHT to be
"d:\gnu\bin\gcc-cc1+.ttp", rather than "cc1plus". I've a nagging
suspicion that I ought to have some environment variable set for this
to work right.

I tried using "setenv GXXEXEC d:\gnu\bin\gcc-", as an analogue to the
gcc "GCCEXEC". This didn't improve the behaviour, alas!

Is there anything obvious that I'm missing here?

Here's the relevant part of the environment variable setup...

```
# Chris's MUPFEL.MUP
# Environment variables for GNU C
setenv GCCEXEC d:\gnu\bin\gcc-
setenv GNULIB d:\gnu\lib
setenv GNUINC d:\gnu\include
setenv GXXINC d:\gnu\include\g++
setenv CC gcc
```

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa

Master of System Science Program

2979. Re: Problems with ARGV - summa

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-02 09:27:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A45006@MS.maus.de>
Source record: 43350

William Rosenkranz (rosenkra@convex.com) wrote:
>from what i see, the only method that is guaranteed not to break anything
>is the second env variable, however messy it is. it could be added just
>before ARGV.

As it was pointed several times: won't work, unless you find a
verification method.

>eliminating a single space as a valid arg is unacceptable.

Why? That should only be done if the startup code identifies the
ARGV contents as 'revision 2 type'.

2980. Re: Gem program control of mou

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-02 09:27:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A45005@MS.maus.de>
Source record: 43351

William Rosenkranz (rosenkra@convex.com) wrote:
>>> This is rather mute, however, since the only suggestion I
>>> have received for moving the mouse is to use appl_tplay(), which I
>>> can't get to work at all.
>>
>>It must be possible though, because the setup DA for Turbo ST does it.
>
>it is possible. use vex_motv to replace the mouse movement vector. i wrote
>something a long time ago to do this. the application involved dragging
>the mouse in a windo to mark a region. when u got to the edge of the
>work area, the next "page" of data was displayed an the mouse jumped to
>the other side. worked well. felt well.

Applications shouldn't change vex_motv. This will produce a lot of
problems with concurrently running accessories or applications (Mag!X,
MultiGEM, MultiTOS).

Anyway: I still don't like the idea of warping the mouse cursor, BUT
I am still sure that it can be done with appl_tplay. Whoever wanted
to know that: please tell us what you did try and in what way it didn't
work.

2981. Re: Problems with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-02 09:27:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A45003@MS.maus.de>
Source record: 43352

>Anthony Howe (ant@mks.com) wrote:
>Since most C startup just scan the environment for string "ARGV", why
>not encode argc in the ARGV name:
>
> ARGV6=<MWC stuff>\0arg1\0\0arg3\0\0argv5\0\0
>
> ^^ Place argc here in the name. It is then left to the
>C startup to correctly parse the env. for /ARGV[0-9]+=/. This is by no
>means perfect solution for old programs, especially if their C startup
>looks for the string "ARGV=" instead.

This will break *all* properly written programs. The ARGV standard
says that it is *really* ARGV=<anystring>, and all programs written
with this text in mind should check for the = sign (and many actually
do it :-)

Besides: you can't pass a double \0 *in* the environment: GEMDOS
copies the environment only upto the first double \0\0 in the
environment. This will break your second proposal, too.

I would suggest that everybody doing proposals about extending
ARGV should carefully reread the original ARGV documentation. Thanks.

2982. Re: Problems with ARGV - summa

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-02 09:27:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A45004@MS.maus.de>
Source record: 43353

Ian Lepore (ilepore@nyx.cs.du.edu) wrote:
>- Creating a new env var that indicates the position of the empty args.
> This is workable, but the drawbacks are extra complexity, and the need
> for yet another flag of some sort to validate this new variable so that
> it doesn't get misinterpreted when passed to children of the application
> it was intended for.

I don't believe that we'll find a place to do that. For obvious reasons,
it can't be in the environment. So it has to be somewhere else in the
information passed by Pexec(). Where????

Obviously we'll have to use something like an escape mechanism (or
the 'blank-adding'). We should look for

- a clean definition: new programs should be able to tell whether they
have been launched using ARGV or ARGV2. I think that we'll have
to use the contents of ARGV= itself.

- backward compatibility: old programs (by definition) never have been
able to receive empty arguments, so passing something 'strange' to them
doesn't make it worse.

The question is: is there a way to put something in ARGV= without
breaking MWC programs. If not, do we care? I'd like to see something
flexible, so that later we'll be able to pass more information there.

Example:

ARGV=<field name>=<value>,...

with escape mechanisms for '=' and ',' and one field definition defined
for the ARGV revision level.

or perhaps something with fixed field format without the need for quoting:

ARGV=<variable>,...

with:

<variable> := <field name><field length>':'<contents>
<field name> := a fixed length identifier (4 characters?)
<field length> := ASCII field length
<contens> := the contents of the field

For the start, this would look like:

ARGV=VERS1:2

with fieldname VERS (ARGV version), field length 1 and field contents
'2'.

Whatever we do, we should try to minimize the work needed for parsing.

2983. Re: Problems with ARGV - summary of ideas posted so far

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-02 18:50:12 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug2.185012.4293@mnemosyne.cs.du.edu>
Source record: 43332

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

> Use the ARGV= itself...since MWC is no longer supported

Well, it may be unsupported, but I don't think that means it's unused.
Even if nobody today was using MWC at all, there are still a lot of old
programs out there that'll be with us for years. So, the functional question
has to be: what will one of these programs do if it finds an unexpected
value in the ARGV variable? If the program will fail, or will behave in
noticibly (to the user) unexpected ways, we'd better not even consider it.

> 0x01 versus 0xFF as the escape

Is 0xFF a character in any of the European or other character sets supported
by the ST? I picked 0x01 because it's a non-printing character in every
language based on the ascii charset. I have no idea what happens with chars
over 0x7F, other than the nebulous idea that some of them are used in other
languages to represent national alphabets. (I'm soon gonna be coding up a
locale.h and setlocale() and stuff for HSC. I'll bet I know more about
international charset issues by time I'm done with that! ::grin::)

--
- Ian
(void *) where prohibited by law

2984. Re: ST Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-02 19:00:19 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug2.190019.4791@mnemosyne.cs.du.edu>
Source record: 43330

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

I don't know if it's possible to hook IDE drives to an ST (someone whould
have to make an adapter; I've never heard of one).

But, you can get medium/small SCSI drives from Dirt Cheap Drives in Texas.
1-800-872-6007, 1110 NASA Road One, Suite 304, Nassau Bay TX, 77058.
(I've bought drives from there and had no problem with them; they ship fast.)

An ad from an old Computer Shopper lists ST157N 28ms 49mb 3.5" $239,
ST296N 28ms 85mb HH $269, ST1096N 20ms 84mb 3.5" $279. (All segate).
For Conner drives, they have CP3040 25ms 42mb 3.5" $235, CP30060 18ms
64mb 3.5" $299, CP30080 18ms 84mb 3.5" $349.

There's others in the 40-80mb range too, just call and ask. I got an
ST1096N from them, and I love it, it's fast and they had (at the time) the
best price on it.

(All drives above are SCSI; most come in MFM/RLL (ST506 interface) and in
IDE flavors as well.)

--
- Ian
(void *) where prohibited by law

2985. Re: Problems with ARGV - summary of ideas posted so far

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-02 19:02:31 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug2.190231.4980@mnemosyne.cs.du.edu>
Source record: 43331

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

> whatever method is choosen, it should not break existing executables
> I don't think \1 will work in this context...
> the only method g'teed not to break anything is the 2nd env variable

Last point first: adding a 2nd env var requires a second validation of
some sort, so that if the args get passed through an unaware program to a
child that is aware of the extension, the child has some way of determining
that the 2nd env var was destined for it, and not its unaware parent. I
haven't seen any proposal yet on how this validation might be done. (IE,
this needs to be something that has the same validating effect as putting
0x7F in the length byte of the command tail, but it has to be different,
since it's validating something different than the plain ARGV.)

Now, on to Not Breaking Existing Programs: this seems to me to be a
Non Issue. Right now, there is no way to pass a null arg to a program
at all. No matter what method we cook up for doing it, an older program
IS GOING TO MISBEHAVE if you pass it a null arg, because it doesn't contain
code of any sort to recognize and handle it. It's a bit disingenuous to
claim that a \1 will confuse an older program if it's used as a marker
for a null arg in that spot. What if we use a 2nd env var instead? Well,
that env var will say "the 3rd arg is null", implying that what appears
to be the 3rd arg in the ARGV area is really the 4th, and so on. Now,
given an older program that doesn't recognize this new env var, it's going
to mistake the 4th arg for the 3rd, and be off-by-one on args beyond that
point. Please convince me that this won't lead to worse problems than
having a \1 as an arg!

Let's say we have an older application that takes parms like this:

foo some_string outfilename [optional_infilename]

You invoke it as 'foo "" tempfile.out important.in', so the new scheme
(which foo is blind to, having been compiled years ago) passes:

NULLARGV=1\0ARGV=\0foo\0tempfile.out\0important.in\0\0

The first parm is supposed to be empty, but foo doesn't know that, so it
takes "tempfile.out" to be some_string, and it takes "important.in" to be
the output file, and thus is wipes out your important input data when it runs.

To reiterate the basic point: no program is currently able to handle null
args, because no scheme currently exists to pass them. Thus, anything we

do will cause some program to misbehave in some way if you pass a null arg to it using the standard we cook up here. Thus, we don't need to be concerned whether our new scheme would break existing programs if a null arg is passed to them; it always will. What we need to be careful of is that the new scheme doesn't break existing programs when no null args are passed.

--
- Ian
(void *) where prohibited by law

2986. MiNT 0.95 now available

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-02 23:15:39 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug2.191539.1@uwovax.uwo.ca>
Source record: 43336
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

MiNT 0.95 is now available for anonymous FTP from atari.archive.umich.edu.
The files are:

mint095b.zoo -- executables for MiNT
mint095s.zoo -- MiNT source code
mntman95.zoo -- MiNT programmer's manual (nroff man pages)
mntutl95.zoo -- various utilities for use with MiNT; these haven't
changed much since 0.93.

Along with the MiNT executables is provided a beta version of TOSWIN,
a really nifty (well, I think so :-)) new window manager that can work
as a .ACC. Unlike the old BGACC, this one supports arbitrary GDOS fonts
(including proportional fonts!), scrollback (like xterm), and allows
for dynamic resizing of windows.

Please read the "readme.1st" file that comes with MiNT. The MiNT installation
procedure has changed somewhat with every version. The basic idea is still
the same (put mint.prg in your AUTO folder), but there are now more options:
for example, mint.prg no longer has to be the last thing in the AUTO folder,
and if you hold down the right shift key while booting MiNT will ask you
if you want to start it.

There are also lots of new features in 0.95, including better terminal
support and a shared memory file system. See the "readme.new" file that
comes with MiNT for more details.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2987. Re: ST Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-03 00:04:30 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Aug3.000430.8036@newton.ccs.tuns.ca>
Source record: 43334

In article <1992Aug2.190019.4791@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
>X-Disclaimer: Nyx is a public access Unix system run by the University
> of Denver for the Denver community. The University has neither
> control over nor responsibility for the opinions of users.
>
> There's others in the 40-80mb range too, just call and ask. I got an
>ST1096N from them, and I love it, it's fast and they had (at the time) the
>best price on it.
>

I have the ST1096N as well and I'm very satisfied with it. I mounted it inside my MEGA ST2 using ICD's AdSCSI Micro ST host adapter. It was the perfect solution as I didn't have the room for an external drive. It was so simple to install as well. Lift the lid, bolt the mounting bracket to the motherboard, add the drive, connect the power and DMA cable, and close the lid. The installation was so easy I think Atari actually considered an internal drive kit while developing the MEGA ST.

I can't imagine living without the hard drive now! I Should have installed a year before I actually did. My only problem is that I'm running out of room!

>--
>- Ian
>(void *) where prohibited by law
>

==========
Kenneth Hartlen (hartlenk@newton.ccs.tuns.ca)
School of Computer Science
Technical University of Nova Scotia
Halifax, Nova Scotia Canada

2988. Re: MiNT 0.95 now available

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-03 00:43:38 UTC
From: ki@cs.tu-berlin.de
Message-ID: <1992Aug3.004338.7753@cs.tu-berlin.de>
Source record: 43338
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug2.191539.1@uwovax.uwo.ca> (Eric Smith) writes:
>MiNT 0.95 is now available for anonymous FTP from atari.archive.umich.edu.
>The files are: mint095b.zoo mint095s.zoo mntman95.zoo mntutl95.zoo

I transfered the files to the german site ftp.cs.tu-berlin.de into
pub/atari/incoming. I think they will be available in pub/atari/mint
a.s.a.p, probalby this evening ;-)

Greetings, Karsten

2989. Re: Problems with ARGV - summary of ideas posted so far

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-03 00:45:29 UTC
From: rosenkra@convex.com
Message-ID: <1992Aug03.004529.5171@convex.com>
Source record: 43335

the fact that i can pass a newline, tab, bell, and probably other "non-printing" chars means that someone could conceivably want to also pass a \01 as a valid arg. i am not saying this is likely. i am saying the probability is non-zero. i agree with you that since ARGV can't handle a null arg now, that there is nothing to break (except a single aspect of grep which has a work-around for this anyway). i don't think it is wise, however, to limit a particular behavior simply because it is not used today. that is what TOS is all about :-(. i just don't want to have to recompile 200+ programs when a new shell comes out with a new method for this or keep maintaining my own version of the shell (which wastes communal energy). since it is unlikely that i will ever use anything but tcsh under MiNT, and since ers is the "de facto" maintainer of tcsh (and i totally trust eric to do the right thing), i suppose this is not as much of a problem as i make it out to be.

i am also not sure why this info can't be tacked on after the \0\0 in the ARGV string. i know Pexec stops parsing after the \0\0, but a shell interpreting args for Pexec is not subject to that restriction. it could also propagate the extra info into the env of the Pexec'ed process. i realize that this would not work for the desktop (which does not grok ARGV anyway, at least TOS 1.2's doesn't).

finally, how many things would actually benefit from some new scheme? do we really have a problem here? (if it's not broken too bad, don't fix it) i write/manage lots of code and lots of scripts and have (so far) never had a real need to pass a null arg. there are always workarounds. i don't like tools with "positional" args. to me this is a poor design. the only exceptions are things like mv and cp (in which case the last arg is the target). or possibly things which have optional targets (eg, cmd [in [out]]). this, again, is weak since with a decent shell, "<" and ">" can be used. as for grep, awk, etc that do have positional args, these should be well understood by now. these sorts of behavior are ingrained in unix to a point that users generally know intuitively what to expect. however this is philosophical (and perhaps pedantic). perhaps a survey of all known progs and their args should be made before ARGV is changed to assess the impact a change would have. does anyone know what POSIX.2 has to say about this? and what about "new" execution modes for Pexec in MiNT, say?

let's keep this topic going. the fact that we are discussing this is infinitely better than just doing something without other opinions. if we reach a "lesser of evils" consensus, this would be great. all of the restrictions with the method should be defined as well as the impact it would have on lots of existing stuff....

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2990. Re: Problems with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-03 01:42:51 UTC
From: rosenkra@convex.com
Message-ID: <1992Aug03.014251.7015@convex.com>
Source record: 43337

In article <A44890@MS.maus.de> Julian_Reschke@ms.maus.de (Julian Reschke) writes:
>Caller:
>Replace an empty argument by one blank. Add a blank to all strings that
>contain only blanks.
>Child:
>If an argument contains only blanks: make it one character shorter.

this will break every current shell compiled with gcc (bash, ash, ksh, tcsh)
as well as things like echo, grep, etc. with the multitude of versions of
shell utilities, different update levels of libraries people use to develop
these tools, etc i suspect this would be a management nightmare. you'd
have to make sure that every program is compatible with your shell (with the
current ARGV, i can run .ttp's that i compiled 5 years ago). for
me this means recompiling 100-200 programs (or worse: find every one in
which a string of one or more blanks (ascii 040) is valid and just recompile
(or port and recompile) those, assuming i had src of course). there may
actually not be that many programs that actually have a problem, so i
suggest we consider that first before we break dozens (scores?) of others.
first let's find out how bad this "problem" is before we fix it. i suggest
we do nothing until we can answer this rather basic question first. since
i consider myself a fairly proficient unix programmer and in the course of
any day will use perhaps 50 different programs and have never had a problem
with this, i wonder what the fuss really is all about. the grep example that
started this has a workaround, i think. if it is just a typing convenience
thing, use an alias or script. or somewhat worse, develop another tool. or
(again somewhat worse) perhaps develop a superset capability as in
"grep +default_pattern file". i suspect if you suggest this to GNU/FSF,
they'd say "your shell/environment is broken. fix it, not grep."

oh, i also assume we are talking purely about command shells and not the
desktop or desktop replacements, too. since i don't use desktops, i can't
talk about the impact there (end of disclaimer :-).

>Of course, this new method *could* be signaled by a string in the ARGV
>value (which is normally unused). However, I am not sure whether that will
>break existing programs (MWC?).

as much as we'd like to say forget MWC since it is not supported, i don't
know if we should go so far as to cause all the people who spent $$$ on it
to abandon something that otherwise works well. in this case the cost for
progress is real currency. with GNU and other "free" stuff, this is not a
big deal.

you could just as easily propose that the first/last arg in ARGV string is
used only for positional info. this, of course, would break everything, too
(literally everything, not just occasional things). i think this is similar

to fortran's calling convention (it pushes the number of args on the call stack). as Ian (correctly) points out, using \1 in null args does not really break anything except whatever programs (if any) that might expect a real arg with \1 in it. this does sound like a better idea with the one exception i cited. note that i can think of a use for a \1 in the command line (eg a binary patching program) tho i am not sure how to get it there (^A?). i can also think of a workaround for this, too (use ascii and convert).

thus i think the basic trade-off is: what is the impact of leaving things alone (what will not work correctly) vs what is the impact of the \1 thing (how many things will it break)?

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2991. Re: Can a TSR Malloc()?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-03 03:02:42 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Aug15104642@acae127.cadence.com>
Source record: 43277

In article <1992Aug12.181935.11706@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> I've always thought it should be possible to temporarily change TOS's _run
> variable temporarily so that it points to the TSR's basepage during the
> Malloc() then gets set back to the proper value. But, I've never tried it,
> it just seemed like a possibility to investigate (despite the fact that
> Atari warns you to "look but don't touch" on that variable).

the location of _run is not official and has already changed
in various versions of tos so far. besides the above scheme does not
work (believe me i tried everything possible to make gulam callable
via _shell_p, and never succeeded just because of this problem).
>
> Seriously, though...it would be nice to have an alternate form of Malloc()
> usable by TSRs and desk accessories...something where you could pass a

i hope you were not serious about this. Its time to become
MiNT aware, and forget atrocities like TSRs and ACCs.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2992. Re: Trapping ^C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-03 03:19:53 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Aug15110353@acae127.cadence.com>
Source record: 43278

In article <1992Aug14.071027.24659@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> What's a good method of trapping a ^C from within a program and ignoring
> it? I've tried using the terminate handler (vector 0x0102) but that gets
> control on *any* type of program exit (ie, even if you called exit()). I

depends on your env. if you can link with a decent C library,
then installing our own handler using signal(SIGINT, myhandler)
is probably the easiest. note that under TOS the handler will be
invoked only on the next console i/o. under MiNT it will be "instantaneous".

if not, you have to detect ^C at the console yourself. under
MiNT you can install your own handler using <mintbind.h>

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2993. pagestream from floppy disk?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-03 05:29:59 UTC
From: 10616330@eng2.eng.monash.edu.au
Message-ID: <10616330.1.712819799@eng2.eng.monash.edu.au>
Source record: 43339

I am currently running Pagestream v2.1 on my 1040ST with one floppy drive, no hard disk, mono monitor and Epson LQ 100 printer.

My problem is that the program crashes every now and then for no apparent reason, particularly when trying to change the font of the entire text, even when there is very little text entered.

The program also crashes (sometimes with 6 bombs) if, after printing a document, you try to print another, without exiting pagestream and reloading. After the first print, the screen is corrupted, with the left hand half of the menu being unreadable, but subsequent screen redraws will recover the lost screen info.

The problem seems to be with a lack of memory, however no-one seems to know any way to stop this happening.

Any help on this problem would be great. I also know some other tricks with pagestream for any novice users.

Big Stu

2994. Re: Problems with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-03 08:53:59 UTC
From: dltest@castle.ed.ac.uk
Message-ID: <24412@castle.ed.ac.uk>
Source record: 43340

In article <1992Jul31.143122.7547@mks.com> ant@mks.com (Anthony Howe) writes:
>dltest@castle.ed.ac.uk (Kevin Davidson) writes:
>>ant@mks.com (Anthony Howe), babbling inanely in article
<1992Jul29.130755.27902@mks.com>, claimed:
>
> ^^^^^^^^^^^^^^^^
> Uncalled for and impolite.
>If you don't agree then say so, but there is no need to be uncivil about it.
>

Ooops, sorry. I set up a wacky ATTRIBUTION var ages ago and forgot about it.
No insult intended.

>-ant
>--
>ant@mks.com Anthony C Howe

.Kevin.
Kevin.Davidson@ed.ac.uk | dltest@castle.ed.ac.uk | dltest@festival.ed.ac.uk

2995. Re: Problems with ARGV - summary of ideas posted so far

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-03 10:40:16 UTC
From: "Julian F. Reschke" <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92216.104016RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 43343

In article <1992Aug2.190231.4980@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) says:

> To reiterate the basic point: no program is currently able to handle null >args, because no scheme currently exists to pass them. Thus, anything we >do will cause some program to misbehave in some way if you pass a null arg >to it using the standard we cook up here. Thus, we don't need to be >concerned whether our new scheme would break existing programs if a null >arg is passed to them; it always will. What we need to be careful of is >that the new scheme doesn't break existing programs when no null args are >passed.

Thanks. Very good point. I wanted to say the same thing, but english is not my mother language :-)

2996. Re: Problems with ARGV - summary of ideas posted so far

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-03 10:44:45 UTC
From: "Julian F. Reschke" <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92216.104445RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 43344

In article <1992Aug03.004529.5171@convex.com>, rosenkra@convex.com (William Rosenkranz) says:
>i am also not sure why this info can't be tacked on after the \0\0 in
>the ARGV string. i know Pexec stops parsing after the \0\0, but a shell
>interpreting args for Pexec is not subject to that restriction. it could
>also propagate the extra info into the env of the Pexec'ed process.
>i realize that this would not work for the desktop (which does not grok
>ARGV anyway, at least TOS 1.2's doesn't).

No. Pexec() creates a *copy* of the environment. That's the whole point:
the environment memory is a *copy* of the original environment, and the
memory belongs to the child. And this copy ends at \0\0.

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

2997. LCD type 3-D Glasses

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-03 13:02:05 UTC
From: glens@natinst.com
Message-ID: <1992Aug3.130205.25736@natinst.com>
Source record: 43342

I have a pair of 'non-StereoTek' LCD glasses that I plan to connect
to my ST. What I am looking for is info about how the StereoTek glasses
were connected because I want my glasses to be 'StereoTek compatible' after
I get them working (just in case I ever run across any software that made
use of them). I also plan on writing some software to use them and I would
like people that have the StereoTek glasses to be able to use my software
too.

Thanks!

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com GEnie: G.SESCILA

2998. Re: Problems with ARGV - summary of ideas posted so far

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-03 19:03:47 UTC
From: rosenkra@convex.com
Message-ID: <1992Aug03.190347.18561@convex.com>
Source record: 43345

In article <92216.104445RESCHKE@DMSWWU1A.UNI-MUENSTER.DE> Julian F. Reschke
<RESCHKE@DMSWWU1A.UNI-MUENSTER.DE> writes:
>No. Pexec() creates a *copy* of the environment. That's the whole point:
>the environment memory is a *copy* of the original environment, and the
>memory belongs to the child. And this copy ends at \0\0.

ok, i see. is this also the case if u pass a null for env in Pexec? what
exactly does it mean for the child to "inherit" the parent's env? is
this the copy thing? also, why couldn't the parent provide its own
env directly to the child, containing stuff after the \0\0? as i read
the Pexec docs, the parent can provide the env with a non-null env.
are u saying the child will then copy this, no matter what? so there
is duplication? is there no way to share this env without a copy? i know
it is possible since i have the src to MiNT... :-)

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2999. Re: Problems with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-03 20:29:40 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug3.202940.16697@mnemosyne.cs.du.edu>
Source record: 43346

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

Well, it looks like every proposal so far has some glitch to it. What's
worse, it looks like the glitches may be fatal in all except the \1 scheme,
because they either break existing programs, or require additional validition
to prevent passthrough-unaware-parent problems.

The glitch with the \1 scheme is minor, I think, and the fix is easy. But,
the first question has to be: is it really a glitch? If anyone ever wanted
to pass a \1 as the first character in an argument that isn't null, then the
\1 escape mechanism will interfere with that. But, do we want to define a
standard that allows passing arbitrary binary data via the command line
args? I tend to think that's a Bad Thing, but that's a purely personal
opinion.

Here's a couple proposals that should work if the world decides that we
really have to be able to pass binary data via args:

Idea 1: \1 is a generalized escape mechanism for binary data in args.
The sequence \1\1 is translated to \1.
The sequence \1\2 is translated to \0.

Idea 2: \1 is the specific escape for a null arg.
\2 is an escape that says "this arg contains binary data in an
application-specific format."

I don't like idea 1 that much, because it puts a bigger burden on the ARGV
parsing in the child program; it will have to scan every char of every arg
looking for escape sequences. But, it does allow arbitrary binary values
to be passed with a minimum of hassle.

Idea 2 actually has some merit, to my way of thinking. It keeps a child's
ARGV parsing simple, because only the first char of each arg has to be
examined, and the standard parser (your runtime startup) only has to deal
with the \1 escape; a \2-escaped arg is passed along to the ap in argv[]
just like any other. If the application is aware of \2 escapes, it handles
them itself. The only advantage I can see to this is that it would allow
for a suite of tightly-coupled programs making up an application to pass
data among themselves in a format that only they need to be aware of, and
they can use a format that makes the most sense to them.

Oh hey -- here's an even simpler idea that just occurred to me: use \1
as the escape. If the arg in ARGV is \1\0 that's a null arg. If it's \1\1
that means the first char of the arg is really a \1, and the rest of the

arg is just plain old data. This doesn't allow for arbitrary binary data
though, in that it doesn't sanction a method of passing/escaping a \0 char.

--
- Ian
(void *) where prohibited by law

3000. Re: pagestream from floppy disk?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-03 20:36:03 UTC
From: brayl@nyx.cs.du.edu
Message-ID: <1992Aug3.203603.17154@mnemosyne.cs.du.edu>
Source record: 43347

Stu--

The only way you're going to solve your out of memory problems with Pagestream is to add more memory. If I recall correctly, Soft-Logik doesn't recommend anything LESS than a system with 2megs of RAM and at least 2 floppies if no hard drive. I'd suggest your going back to v. 1.8 if you can, until you upgrade your system.

Pattie Rayl (Atari Interface)

3001. Re: Problems with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-03 20:47:59 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug3.204759.17983@mnemosyne.cs.du.edu>
Source record: 43348

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

> [statements & questions concerning what Pexec() does with the env]

When GEMDOS creates a new process via Pexec(), it creates an environment data area for the process. If the Pexec() call contained a non-NULL env pointer, it assumes that pointer points to a string area formatted as string\0string\0string\0\0 -- it doesn't really care what's there, it only knows that a \0\0 terminates the data. Since the new process created via Pexec() gets a copy of the data, and GEMDOS does the copying by cruising until it sees \0\0, there's no way to ever pass data beyond a \0\0 sequence to a child program via the env.

The fact that GEMDOS creates a copy of the environment data (rather than just passing the pointer specified in the Pexec()) is an important one. A child process should not be able to modify its parent's data (at least, not without specific permission from the parent). A process is allowed to modify the env data it receives, so it has to receive a copy of the env, not a pointer to the parent's copy.

When you pass a NULL env pointer in Pexec(), the only difference is that GEMDOS retrieves your env data pointer from your basepage, and uses that as the source when copying the data for the child being created. This is really just a shorthand notation for you, it means you don't have to code something like Pexec(0, path, cmdline, __base->p_env); by coding NULL, you're asking GEMDOS to use __base->env for the source of the env data. Since __base->p_env points to the env data you receive from your parent, this is referred to as 'inheriting' the environment. But, you still inherit only a copy of the environment, and the copying stops at the first \0\0 encountered.

--
- Ian
(void *) where prohibited by law

3002. Re: Problems with ARGV - a new/old idea

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-03 21:00:53 UTC
From: edgar@pingu.saar.de
Message-ID: <H.mrvOtctk5uQ@pingu.saar.de>
Source record: 43349

In <1992Jul31.183812.4425@mnemosyne.cs.du.edu>, Ian Lepore writes:
> On the problem of passing empty/null arguments via ARGV, we've had so far:

Just to add one more proposal (in fact it is an old one):

- Ever heard about xArg? The xArg-extended argument passing method
of Dale Schumacher never had problems with empty arguments:
1. The xArg-struct contains argc, so the correct count of
arguments is available.
2. Since the contents of the xArg-struct are not copied by TOS,
it won't choke on double zeros.

I know that some people will repeat the arguments about xArg being unsafe in a multitasking environment, since the struct resides in the parents address-space. But is this the only way to implement it? - No! If the OS (eg. MiNT) knows about the xArg passing, it could copy the contents of the whole struct for the new process.

- Edgar
--
Edgar Greuter
Francoisstrasse 21
6600 Saarbruecken

Email: edgar@inm.uni-sb.de
edgar@pingu.saar.de

3003. Re: Problems with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 02:35:30 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9682@uqcspe.cs.uq.oz.au>
Source record: 43354

rosenkra@convex.com (William Rosenkranz) writes:

>Julian_Reschke@ms.maus.de (Julian Reschke) writes:

>>Caller:
>>Replace an empty argument by one blank. Add a blank to all strings that
>>contain only blanks.
>>Child:
>>If an argument contains only blanks: make it one character shorter.

>this will break every current shell compiled with gcc (bash, ash, ksh, tcsh)
>as well as things like echo, grep, etc. with the multitude of versions of
>shell utilities, different update levels of libraries people use to develop
>these tools, etc i suspect this would be a management nightmare.

Bollocks! The only effect of the above EXCELLENT proposal is that old
children will get null arguments passed as " " (which is no worse than
not being passed them at all!), and will get " " passed as " ", etc.
So what. How often will this occur???? Even if it does, it's just a
simple matter of the user saying "oh well, XXX was compiled with the
old ARGV convention, I'll just use on less space in that argument, until
I get a recompiled version" - except when she wanted to pass a null
argument, but that wasn't possible before anyway. And remember, it is
a *change* to grep source code that is required, just the crt0.o it was
linked with.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

3004. Re: ST Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 03:12:50 UTC
From: krs@ardvar.moundst.mn.org
Message-ID: <1992Aug04.031250.2267@ardvar.moundst.mn.org>
Source record: 43384

In article <1992Aug2.190019.4791@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
>X-Disclaimer: Nyx is a public access Unix system run by the University
> of Denver for the Denver community. The University has neither
> control over nor responsibility for the opinions of users.
>
> I don't know if it's possible to hook IDE drives to an ST (someone whould
>have to make an adapter; I've never heard of one).
>
> But, you can get medium/small SCSI drives from Dirt Cheap Drives in Texas.
>1-800-872-6007, 1110 NASA Road One, Suite 304, Nassau Bay TX, 77058.
>(I've bought drives from there and had no problem with them; they ship fast.)
>
> [prices and other details deleted]
>
>--
>- Ian
>(void *) where prohibited by law
>

Note that Dirt Cheap Drives has a 15% restocking fee, which isn't in their ads but is on their invoice.

I've bought two hard drives (a 100Mb, and a 500Mb) from them with no problems, and excellent service.

--

I've spent so much on this computer, I can't afford a signature
Kent Schumacher

3005. appl_tplay() (Was: Gem program control of mouse)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 08:22:30 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Aug04.082230.9506@donau.et.tudelft.nl>
Source record: 43358

For those people wondering how you can get appl_tplay() to work:

The secret is that the docs, even the official Atari docs, are *wrong*.
According to the docs you need a packet of 3 ints (6 bytes)
for a mouse movement event: 1 int for the opcode and 2 ints for the
coordinates. In reality you need 4 ints (8 bytes) because you must
first send a 0 word (or the opcode is a long word, which is equivalent).

However, according to some people this differs between TOS versions.

In case you are wondering: I use this function to track the position
of a pointer on a digitizing tablet.

=-=-=-

3006. Re: MiNT 0.95 now available

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 08:54:52 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.H4JdRzIKfgs@marsu.tynet.sub.org>
Source record: 43169
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Aug2.191539.1@uwovax.uwo.ca>, Eric Smith writes:
> MiNT 0.95 is now available for anonymous FTP from atari.archive.umich.edu.
>
> Along with the MiNT executables is provided a beta version of TOSWIN,
> a really nifty (well, I think so :-)) new window manager that can work
> as a .ACC. Unlike the old BGACC, this one supports arbitrary GDOS fonts
> (including proportional fonts!), scrollback (like xterm), and allows
> for dynamic resizing of windows.

Yes, I agree, TOSWIN is really neat stuff. But there's still one nasty
incompatibility with NVDI (2.0.3), the same as in BGACC: If you have NVDI
installed, you have to set "alias precmd 'echotc vi' and sacrifice
your cursor, because otherwise every second or third keypress only
produces a black cursor box in the command line, covering the letters.
Thus, command line editing in tcsh is no more fun, editing in vi or
emacs, too.

I don't want to miss NVDI - screen output performance would be lousy
without. Any suggestions what to do?

Regards,
Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
~/.ircrc/nick _Marsu_
/etc/motd "Hab kein Geld, hab keine Ahnung, doch ich hab'n grosses Maul,
bin weder Doktor noch Professor, dafuer bin ich stinkefaul."

3007. Re: Problems with ARGV - summary of ideas posted so far

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 08:59:57 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992Aug4.085957.21490@daimi.aau.dk>
Source record: 43355

rosenkra@convex.com (William Rosenkranz) writes:

[...stuff...]
>finally, how many things would actually benefit from some new scheme? do
>we really have a problem here? (if it's not broken too bad, don't fix it)
[...stuff...]

>-bill
>rosenkra@convex.com

>--
>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
>Convex Computer Corp. |ARPA: rosenkra@convex.com

I also would like to second this oppinion. Following is therefore a solution which is not completely general, but should solve a lot of applications that I can think of.

I came into the middle of the discussion, so I'm not aware what exactly Ian Lepore needs this for, but it occurs to me that it most be possible to use the commando tail for the purpose. It has a limited length, but it still should be able to handle over 100 empty args, providing a lot but not infinite functionality.

One way to make this operational, would be to define a new magic tail-length, like length 127 meaning ARGV is employed. Say this value is 126 (which should be an illegal length anyway). Then the interpretation of the tail could be that the characters of the tail would hold either the index of an empty arg or 0. This leaves room for some 125 (ca.) empty args positioned freely among the first 255 arguments (excluding argv[0], but that should be no problem).

This would have implications for the ARGV scheme, since this would expect 127 as length. An alternative to changing ARGV would then be to include the next tail char, saying that if tail[0]==127 then we are using ARGV and if tail[1]==255 (or some other appropriate value then we are using ARG0 (just a sugestion for the name).

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

Hit the philistines three times over the head with the Elisp reference manual.

- petonic@hal.com (Michael A. Petonic)

3008. Re: ST Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 09:12:34 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992Aug4.091234.22073@daimi.aau.dk>
Source record: 43356

I seem to remember something about that it is possible to take an atari harddisk and repalce the actual disk inside rather easily, as this is some wellknown brand.

I have an megafile 20, but really would like some more space without having to buy yet another disk.

Anybody has any info on this?

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

Hit the philistines three times over the head with the Elisp reference manual.

- petonic@hal.com (Michael A. Petonic)

3009. #ifdef within #define ?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 09:18:06 UTC
From: bert@cs.vu.nl
Message-ID: <15661@star.cs.vu.nl>
Source record: 43357

Hello,

I've been trying the following:

```
#define in_line_procedure (arg, arg2) {\
arg=arg2+arg2;\
#ifdef SPECIAL_CONDITION
arg-=1;\
#endif
}
```

But, this don't seems to be proper C. I think that the problem is that I want the #define spread over several lines, but that the #ifdef must be at the beginning of a REALLY new line. Must I live without this type of programming or is there any solution?

Please email: bert@cs.vu.nl

Thanks, Bert.

3010. Re: reset, reset, reset, down...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 11:35:30 UTC
From: ue@nathan.do.open.de
Message-ID: <H.XxqTLkoO9lA@nathan.do.open.de>
Source record: 43141

In <1992Jul29.101755.27052@sci.kun.nl>, Bart-Jan Bouwers writes:

Hi,
>Anyone had this problem? My ST keeps resetting itself when I boot it (from
>diskette). It does read the prg's in the auto-folder as well as the acc's
>but as soon as the desktop comes up, it resets. This sequence then repeats
>and repeats and repeats until I'm fed up. So, I've put it far away in a
>cupboard... Who knows what could be the cause of this and what needs to be
>repaired? Tell me!
weird thing. I has similar problems (massive reset series after some minutes
or hours of use) and the reason was a bad power connector. You should check
the voltage when computer starts to reset. The power led is no solution as
you won't see the small voltage breakdowns.

Your problem could also be caused by software. Check your accs and auto folder
programs if the computer works fine when booted without a disk...
/s/
--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

3011. Re: Problems with ARGV - summary of ideas posted so far

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 12:30:39 UTC
From: "Julian F. Reschke" <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92217.123039RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 43359

In article <1992Aug03.190347.18561@convex.com>, rosenkra@convex.com (William Rosenkranz) says:
>ok, i see. is this also the case if u pass a null for env in Pexec? what
>exactly does it mean for the child to "inherit" the parent's env? is
>this the copy thing? also, why couldn't the parent provide its own
>env directly to the child, containing stuff after the \0\0? as i read
>the Pexec docs, the parent can provide the env with a non-null env.
>are u saying the child will then copy this, no matter what? so there
>is duplication? is there no way to share this env without a copy? i know
>it is possible since i have the src to MiNT... :-)

Of course it *has* to be copy. How should it work with memory protection or virtual memory?

_____________________________ cut here _____________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
_____________________ correct me if I'm wrong _____________________

3012. Re: Problems with ARGV - summary of ideas posted so far

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 14:02:08 UTC
From: ant@mks.com
Message-ID: <1992Aug4.140208.3091@mks.com>
Source record: 43364

The question of how important the empty argument issue is can be
answered with VERY. I discussed this with a colleague at work who
knows more about the subtilties of POSIX.1, .2, and unix kernels than
I.

Any utility that takes strings, other than filenames, must be
able to handle arbitrarily long strings (>= 0). The failure
of the utility to handle an empty string would be a serious
bug. The failure of the kernel or shell to pass arbitrarily
long strings would be a major design flaw.

The reason that we have not come across this problem is because it is
only now with replacement OSes like MINIX or MINT that allow us to be
more unix like that we are writing more portable unix-like utilities.
Also the fact that we may not use it in interactive use does not mean
it is not get used in csh, ksh, or rc scripts, of which 'test' is
probably the most common utility that empty strings are passed to.

--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Nice legs. For a human that is." - Worf (Q-pid)

3013. Re: ST Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 14:19:24 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Aug4.141924.8127@a.cs.okstate.edu>
Source record: 43360

In article <1992Aug4.091234.22073@daimi.aau.dk> lynbech@daimi.aau.dk (Christian Lynbech) writes:
>I seem to remember something about that it is possible to take an atari
>harddisk and repalce the actual disk inside rather easily, as this is some
>wellknown brand.
>
>Christian Lynbech
>
Not sure about the megafile... but
Inside the sh-204 is a "atari host adapter"
a somewhat lobotomized adaptec 4000a
and an mfm seagate ST-225 mechanism.
(3 pieces, not incl PS and wire)

So... If you wish to replace the st-225, you'll need a larger MFM drive.
If you replace the combo of the adeptec 4000a and st-225 you'll
need a SCSI hard disk.

My experiences have not gon well with the Atari adapter, except for
once when I tried my ICD utilities on it. Then it would format and partition
odd size drives. I recon the NEW atari utilities are better... Sure hope
so!

jc

3014. Re: Problems with ARGV - summary of ideas posted so far

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 15:38:45 UTC
From: ant@mks.com
Message-ID: <1992Aug4.153845.13383@mks.com>
Source record: 43365

The use of \1 escape to denote empty strings would cause serious
problems. Csh, ksh, and rc shells all have the ability of passing
octal escape sequences in strings.

An example is the SCCS file format for history files which are text
files. ^A is used as a character that denotes the start of SCCS
control lines.

It might be the case that I wish to grep for all such lines in a file.

grep '\001' *

Or translate them from ^A to caret

tr '\001' '^' <file >output

The \1 format would break both these instances. The fact that a lot of
people don't use octal escapes in their parameters does not mean they
might not want to in the future or that some people already do.

The \1 format would change one problem into another which is no good.

-ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Nice legs. For a human that is." - Worf (Q-pid)

3015. Re: #ifdef within #define ?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 15:48:02 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.712943282@vega>
Source record: 43361

bert@cs.vu.nl (Menting BL) writes:

>Hello,

>I've been trying the following:

```
>#define in_line_procedure (arg, arg2) {\
> arg=arg2+arg2;\
>#ifdef SPECIAL_CONDITION
> arg-=1;\
>#endif
> }
```

Remember that '#...' directives are dealt with preprocessor which is doing, more or less, a text substitution before compiler will see any of this stuff. So yes, the above is obviously incorrect. If your compiler allows it run preprocessor only and look at results to see clearly why. I you need something like that badly have two separate defines. One when SPECIAL_CONDITION is in force and the other one for the opposite case.

Michal Jaegermann
ntomczak@vm.ucs.ualberta.ca

3016. No picture on SC1224

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 16:45:36 UTC
From: Bill_Moore@mindlink.bc.ca
Message-ID: <13984@mindlink.bc.ca>
Source record: 43362

I have an old (1986) sc1224 colour monitor. A couple
of days ago it quit displaying anything. When it is
turned on it remains black. The sound still works. The
red light on the front still lights. When I turn it off
the green lines that flash and shrink to the center still
flash and shrink to the center.
It is connected to an old 520 with 2.5 meg memory
upgrade.
Any ideas about what is going on??Any help or info
would be greatly appreciated!!

-bill

--
~~~~~~
e-mail: Bill_Moore@mindlink.bc.ca * I've been absolutely terrified every
fax: 604-254-0934 * moment of my life and I've never let
voice: 604-254-0934 * it keep me from doing a single thing
_____________________________________* that I wanted to do.
_____________________________________*
~~~~~~

3017. Help with Megafile 30, HDX Software

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 17:30:48 UTC
From: bq035@cleveland.Freenet.Edu
Message-ID: <1992Aug4.173048.11173@usenet.ins.cwru.edu>
Source record: 43363

I've been helping out a friend of mine with some problems with their Atari, problems which are universally focussed on their 3-year old Megafile 30. Whenever it crashes (often), I try to reformat it. Most of the times when I format it, The formatting software (I've used HDX 3 and 5) locks up.
Is there any way to low-level format this disk? Are there any heavy-duty diagnostic tools which I can use on it? The HDX software is generally a bad trip, as I get no errors, just a locking up. I would appreciate any infos.
--
****
* "Nothing is true; Everything is permitted" - Hassan i Sabbah *
****
Brian Jepson = iby223@uriacc.uri.edu || bq035@cleveland.freenet.edu

3018. checking for stack overflow

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 17:53:49 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <1992Aug4.175349.7069@gmuvax2.gmu.edu>
Source record: 43367
Cross-posted to: comp.programming,comp.sys.atari.st.tech,comp.sys.m68k

I've just recently begun learning and programming in assembly (68000 on an Atari ST) and have started wondering how other programmers out there deal with stack management.

A lot of the programming examples I've seen make free use of the stack, without checking for stack over/under-flow. Is this safe? Is there any way to monitor the size of the stack, without causing program size to explode? Is it safe to use the stack as work space? I guess I've always thought of the stack as just a way to pass arguments to subprograms.

Any assistance would be greatly appreciated.

Steve "Stevers!" Coile scoile@gmuvax[{.BITNET|[2].gmu.edu}]
"Maturity is knowing when and where to act immature"

3019. A new GNU Make 3.62

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 19:38:01 UTC
From: chu@acsu.buffalo.edu
Message-ID: <BsH57E.9tB@acsu.buffalo.edu>
Source record: 43366

Frank Ridderbusch asked me to put his new port of GNU Make 3.62 into atari.archive.umich.edu which I have just done. Currently, it is in the new directory (although I just received a note from Jeff Weiner so it might get moved to the proper place soon). The name is gmake362.zoo

Attached below is the readme.st file from the archive. Thanks Frank for the new make!!!!

john
chu@acsu.buffalo.edu

-------------------------readme.st--
* Mon Jul 27 22:02:50 1992

The first archive of GNU make 3.62, which I sent to the atari@archive.umich.edu had some code in it to make the rules for checking out RCS file work. This code seemed to work only on my system and was basically wrong anyway. Since Stefan Neuhaus ported `ash' to the ST, this code is additionally obsolete. (`ash' is the compatible replacement for the Bourne Shell in the current BSD unix distribution). This make executable is now compiled with GNU-C 2.2.2 and Bammi's libs and header at patchlevel 82.

The supplied diffs are relative to the GNU-make 3.62 distribution from prep.ai.mit.edu.

Note:
=====
If you want to use this make in conjunction with `ash' or any other shell, you have to set the make variable `SHELL' explicitly to your desired shell. Having simply set the variable in the environment is not enough since GNU-make resets SHELL for security reasons to `/bin/sh'. Therefore you have to invoke make either like this:

make SHELL=d:/mint/bin/sh.ttp

This sets SHELL to the specified shell (note the `.ttp' extension). Another way is to edit your makefile and include the following line:

SHELL=d:/mint/bin/sh.ttp

Again with the `.ttp' extension.

* Thu Jan 2 19:44:08 1992

This is a port of GNU make 3.62 to the ST. The work on my part is, that I carried the changes from Frank Celler and J.R.Bammi from earlier ports of GNU make over to 3.62. The executable is currently

compiled with J.R.Bammi's ST libs and headers at patchlevel 74. I
reenabled some code from Bammi to hash only the 8.3 part of a file
name (see the file dir.c). Without this GNU make wouldn't remake
targets with names, which were longer than the 8.3 notation. If you
might be working on a file system, which allows more than 8.3
character file names (minixfs under MiNT), you should disable the
atarist code in dir.c and use the original.

See also the readme from Frank Celler, which is below my signature.
--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch / , Heinz Nixdorf Ring
/ /./ 4790 Paderborn, West Germany
/=== /,== ,===/ /,==, //
/ // / / // / / \ NERV:ridderbusch.pad
/ / `==/\ / / / \ BTX:0525467066-0001

Email: ridderbusch.pad@sni-usa.com (America (North & South))
ridderbusch.pad@sni.de (Rest of world)
Frank_Ridderbusch@pb.maus.de (MausNet)

==

These are the atari-diffs for GNU make 3.60. I am using the "ksh" with
UNIXMODE, which allows long and upper/lowercase filenames, so there is
no filename reduction to 8.3 filenames. The shell-escap however is changed
from '\\' to '@'. If your shell does not support "||" you should edit
the default dependency in "default.c". "make" must be compiled with the new
"crt0.c" from J.Bammi in order to allow recursive makes.

3020. Transfer Protocols

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 21:32:38 UTC
From: markjl@pub2.bu.edu
Message-ID: <92830@bu.edu>
Source record: 43368

Hello there,
I am looking for technical specifications for any of the following
file transfer protocols:

- Xmodem (Checksum and CRC)
- Ymodem (1K block, Batch, and Ymodem-G)
- Fmodem (4K block Ymodem?)
- Zmodem

Additionally, but not necessarily, it would be nice to know more about:

- Cmodem (Jerry Horanoff's protocol, maker of Carina BBS)
- CIS Quick B
- Kermit

I just wanted to get up to a thorough understanding of what I use from
day to day. I never really understood things past Ymodem batch, like
what exactly is a windowed file transfer (a transfer which does not have
to wait for ACK or checksum or CRC responses before sending the next
block?) and how is it implimented? And how is a CRC calculated?

On a related note, I wondered if anybody out there could explain the
implimentation of modem hardware data compression, such as V.42 bis,
and modem hardware error correction, such as MNP 5.

Any and all replies, documents, etc. are appreciated. Life is an educa-
tion that never ends. Please email me at: markjl@acs.bu.edu.usa.

Thanks! - Mark J. Lavi (at Boston University)

P.S. Of course, you know eventually, a follow up message of inquiry will
---- ask for understanding of *.lzh, *.arc, *.zoo, *.zip compression!
--
\This is a copy of the .signature virus, pass it on.
/Aww, shucks, if you want something interesting to read, finger me.
\ Internet: markjl@acs.bu.edu.usa (Boston University)
/Compu$erve: 72545,1236

3021. Re: Gem program control of mou

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 21:45:19 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug4.214519.2971@mnemosyne.cs.du.edu>
Source record: 43369

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

> Applications shouldn't change vex_motv. This will produce a lot of
> problems with concurrently running accessories or applications (Mag!X,
> MultiGEM, MultiTOS).

Say what? Where does it say that? The way I read the VDI manual,
vex_motv() is specifically designed so that applications can use it without
interfering with other parts of the system. (IE, vex_motv() is the
preferred way to steal the mouse, as opposed to Line-A or other deeper
hook points.)

If Atari has changed or restricted use of vex_mottv(), I'd be interested in
knowing where it's documented. (I just got a complete new set of devkit
docs, so if they've done it, I should have it somewhere, but I can't find it.)

Even if there is a restriction on vex_motv(), it should be safe to use
inside a wind_update(BEG_MCTRL) / END_MCTRL block.

--
- Ian
(void *) where prohibited by law

3022. Re: Problems with ARGV - summary of ideas posted so far

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 21:50:28 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug4.215028.3532@mnemosyne.cs.du.edu>
Source record: 43370

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

> ... I don't know what Ian Lepore needs this for ...

Actually, I don't personally need it at all. Someone else expressed a
need for it, and my interest is as a library implementor. It seems to be
a reasonable request -- other systems allow for passing null args, and the
ST shouldn't be locked out of compatibility in this respect.

> ... use the command tail to indicate the position of null args ...

Fails the test of "will it break existing applications".

--
- Ian
(void *) where prohibited by law

3023. Re: #ifdef within #define ?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 22:15:14 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug4.221514.5130@mnemosyne.cs.du.edu>
Source record: 43371

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

> I've been trying the following:
>
> #define in_line_procedure (arg, arg2) {\
> arg=arg2+arg2;\
> #ifdef SPECIAL_CONDITION
> arg-=1;\
> #endif
> }

Remember that line-splicing happens before preprocessing. What you've
really done is, in effect:

#define x(a,a2) {a=a2+a2; #ifdef SPECIAL a-=1; #endif }

And when you look at it that way, it's immediately obvious why you can't
do it. Here's a way to do it that's only semi-awful:

```
#ifdef SPECIAL_CONDITION
#define SPECIAL_ARG arg-=1;
#else
#define SPECIAL_ARG
#endif

#define in_line_procedure(arg, arg2) { \
arg=arg2+arg2; \
SPECIAL_ARG \
}
```

You might want to think up a better name than SPECIAL_ARG, but that
should work.

--
- Ian
(void *) where prohibited by law

3024. Re: checking for stack overflow

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 22:20:23 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug4.222023.5442@mnemosyne.cs.du.edu>
Source record: 43372
Cross-posted to: comp.programming,comp.sys.atari.st.tech,comp.sys.m68k

Most compilers and/or runtime libraries have built in stack overflow checking unless you specifically disable it. Others require a special option to *enable* it. The bottom line here is to check your compiler docs to be sure.

(FYI dept: Sozobon/HSC checks for stack overflow on every DOS/BIOS/XBIOS call. The new release (1.40) will handle the check properly when you make a system call from supervisor mode; the current version can lead to spurious stack overflow errors in super mode.)

As to how to use the stack...well, there are as many answers as there are programmers. Most compilers/libraries give you a method to set the stacksize. If you want to use deep recursion or large stack-based buffers or other local data, you should specify an appropriate stack size using whatever method your tools provide.

--
- Ian
(void *) where prohibited by law

3025. BoozGEM 2.1.3 and WX_Lib 1.0

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-04 22:30:17 UTC
From: MDORMAN1@ua1vm.ua.edu
Message-ID: <16839F629.MDORMAN1@ua1vm.ua.edu>
Source record: 43376
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

New postings to atari.archive:

BoozGEM 2.1.3 (file: boozgem3.zoo):
This is my port of Booz (the unZoo utility) to the Atari ST. It includes an integral GEM interface with menus and the whole lot. It also lets you extract a .ZOO file to a specific directory that you request (Happy, Roger?). You can also use the ``Install Application'' feature of the desktop, so that when you double click on a .ZOO file, it will automagically extract into the current directory. You can also do a ``Batch Extract'', which will take all of the .ZOO files in the directory you select, and extract them into subdirs inside the destination directory you choose. There's lots more (including the standard, CLI-based BOOZ.TTP), that's why I wrote a doc file for it.

The one problem: It doesn't support subdirectories inside of .ZOO files. The capability was unfortunately lacking in the original BOOZ sources. I'm slowly attempting to hack the appropriate routines out of the original zoo 2.1 source, but if anyone more conversant with the zoo 2.1 sources would like to volunteer to help, I would be most pleased.

Also newly uploaded is WX_Lib 1.0. This is a library of extended window management routines that allow you to open, close, move, size, clear and otherwise do efficient manipulation of GEM windows, as well as providing character-oriented output functions, including puts() and printf() clones that support automatic scrolling within the windows. An older, slower version was used to do the windowing support in BoozGEM. It includes support for HSC 1.33i/1.40 and GCC 2.1, object libraries for HSC & GCC, source code that compiles with GCC's "extra whiny" mode (-Wall) just fine, an example program, some docs, and the binary to the example program--one from HSC, one from GCC. Oh, it's only tested in GCC's 32-bit int mode--I have no idea what __mshort__ would do to it.

Download and enjoy, and please report any bugs or suggestions to me at mdorman1@ua1vm.ua.edu, or, preferably, mad@sss.cba.ua.edu.

Mike.

3026. Missing header files

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 01:26:02 UTC
From: azog@world.std.com
Message-ID: <BsHLBI.EJ2@world.std.com>
Source record: 43374

Hiyas. I am lacking the following header files, and am wondering if
they are available anyplace:

nlist.h
sys/socket.h
sys/un.h

I got my existing header files from MNTINC20. I also looked at the nlist.h
on my 3b1, and it looks like it could work. Its got defines for MC68k
(and others, which I removed).

Some of the stuff I am trying to compile wont go without these... Thanx

--
Billy D'augustine
azog@world.std.com

3027. The solution to the 128-byte command-line limitation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 03:09:59 UTC
From: ae962@cleveland.Freenet.Edu
Message-ID: <1992Aug5.030959.15509@usenet.ins.cwru.edu>
Source record: 43375

After writing a command-line interpreter using LASER C, and having to deal with some of the problems Atari has created in limiting the command line of executed programs to 128 bytes, I have a few simple observations for those who still need to find out what is going on, and a few suggestions for those who intend to be part of the solution.

----- Definitions -----

There are several entities that will be discussed within this article that need to be described and named:

Pexec - Atari's operating system call that runs a program.
Shell - whatever runs a program by using Pexec.
Application - the program that is executed.
Parameters - command-line parameters passed to the program.
Variables - the environment variables the program may examine.
argv, envp - standard names the application uses to access the parameters and variables passed to it.

----- Simple general information -----

When an application is started by a shell, whether the shell be the GEM desktop, some special-purpose shell, or a command-line interpreter, the single instruction that ends up being performed is Pexec. Even Unix look-alike functions like "execve" that LASER C uses end up calling Pexec.

Unix C applications begin their main routine in this manner:

```
main (argc, argv, envp)
int argc;
char *argv[];
char *envp[];
```

and you therefore start the application by specifying argv and envp in the format you see here: each a NULL-terminated list of strings.

If Atari used this method of starting programs when it wrote the operating system, then there would be no problems whatsoever. However, for some unknown reason, they decided to create incompatibility with every known standard that exists in the civilized world and go ahead and do their own thing.

Here's what they decided: we will let the user have the envp variable list, but we will replace the argv parameter list with a 128-byte command line.

----- THIS WAS A GRIEVOUS MISTAKE! -----

For ordinary users, this wouldn't even be noticed. Double-clicking on an icon from the GEM desktop usually involves a command-line being generated that is blank or that has at most one word. This 128-byte command line would, for them, be large enough.

But for a very large number of programmers and software developers, this became an irritation. But why? Whoever uses more than 128 bytes when issuing a command?

Consider the following: you are running a shell and have about fifteen object modules in one directory to be linked together into a program. Ordinarily, you would use a compile and link utility like "cc" to generate the precise command-line for the "ld" link editor and would issue a command like:

cc -o test.prg *.o

The shell has the job of expanding the "*.o" into a list of all of the files in the current directory ending with ".o" just at that point in the command line. The shell would end up generating something like this:

cc -o test.prg first.o second.o third.o fourth.o fifth.o sixth.o seventh.o eighth.o ninth.o tenth.o eleventh.o twelvth.o thirteen.o fourteen.o fifteen.o

The resultant command line exceeds 128 bytes and therefore cannot be run directly as is using Pexec. Before the solution to this problem can be presented in this article, a few more background details must be explained.

----- Base page -----

When Pexec loads the program from disk into memory and passes it the command line, it does so using a memory structure called the "base page."

The base page is a 256-byte area of memory just below the first byte of executable code in the program. The first half consists of various data the program relies upon to correctly execute. The second half of the base page is the command line itself. Just prior to the first instruction being executed, Atari's program structure in memory consists of the base page, the text segment, the data segment, the bss segment, and then the stack, all on top of each other.

Pexec places into the base page the addresses of each segment and their lengths, as well as the bottom of the stack. Finally, Pexec changes the program counter to the first instruction of your program that is exactly 256 bytes above the base page.

Your program, since it is right on top of the base page, can refer to the data in the base page by immediately placing the program counter minus 256 into some address register as the very first instruction of the program.

Pexec does not allocate memory and then place your program in the allocated memory. It simply places it in memory unprotected and

unallocated, and passes the buck to the program.

----- Initialization code -----

The very first instructions of your program must therefore perform initialization. It must figure out from the base page how long the program itself is, then allocate that absolute block of memory. Then it must figure out from the stack size you specified where the top of the stack is, and set the stack pointer there.

For C programs, the initialization part of your program will then parse the command line within the base page and set up the argv string list. Furthermore, it sets envp to the appropriate address. Then, one or two instructions before the program quits, it calls "main" as a subroutine.

Remember that argv and envp are not part of the Atari operating system, and are provided only through the initialization code in your C program which tinkers with the command line and other data in the base page.

"But I never write initialization code!" True enough. Since the initialization process is standard and unchanging, LASER C and other C language development systems provide the code for you, WHICH IS SPECIFIED FIRST on the command line to the "ld" linker. In the case of LASER C, it is called "init.o".

The "ld" linker creates the program for you by looking at each file specified on the command line one at a time IN ORDER. Therefore, the initialization code, if it is to be executed first, is placed first on the command line to the linker. I use something like the following:

```
ld -o test.prg b:\megamax\init.o part1.o part2.o b:\megamax\libc.a
```

"But isn't 'main' executed first?" No. Whatever is placed first on the command line to the linker is executed first. Try linking with init.o later on in the command line and watch the resulting program crash. The initialization code calls main, so main must be in your code somewhere, but only in an artificial way so as to achieve C compatibility.

----- Shell special parameters -----

The shell may have parameters such as "hello there" or "*.*" or other things representing special parameters. "hello there" if placed directly on the command line by the shell will be interpreted by the program as "hello" and "there" -- two separate parameters rather than one. To obtain "hello there" as one parameter, the shell and the program have to COOPERATE and agree upon some standard. One standard would be to leave single apostrophes on either side of a string to be quoted as is like 'hello there'.

The parameter "*.*" would be expanded by the shell into a list of all files in the current directory. However, your program may want to obtain "*.*" as is and not have a list of files. This may be solved directly by

the shell if the shell and the user COOPERATE and agree upon some standard. One standard would be to use quotation marks on either side of the string like "*.*" and remove them before placing it on the command line.

Other special parameters exist such as ">outfile" that are not parameters at all but a special signal that the text output of the program that will be executed is to be redirected into the file "outfile" rather than printed on the screen.

It turns out that the initialization code of some programs will actually take 'hello there' and remove the quotes when it is placed into the parameter list, and handle the redirection of ">outfile" and "<infile" as well.

Be informed that Unix shells have been using and dealing with all of these things for a long time before the Atari ST even came on the scene. It would be worth your time to examine how "sh" or "csh" of Unix do their parsing and handling of the command line. It turns out that things like "> outfile" are handled by the shell, and not the program.

Special parameters have precise standards that have been successfully used for a long time in Unix, standards that don't need to be reinvented by Atari ST users, and standards that are perfectly acceptable. The command line and argv parameters are never anything other than character strings, that is, characters ending with binary zero. Methods of specifying binary zeros and other unusual or exceptional things should not even have to be addressed. Programs should not try to redefine what a string is.

Some off-the-wall programmer who wants binary data to be passed to his program as an ordinary condition should have his head examined. It can always be avoided, and characters strings like "100" have for a long time been converted to a binary integers, and taking only one line of code to do so.

Regardless of what kinds of special parameters you might have, it is a matter of cooperation between the SHELL and the APPLICATION and truly a separate problem from the 128-byte command-line limitation.

In an effort to solve the 128-byte limitation, we are beginning to see solutions combining the two problems of shell/application cooperation and the 128-byte limitation. THIS CONFUSION WILL RESULT in a contrived and unwieldy solution rather than a clear and simple solution.

It appears that already, people are willing to accept "clever solution" techniques involving magic numbers and bizarre manipulations of environment variables in order to quickly resolve things, as technicians want to do, rather than seeking out the simple and natural solution that makes sense and works better and that will pass the test of time for many years to come, as computer scientists want to do.

If 128 bytes is too short, lengthen it. Don't confuse the 128-byte limitation with the manner in which special parameters are to be

handled on a command line. Unix shells have methods by which you may deal with special parameters on the command line, and it certainly does not involve the environment variables. Much better to copy Unix shell methods and have a standard between Atari and Unix than to generate some off-the-wall solution no one in the civilized world has ever seen before or will see again.

----- Solution to the 128-byte limitation -----

Lengthen it.

That's it. Finished. All done. No more discussion. If 128 bytes is not long enough, make it longer. Don't you dare talk about special parameters. That is another issue entirely. It turns out that LASER C came up with a beautiful and elegant solution ALREADY to lengthen the command line. It is to use ONE environment variable with normal meaning and usage, a simple string in standard form:

MMARGV=the rest of the command line

All that the shell has to do, after doing all of the normal tasks such as shell expansion and replacement, is to examine the length of the command line. If it is too long, break it into two pieces, the first piece going the normal Atari command line, and the rest placed in MMARGV. Using the previous example of user input:

cc -o test.prg *.o

The shell expands it as usual into the following:

cc -o test.prg first.o second.o third.o fourth.o fifth.o sixth.o seventh.o eighth.o ninth.o tenth.o eleventh.o twelvth.o thirteen.o fourteen.o fifteen.o

and the shell, seeing that it is too long, breaks it into two pieces, where the command line gets as much as it can:

cc -o test.prg first.o second.o third.o fourth.o fifth.o sixth.o seventh.o eighth.o ninth.o tenth.o eleventh.o twelvth.o

and the MMARGV environment variable gets the rest:

MMARGV=thirteen.o fourteen.o fifteen.o

In this manner, all command lines less than 128 bytes would be used in Pexec normally, with MMARGV not defined, and all command lines greater than 128 bytes would be broken into the maximum size command line and one environment variable named MMARGV getting the remainder.

----- Final comments -----

This is the most simple, clear, and natural solution that can be conceived, that should cause no trouble at all to existing programs that read the command line. My command-line interpreter uses this and works very well with programs compiled with LASER C's initialization code.

If the name MMARGV bothers people, perhaps it should be changed to ARGV. However, this may cause a problem for programs that already use ARGV in their "clever solution" techniques. Furthermore, since LASER C, previously known as Megamax, came up with this idea, perhaps it should bear the name of the author, MegaMax, or MM, as contained in MMARGV.

In general, the best solution should be accepted even if that means a little extra work re-compiling older programs and upgrading the initialization code. The "clever solutions" will work, but are neither appropriate nor compatible with other systems, and will be guaranteed to create new problems in the future that will require even more "clever solutions" to fix the original clever solution -- I've been down that road, and it's full of potholes and detours.

----- LASER C documentation error -----

In their documentation, LASER C incorrectly states that the name of the extra environment variable is "ARGV". After disassembling their initialization code, I saw a string named "MMARGV" sitting there. This turns out to be the name you need.

Max Polk (max@hopper.cba.csuohio.edu)
--

3028. Re: No picture on SC1224

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 03:41:28 UTC
From: boris@sys6626.bison.mb.ca
Message-ID: <TZq1oB2w164w@sys6626.bison.mb.ca>
Source record: 43378

Bill_Moore@mindlink.bc.ca (Bill Moore) writes:

> I have an old (1986) sc1224 colour monitor. A couple
> of days ago it quit displaying anything. When it is
> turned on it remains black. The sound still works. The
> red light on the front still lights. When I turn it off
> the green lines that flash and shrink to the center still
> flash and shrink to the center.
> It is connected to an old 520 with 2.5 meg memory
> upgrade.
> Any ideas about what is going on??Any help or info
> would be greatly appreciated!!
>
> -bill
>
> --
> ~~~~~~
> e-mail: Bill_Moore@mindlink.bc.ca * I've been absolutely terrified every
> fax: 604-254-0934 * moment of my life and I've never let
> voice: 604-254-0934 * it keep me from doing a single thing
> _____________________________________* that I wanted to do.
> _____________________________________*

you wouldn't happen to have the brightness turned way down? Sometimes we
overlook the obvious.

;--- (boris) a user of sys6626, running waffle 1.64
;E-mail: boris@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

3029. Re: The solution to the 128-byte command-line limitation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 04:56:25 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug5.005625.1@uwovax.uwo.ca>
Source record: 43377

In article <1992Aug5.030959.15509@usenet.ins.cwru.edu>, ae962@cleveland.Freenet.Edu (Max Polk) writes:
> After writing a command-line interpreter using LASER C, and having to
> deal with some of the problems Atari has created in limiting the
> command line of executed programs to 128 bytes, I have a few simple
> observations for those who still need to find out what is going on, and
> a few suggestions for those who intend to be part of the solution.

There already is a solution (i.e. an official, Atari sanctioned method of passing >128 bytes in the environment: the ARGV standard). I think you've misunderstood the discussion going on here: we're not arguing about how to pass long command lines (participants so far have taken the ARGV standard as a "given") but rather discussing how to overcome the one shortcoming of Atari's standard: it provides no way to pass null strings as parameters.

> If Atari used this method of starting programs when it wrote the
> operating system, then there would be no problems whatsoever. However,
> for some unknown reason, they decided to create incompatibility with
> every known standard that exists in the civilized world and go ahead
> and do their own thing.

(1) Atari didn't write that part of the operating system, Digital Research did. Credit where credit is due :-(.
(2) The most widely used operating system in the world, MS-DOS, uses the same method of passing arguments and environment variables.
I agree wholeheartedly with you that this misfeature of MS-DOS should *not* have been emulated, but to say that TOS is "incompatible with every known standard" is very misleading.

> Your program, since it is right on top of the base page, can refer to
> the data in the base page by immediately placing the program counter
> minus 256 into some address register as the very first instruction of
> the program.

Don't do this. I do *not* think it's guaranteed that the base page lies 256 bytes in front of the current program counter when the program starts. Rather, the address of the base page is pushed onto the stack before the program begins. Use the address on the stack.

(For example, if shared text is ever implemented, only the first copy of the shared text program will have a basepage at *-256; the second and subsequent copies will have basepages located at arbitrary positions in memory.)

> Pexec does not allocate memory and then place your program in the
> allocated memory. It simply places it in memory unprotected and
> unallocated, and passes the buck to the program.

THIS IS NOT TRUE. Pexec does the equivalent of a Malloc() call when
loading your program. It allocates the largest block possible. In most
cases, this is far more than the program needs, so the initialization
code should determine how much memory is needed and then perform
an Mshrink() call to reduce the size of the block allocated to the
program. Perhaps that is what you were thinking of.

> It appears that already, people are willing to accept "clever
> solution" techniques involving magic numbers and bizarre manipulations
> of environment variables in order to quickly resolve things, as
> technicians want to do, rather than seeking out the simple and natural
> solution that makes sense and works better and that will pass the test of
> time for many years to come, as computer scientists want to do.

I think Atari's solution is very simple: The last "variable" in the
environment is a string ARGV=something, followed by a list of arguments.
Each argument is a null terminated string. Thus, to do
echo a 'hello there' message
you would put:
ARGV=\0echo\0a\0hello there\0message\0\0
into the environment. (here '\0' represents binary 0, the NUL character)
You should also put a 127 byte as the "length" byte of the command line;
since no command line can actually be that many bytes long (the maximum
is 125, I think, for various arcane reasons) this serves as an indicator
to programs that the ARGV variable really is meant for them.

The shortcoming is that, since the environment is terminated by two \0's
in a row, it is impossible to pass an empty string as an argument
chracter.

Despite this shortcoming, Atari's method does have a number of advantages
over Laser C's:
(1) The program name is available as argv[0]. This is a rather large
advantage, since otherwise it can be very difficult for a program
to determine the name under which it was invoked.
(2) A standard way of indicating whether or not the ARGV variable is meant
for the program exists. (As an example of why this is important, suppose
a Laser C program (A.PRG) calls a non-Laser C utility (B.PRG). Since
B.PRG doesn't know what MMARGV means, it leaves the MMARGV= variable
in the environment. If B.PRG then calls a third program, MMARGV=
is still there in the environment, with an obvious potential for
confusion...
(3) Program startup code doesn't have to parse ARGV=, since this is done
by the shell. This means that there's no possibility of confusion over
how to parse arguments, or what quoting conventions should be used
(does that '"*"' mean 'expand all file names', or is it a literal
asterix?)
(4) Finally, and perhaps most importantly, it *is* a standard. Mark Williams
C uses it. Most ports of GNU utilities (including GNU C and GNU Make)

use it. The MiNT library, gcc library, tcsh, gulaam, bash, and ksh all use ARGV. And Atari has officially endorsed this standard, so it is possible that future releases of TOS will have it built into the desktop and/or other Atari utilities.

--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3030. Re: pagestream from floppy disk?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 05:08:32 UTC
From: 10616330@eng2.eng.monash.edu.au
Message-ID: <10616330.3.712991312@eng2.eng.monash.edu.au>
Source record: 43379

In article <1992Aug3.203603.17154@mnemosyne.cs.du.edu> brayl@nyx.cs.du.edu (Bill Rayl) writes:
>From: brayl@nyx.cs.du.edu (Bill Rayl)
>Subject: Re: pagestream from floppy disk?
>Date: Mon, 3 Aug 92 20:36:03 GMT

>Stu--

>The only way you're going to solve your out of memory problems with
>Pagestream is to add more memory. If I recall correctly, Soft-Logik
>doesn't recommend anything LESS than a system with 2megs of RAM and at
>least 2 floppies if no hard drive. I'd suggest your going back to
>v. 1.8 if you can, until you upgrade your system.

> Pattie Rayl (Atari Interface)

Thanks for the help, Pattie, however, with the current set-up I have, there should be no problems with v2.1 (The manual states there should be no problems using v2.1 with 1MB except limited doc. size.). As I said, no-one seems to know why the program runs perfectly for any document of reasonable size, prints out properly when printing is attempted for the first time in the session, then simply crashes when you attempt to print again. This problem seems to be simply bad memory management, however the menu bar being garbled is completely unexplainable, and can only be caused (I think) by a bug in the program itself.

I think I have solved the problem of changing fonts. It seems that one of the font disks had become corrupted, and the required data was no longer loading.

Do you, or anyone else, know of a printer driver specifically for the Epson LQ-100 printer? The printer manual states that a driver for the LQ-870 or LQ-570 should also be effective.

I have one more problem that you may be able to help with. How do you successfully print to floppy disk? This never seems to work for me...

Thanks in advance,
Big Stu.

3031. PC hard-drives and STs ....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 08:28:01 UTC
From: ssw@aber.ac.uk
Message-ID: <1992Aug5.082801.22890@aber.ac.uk>
Source record: 43380

Greetings,
I have access to a number of Seagate 40Mb hard drives which have
recently been culled from old PCs. The question I put to you techie types is
this :

Is it possible to use these drives with the ST? If so, how easy
is it (ie. does it require huge amounts of soldering and assorted
motherboard butchery) and if it can't be done, why not?

Has anyone managed to attach an ex-PC hard drive to their ST and get the ST
to talk to it? What about hard-disk controllers etc.?

Any information, technical or otherwise, would be greatly appreciated.

Thanks in advance.

Simon.

-- .sig on strike.

3032. Re: Problems with ARGV - summa

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 08:50:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A45257@MS.maus.de>
Source record: 43192

Christian Lynbech (lynbech@daimi.aau.dk) wrote:
>One way to make this operational, would be to define a new magic tail-
>length, like length 127 meaning ARGV is employed. Say this value is 126
>(which should be an illegal length anyway). Then the interpretation of
>the tail could be that the characters of the tail would hold either the
>index of an empty arg or 0. This leaves room for some 125 (ca.) empty
>args positioned freely among the first 255 arguments (excluding argv[0],
>but that should be no problem).
>[...]

What you are suggesting is a NEW method, that is completely incompatible with both ARGV and old style programs. IF we really don't care about defining a new incompatible standard, there's of course an absolutely straightforward way:

Change ARGV in only two aspects:

- Replace 'ARGV' by 'ARGV2' or whatever
- Add a trailing dummy char (perhaps a blank) to _every_ argument.

This would have at least the benefit that it's trivial to write startup codes that support both ARGV and ARGV2 (and equally trvial to extend spawn()).

All we would need is a method for shells to find out whether a program understands the new method. That *could* be done by defining a new standard extension for TTP type programs.

>This would have implications for the ARGV scheme, since this would expect
>127 as length. An alternative to changing ARGV would then be to include
>the next tail char, saying that if tail[0]==127 then we are using ARGV
>and if tail[1]==255 (or some other appropriate value then we are using
>ARG0 (just a sugestion for the name).

This will break all NON-argv programs.

3033. Re: appl_tplay() (Was: Gem program

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 08:50:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A45256@MS.maus.de>
Source record: 43193

C. van Reeuwijk (reeuwijk@dutentb.et.tudelft.nl) wrote:
>For those people wondering how you can get appl_tplay() to work:
>
>The secret is that the docs, even the official Atari docs, are *wrong*.
>According to the docs you need a packet of 3 ints (6 bytes)
>for a mouse movement event: 1 int for the opcode and 2 ints for the
>coordinates. In reality you need 4 ints (8 bytes) because you must
>first send a 0 word (or the opcode is a long word, which is equivalent).

Well, not *all* docs :-) Even the Digital Research documentation for
GEM 2.x describes this.

>However, according to some people this differs between TOS versions.

That's wrong. TOS 1.00 has an additional bug in appl_trecord, that's
all.

3034. Re: ST monitor connector pinouts?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 09:21:34 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Aug5.112134@disuns2.epfl.ch>
Source record: 43381

In article <7myPoB1w164w@sys6626.bison.mb.ca>, boris@sys6626.bison.mb.ca (boris) writes:
: il@bambam.u.washington.edu (Il Hwan Oh) writes:
:
: > Could someone tell me what the pinouts are on the monitor plug? I just
: > discovered that I can plug an ST monitor into a Sega Genesis game system,
: > if I can just build the cable. I know that it's shown in the ST owner's
: > manual, but manual's at my parents' in Portland.
: >
: > The monitor's an SC1224 and goes to a Mega ST 4 (no "e").
: >
: "from the external port view":
: 1- audio out
: 2- reserved 4 3 2 1
: 3- general purpose output 8 7 6 5
: 4- Mono detect 12 11 10 9
: 5- audio in 13
: 6- green
: 7- red /\
: 8- ground
: 9- horiz synch pinout diagram
: 10-blue
: 11-monochrome
: 12-vert. synch
: 13-ground
:
:
: later,
:
:
: ;--- (boris) a user of sys6626, running waffle 1.64
: ;E-mail: boris@sys6626.bison.mb.ca
: ;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

Take care: pin 8 is not really ground:
In most system it is a 12V supply (but max 10mA) useful when plugging
in a SCART TV: the TV set detects this 12V and switches to 'video' mode !

Anyway, you've got to check, if you need it: some STs just have GND on
pin 8 instead of 12V.

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----

----- ... -----

3035. Re: reset, reset, reset, down...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 09:53:12 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Aug5.115312@disuns2.epfl.ch>
Source record: 43383

In article <1992Jul31.101610.19616@quando.quantum.de>, vombruch@quando.quantum.de (Stefan vom Bruch) writes:
: bartjan@cs.kun.nl (Bart-Jan Bouwers) writes:
:
: : This might be a cause for such a problem but it does not hold for me. ALL of
: : my disks won't work anymore (and they are *not* infected :-) and booting
: : without a disk won't work either. So thanx to everybody who suggested that it
: : might have been corrupted auto-prg's or acc's but it's not the case for me...
: : So it must be a hardware problem. I expanded the memory to 3 MB recently and
: : before I had some troubles with an overheating power supply. My machine is
: : a 1040STf with tos 1.0. Any other suggestions?
:
: Maybe the problem is your strange memory configuration. The MMU of the 1040STF
: can only handle two memory banks with either 512K or 2MB. So a 1MB machine has
: two banks @ 512K. If you want to upgrade by 2MB you'll have to disable one of
: the 512K banks giving you a total of 2.5MB.
:
: Hope this helps, Stefan
:
: --
: _--_|\ Stefan vom Bruch vombruch@quantum.de
: / | ____
: \.--._/ (_ / Quantum GmbH, Emil-Figge-Str.83, W-4600 Dortmund 50, Germany
: _____v____) |/ /_)

No, I don't think this is the memory configuration problem:

A 3MB upgrade works by pretending it is 4MB: the hardware haven't got any
problems with it. The only trouble is that a 1M segment is accessible from
two different locations. This problem is solved by the TOS which checks
memory at start and after the first fault (after 3MB) notice that the
main memory is 3MB.

The problem is rather in the upgrade itself: bad connections or something
like that.

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

3036. Re: Questions for hardware hackers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 10:01:38 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Aug5.120138@disuns2.epfl.ch>
Source record: 43386

In article <64628@hydra.gatech.EDU>, gt1448b@prism.gatech.EDU (David P. Forrai) writes:
: The June issue of ST Format (UK) had an article on memory upgrades. I
: am interested in expanding my 1040ST to 4 meg so I read it. Most of
: the upgrade boards discussed were restricted for use with square MMUs.
: My ST has the rectangular MMU. I read in the Toad Computer catalog
: that some MMUs will not work with more than 1 meg. Are these
: rectangular chips those MMUs? I noticed that near the MMU there are
: pads marked 256K and 1M where the 256K pads are bridged by a blob of
: solder. Does this have anything to do with the MMU configuration?
:
: Another thing caught my eye in the ST Format article. It showed the
: different ST mother boards that have been used. The one corresponding
: to my ST motherboard noted space on the board for the blitter chip. I
: had noticed that space and wondered what chip it was for. I assume
: that I can easily add a blitter chip to my ST. Are blitter chips
: readily available? Should it be socketed? What kind of socket would
: I use? Here too I noticed pads bridged by a blob of solder where the
: traces lead to the pins of the (missing) blitter chip. Does that
: affect blitter operation?
:
: Thanks in advance for your response.
: --
: David P. Forrai
: uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
: Internet: gt1448b@prism.gatech.edu

I never heard about rectangular MMUs. The only custom chips I know
that are DIL are the Shifter and the DMA. It could be a confusion.

MMUs limited to 1M sound even stranger to me: some don't work with
2.5M but I believe they all work with 4M.

The pads you're talking about seem to be the ones that select the ROM
types (1M = 2 chips, 256K = 6 chips).

The blitter is a PLCC device available as every other custom chip
(MMU, DMA,...) for about 90 SFr (maybe 50$, maybe less). Like
every chip it should be socketed when enough place is available.
But in your case it seems Atari decided to lower its costs by
soldering directly on the board (SMD): you can try to do it but
prepare to the worst: soldering such chips is not great fun
as it was not conceived for this purpose (unless you have access
to a wave-soldering station or anything comparable). Anyway the
blitter is too expensive compared to the gain in speed: NVDI
is much more valuable.

Have fun with your 4M upgrade !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

3037. Re: The solution to the 128-byte command-line limitation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 10:19:51 UTC
From: dltest@castle.ed.ac.uk
Message-ID: <24523@castle.ed.ac.uk>
Source record: 43382

In article <1992Aug5.030959.15509@usenet.ins.cwru.edu> ae962@cleveland.Freenet.Edu (Max Polk) writes:
|
|After writing a command-line interpreter using LASER C, and having to
|deal with some of the problems Atari has created in limiting the
|command line of executed programs to 128 bytes, I have a few simple
|observations for those who still need to find out what is going on, and
|a few suggestions for those who intend to be part of the solution.
|

The problem is not one of absolute length, but the difference between

```
% echo " hello world"
hello world
```

and

```
echo hello world
hello world (notice all the formatting has gone)
```

The 128 (in fact 125) char space separated string *is* an abomination,
but there is an official Atari approved method of solving this (except for
the NULL arg problem, which is what everyone else is talking about)
Mail me and I'll send you a copy of what Alan Pratt said here some time ago.

```
|Unix C applications begin their main routine in this manner:
|
| main (argc, argv, envp)
| int argc;
| char *argv[];
| char *envp[];
|
...
|Here's what they decided: we will let the user have the envp variable
|list, but we will replace the argv parameter list with a 128-byte
|command line.
|
|----- THIS WAS A GRIEVOUS MISTAKE! -----
|
```

Yes, certainly. Bit too late to fiddle with now though...

```
|If Atari used this method of starting programs when it wrote the
|operating system, then there would be no problems whatsoever. However,
|for some unknown reason, they decided to create incompatibility with
|every known standard that exists in the civilized world and go ahead
|and do their own thing.
```

|

This, I believe was Digital Research's fault. It is inherited from CPM68k
and MSDOS (are you saying MSDOS is *not* a standard ? Perhaps just not
in a civilised world :-)

|Your program, since it is right on top of the base page, can refer to
|the data in the base page by immediately placing the program counter
|minus 256 into some address register as the very first instruction of
|the program.
|
Um, no. Spose your prgram has been loaded and run with some of the
more esoteric forms of Pexec. Your basepage *could* be anywhere.
PRGs TTPs and TOSs have the basepage passed on the stack. Look there.

|Pexec does not allocate memory and then place your program in the
|allocated memory. It simply places it in memory unprotected and
|unallocated, and passes the buck to the program.
|

This is completely backwards !! Pexec allocates *all* of memory to
your program (well the largest block). You then have to *deallocate*
the stuff you don't want with Mshrink.

|For C programs, the initialization part of your program will then parse
|the command line within the base page and set up the argv string list.
|Furthermore, it sets envp to the appropriate address. Then, one or two
|instructions before the program quits, it calls "main" as a
|subroutine.
|

Did you learn all this by disassembling the Laser C startup code ? I think
you may need some better documentation.

|"But isn't 'main' executed first?" No. Whatever is placed first on
|the command line to the linker is executed first. Try linking with
|init.o later on in the command line and watch the resulting program
|crash. The initialization code calls main, so main must be in your
|code somewhere, but only in an artificial way so as to achieve C
|compatibility.
|

This is true on *all* platforms that I'm aware of. I know a lot about
Unix, and I certainly don't believe that much crt.o (the usual Unix name
for the Laser init.o) code is very different.
What gets pushed onto the stack when a program is exec()ed and what gets
passed to main() could be very, very different.

|----- Shell special parameters -----
|
|The shell may have parameters such as "hello there" or "*.*" or other
|things representing special parameters. "hello there" if placed
|directly on the command line by the shell will be interpreted by the

|program as "hello" and "there" -- two separate parameters rather than
|one. To obtain "hello there" as one parameter, the shell and the
|program have to COOPERATE and agree upon some standard. One standard
|would be to leave single apostrophes on either side of a string to be
|quoted as is like 'hello there'.
|
|The parameter "*.*" would be expanded by the shell into a list of all files
|in the current directory. However, your program may want to obtain "*.*"
|as is and not have a list of files. This may be solved directly by
|the shell if the shell and the user COOPERATE and agree upon some
|standard. One standard would be to use quotation marks on either side
|of the string like "*.*" and remove them before placing it on the
|command line.
|

This is entirely the shell's job. If the shell sees * it can glob it.
if the shell sees * or '*' (or whatever quoting method the shell uses)
it should strip the quotes and pass the asterisk. Startup code should
never have to do file name globbing.

|Other special parameters exist such as ">outfile" that are not parameters
|at all but a special signal that the text output of the program
|that will be executed is to be redirected into the file "outfile" rather
|than printed on the screen.
|
|It turns out that the initialization code of some programs will actually
|take 'hello there' and remove the quotes when it is placed into the
|parameter list, and handle the redirection of ">outfile" and "<infile"
|as well.
|

Eeek. Which startup code is that ? The startuip code shouldn't be stripping
quotes and the shell should be doing input/output redirection (using
Fforce() on the ST)

|Be informed that Unix shells have been using and dealing with all
|of these things for a long time before the Atari ST even came on the
|scene. It would be worth your time to examine how "sh" or "csh" of
|Unix do their parsing and handling of the command line. It turns out
|that things like "> outfile" are handled by the shell, and not the program.
|
It may be worth you time to examine sh or csh (or tcsh or ksh.....) on
the ST. They work the *same* way.

|[...] Methods of specifying
|binary zeros and other unusual or exceptional things should not even have
|to be addressed. Programs should not try to redefine what a string is.
|
So how do you pass a binary zero (you *do* mean ascii \0 ?) in the *middle*
of a string ? The NULL is a terminator.

|Some off-the-wall programmer who wants binary data to be passed to his
|program as an ordinary condition should have his head examined. It can
|always be avoided, and characters strings like "100" have for a long
|time been converted to a binary integers, and taking only one line of
|code to do so.
|
MMdf mail files, and SCCS files use ^A (\001) as special markers. I might
easily want to grep for these or use tr to delete them. Passing special
characters on the command line is a real issue.

|In an effort to solve the 128-byte limitation, we are beginning to see
|solutions combining the two problems of shell/application cooperation
|and the 128-byte limitation. THIS CONFUSION WILL RESULT in a contrived
|and unwieldy solution rather than a clear and simple solution.
|
|It appears that already, people are willing to accept "clever
|solution" techniques involving magic numbers and bizarre manipulations
|of environment variables in order to quickly resolve things, as
|technicians want to do, rather than seeking out the simple and natural
|solution that makes sense and works better and that will pass the test of
|time for many years to come, as computer scientists want to do.
|

My copy of the Atari ARGV standard dates from August 1990. The people
currently talking about ARGV have not just pulled it out of thin air in
the past couple of weeks. It *is* a bit of a kludge, but anything else
would break too many other things.

|
|----- Solution to the 128-byte limitation -----
|
|Lengthen it.
|
|That's it. Finished. All done. No more discussion. If 128 bytes
|is not long enough, make it longer. Don't you dare talk about special
|parameters. That is another issue entirely.

This is not a solution. The arguments should *not* be one long string.
You've seen an argv[] array, it's lots of little strings, with null
terminators. How can you know from one string where to break it ? You
can't so everyone uses ARGV=

|... It turns out that LASER
|C came up with a beautiful and elegant solution ALREADY to lengthen
|the command line. It is to use ONE environment variable with normal
|meaning and usage, a simple string in standard form:
|
| MMARGV=the rest of the command line

Um really ? I'm not familiar with Laser, but I'd junk it if I were
you. the rest of the world uses ARGV now.

```
|This is the most simple, clear, and natural solution that can be conceived,
|that should cause no trouble at all to existing programs that read the
|command line. My command-line interpreter uses this and works very well
|with programs compiled with LASER C's initialization code.
|
```

But not with everyone elses... You don't use GNU make, Emacs, RCS, tcsh
or any of the host of wonderful UNIX ports and other utils ?

```
|----- LASER C documentation error -----
|
|In their documentation, LASER C incorrectly states that the name of the
|extra environment variable is "ARGV". After disassembling their
|initialization code, I saw a string named "MMARGV" sitting there. This
|turns out to be the name you need.
|
```

And you checked the start address right ? You'd look silly if it were

```
short foo = 19789; /* 'MM' in ascii */
char *arg = "ARGV";
```

```
|-----
|Max Polk (max@hopper.cba.csuohio.edu)
|--
```

.Kevin.
Kevin.Davidson@ed.ac.uk | dltest@castle.ed.ac.uk | dltest@festival.ed.ac.uk

3038. Re: Problems with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 10:44:27 UTC
From: weiske@Informatik.TU-Muenchen.DE
Message-ID: <1992Aug5.104427.28546@Informatik.TU-Muenchen.DE>
Source record: 43385

```
In article <9130026@hpbbrd.bbn.hp.com>, jensk@hpbbrd.bbn.hp.com (Jens Kilian) writes:
|> Yesterday I ran into a problem with the ARGV parameter passing scheme that
...
|> Let's say you want to execute
|>
|> /bin/arrgh foo "" bar baz "" zip;
|>
|> you would pass an environment string ending in
|>
|> ARGV=\0/bin/arrgh\0foo\0bar\0baz\0zip\0\0
|>
|> - Pass the *positions* of the empty arguments in some other place
...
|> ARRGH=2,5\0
...
|> As the air to a bird, or the sea to a fish, so is contempt to the contemptible.
I would prefer
ARGV=\0/bin/arrgh\0foo\0\\0\0bar\0baz\0\\0\0zip\0\0
that means passing empty strings "" by "\\0" two chars: backslash zero
--
Thomas Weiske | weiske@lan.informatik.tu-muenchen.de
Technische Universit"at M"unchen | Phone +89/2105 8136
W-8000 M"unchen 2, Germany | Fax +89/2105 8180
```

3039. Re: Problems with ARGV - summary of ideas posted so far

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 11:47:27 UTC
From: "Julian F. Reschke" <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92218.114727RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 43387

In article <1992Aug4.153845.13383@mks.com>, ant@mks.com (Anthony Howe) says:
>
>The use of \1 escape to denote empty strings would cause serious
>problems. Csh, ksh, and rc shells all have the ability of passing
>octal escape sequences in strings.
>
>An example is the SCCS file format for history files which are text
>files. ^A is used as a character that denotes the start of SCCS
>control lines.
>
>It might be the case that I wish to grep for all such lines in a file.
>
> grep '\001' *
>
>Or translate them from ^A to caret
>
> tr '\001' '^' <file >output
>
>The \1 format would break both these instances. The fact that a lot of
>people don't use octal escapes in their parameters does not mean they
>might not want to in the future or that some people already do.
>
>The \1 format would change one problem into another which is no good.

Wrong. If you do that, the string "\001" is passed to the child.
There's no ASCII value 1 in that string.

3040. Re: Gem program control of mou

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 11:53:46 UTC
From: "Julian F. Reschke" <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92218.115346RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 43388

In article <1992Aug4.214519.2971@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) says:
>
>Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
>X-Disclaimer: Nyx is a public access Unix system run by the University
> of Denver for the Denver community. The University has neither
> control over nor responsibility for the opinions of users.
>
>
>> Applications shouldn't change vex_motv. This will produce a lot of
>> problems with concurrently running accessories or applications (Mag!X,
>> MultiGEM, MultiTOS).
>
> Say what? Where does it say that? The way I read the VDI manual,
>vex_motv() is specifically designed so that applications can use it without
>interfering with other parts of the system. (IE, vex_motv() is the
>preferred way to steal the mouse, as opposed to Line-A or other deeper
>hook points.)

The VDI input functions are only allowed for the physical screen workstation, not a virtual screen workstation. All things you do on this workstation directly affect the AES.

>
> If Atari has changed or restricted use of vex_mottv(), I'd be interested in
>knowing where it's documented. (I just got a complete new set of devkit
>docs, so if they've done it, I should have it somewhere, but I can't find it.)
>
> Even if there is a restriction on vex_motv(), it should be safe to use
>inside a wind_update(BEG_MCTRL) / END_MCTRL block.
>

Nope. With MultiTOS, there can be task switches between AES calls.

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

3041. Re: pagestream from floppy disk?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 13:30:13 UTC
From: markb@hpwin052.uksr.hp.com
Message-ID: <95640003@hpwin052.uksr.hp.com>
Source record: 43162

My brother had the same problem and I put out a request on the network several months ago for advice on Pagestream.

The two main pieces of advice which appeared were

Buy more memory (he now has 2.5) and buy a hard disk!

The latter was a little too expensive. The only solution appears to be to save often!

Good luck
Mark.

3042. What causes sm124 "blanking out"?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 17:31:08 UTC
From: selick@csa.bu.edu
Message-ID: <92917@bu.edu>
Source record: 43389

What causes the s
pm124 mono monitor to blank out every now and then? It goes blank except
for a bolt of lightening in the center. Is this repairable? What do I
do?
-Steve <selick@csa.bu.edu>

3043. Re: Problems with ARGV - summary of ideas posted so far

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 17:45:37 UTC
From: ant@mks.com
Message-ID: <1992Aug5.174537.8616@mks.com>
Source record: 43390

Julian F. Reschke <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE> writes:
>In article <1992Aug4.153845.13383@mks.com>, ant@mks.com (Anthony Howe) says:
>>
>>The use of \1 escape to denote empty strings would cause serious
>>problems. Csh, ksh, and rc shells all have the ability of passing
>>octal escape sequences in strings.
>>
>>An example is the SCCS file format for history files which are text
>>files. ^A is used as a character that denotes the start of SCCS
>>control lines.
>>
>>It might be the case that I wish to grep for all such lines in a file.
>>
>> grep '\001' *
>>
>>Or translate them from ^A to caret
>>
>> tr '\001' '^' <file >output
>>
>>The \1 format would break both these instances. The fact that a lot of
>>people don't use octal escapes in their parameters does not mean they
>>might not want to in the future or that some people already do.
>>
>>The \1 format would change one problem into another which is no good.
>
>Wrong. If you do that, the string "\001" is passed to the child.
>There's no ASCII value 1 in that string.

Sorry. I goofed again and gave an incorrect example. I used the
wrong quotes since I'm now in the habit of using rc instead of ksh.
In ksh it would be

grep "\001" *

tr "\001" '^' <file >output

In rc, because quotes are really quotes, you would have to use printf
utility to perform the conversion of the octal escape into a single
character string.

grep `{printf '\001'} *

tr `{printf '\001'} '^' <file >output

Regardless of my poor examples. It may be said that a string parameter
could contain an ASCII value 1 as the first character of the string,

which still means that the \1 escape format would break.

-ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Nice legs. For a human that is." - Worf (Q-pid)

3044. Re: The solution to the 128-byte command-line limitation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 19:10:58 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Aug05.191058.25450@infoserver.th-darmstadt.de>
Source record: 43142

In article <1992Aug5.005625.1@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>> Pexec does not allocate memory and then place your program in the
>> allocated memory. It simply places it in memory unprotected and
>> unallocated, and passes the buck to the program.
>
>THIS IS NOT TRUE. Pexec does the equivalent of a Malloc() call when
>loading your program. It allocates the largest block possible. In most
>cases, this is far more than the program needs, so the initialization
>code should determine how much memory is needed and then perform
>an Mshrink() call to reduce the size of the block allocated to the
>program. Perhaps that is what you were thinking of.
It also allocates memory for the environment string beforehand, which
brings me to:

Say Eric since you are basically in charge of GEMDOS nowadays..,

Couldn't you use some of the reserved bytes in the basepage as a simple
pointer to a 'real' argument string. Basically the same way as
the environment is setup (by Atari GEMDOS since day one) by Pexec
could be used to malloc some bytes for the argstring and copy it threre.
Future startup files then need only look at a specified address in the
basepage. If that's non-0 it's a pointer to the 'only true and real'
argument string. If the pointer is 0, then we still could go with the
other braindamage.

Nat!
P.S. Passing in binary data thru arguments is IMO totally stupid. Use the
appropriate datatypes for the appropriate data. Use a FILE!
[flame away...]
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "Countdown to Extinction" Megadeth

3045. Second&last time: Hacking Contest

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 19:30:24 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Aug05.193024.20887@infoserver.th-darmstadt.de>
Source record: 43144

Judging from the gigantic turnout, you people are either
1 hacking away merrily and sending stuff in on the last day
2 think this is a joke
3 are too clueless to get more than 14 points (har)
4 think the prize is too lame
5 generally not interested in contests

So in case of number 2: this is not intended as a joke. There are
at least 60 points that can be scored.
In case of number 3: send in your 14 points Setcolor/Setpalette
code and win!
In case of number 4: well I think I can add something see far
below!

So this is the second and last announcement of a

HACKING-CONTEST

Change the screen color on a normal ST using only those XBIOS,
BIOS and GEMDOS calls that have been available since TOS 1.2 in
-as many different ways- as possible. Each entry is scored
according to this table:

Changes color voluntarily +7 pts ; these two are of course!
Changes color +4 pts ; mutually exclusive
Being resolution dependent -1 pts
Crashes after changing color
or terminating -2 pts
Crashes w/o changing color -3 pts
Used same idea with a different
system call 1 pts max. for this entry
Used small modification of the
same idea with the same system
call 0 pts max. for this entry
Uses any non-TOS calls anywhere 0 pts max. for this entry
Uses Supexec or Super anywhere 0 pts max. for this entry

Solutions depending on special hardware can not be accepted.

With changing colors voluntarily I mean, that you have full control
over the (16-bit) color value.
All points are added, the one with the most points wins!
You have to accept that the way points are given are solely my own
judgement.

Each entry should be a *seperate* little source of working
code in C and/or assembler. Please write as compiler/assembler
unspecific as possible. A comment here and there might help.

Remember: Just use XBIOS, GEMDOS and BIOS calls, that have been
available since TOS 1.2.

****
* The end of the contest is 23.59 of Sunday (9 Aug. 1992) *
* Mail your entries to: *
* wallmann@backus.pu.informatik.th-darmstadt.de *
* Use this in your "Subject:" line: *
* CONTEST: <yourname> ANONYMOUS: [n/y] ACK: [n/y] *
****

You may indicate whether you want an ACK that your entry has arrived,
and also you may choose to remain anonymous if you so desire. You can
of course use an assumed name as <yourname>, which will then be used
in the final result list. You may send in your entries trickle-like
one after the other. You may send your code uuencoded in .ARCed,
.ZOOed or .LHArced form.

The winner(s) will receive (for lack of sponsors) a purely symbolic
prize in form of a custom "SO WATT Carebears Demo"-ripper.
Of course the results and all the code examples will be posted to the
net.

Nat!

HINT: With <way> I don't mean just setting different colors or using
LSR.W instead of MOVE.W or using the same method accessing different
memory locations.

Bonus: Score in excess of 49 points and you will get access to
an exlusive ST sample replay library, with the following
features:

- links with PureC
- runs in the background at any selected speed
- mixes samples
- speeds/slows samples
- volumes samples
- plays in full quality
- takes 47% CPU when playing at 7.6Khz mixing four speeded
and volumed samples
- takes 49% CPU playing two regular samples at 12.5KHz

Not available anywhere else. Only thru this special offer! (har)
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "Countdown to Extinction" Megadeth

3046. Re: The solution to the 128-byte command-line limitation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 19:42:27 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug5.194227.9354@mnemosyne.cs.du.edu>
Source record: 43143

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

Jeez, I can't quite decide whether that was an attempt to flame Atari on
design decisions made 7-8 years ago, or just a bunch of rambling based on
misconceptions and misunderstandings of the issues. A few points I just
can't let slide, lest folks believe they might be accurate:

> Atari...decided to create incompatibility with every know standard
> that exists...and do their own thing.

If you don't even know the background that TOS evolved from, I'm not sure
how valid anything said beyond that point may be. Incompatible with every
known standard? I think not. Ever heard of MSDOS? The way TOS passes
env and arg data is compatible with it. You may not like MSDOS, but you
have to admit that it's running on enough millions of machines to make
it a standard unto itself.

> let the user have an envp variable, but pass the argv list...

GEMDOS doesn't pass an envp list or anything remotely like it. It passes
env data in a well-defined format (again, the MSDOS standard format), and
the init code has to build an envp[] list from it.

> Pexec does not allocate memory and then place your program in the
> allocated memory. It simply places it in memory unprotected and
> unallocated, and passes the buck to the program.

That's just compeletely wrong. In one special case, Pexec(3,...), the
parent program can retain ownership of the memory of the child process.\
It created enough problems that Atari added a new version of the "just go"
Pexec() that transfers ownership of the memory to the child (as it should
have been in the first place). Anyway, that's a real corner case, since
the normal usage of Pexec is mode 0, load-and-go. In that case, Pexec
allocates the env data area, fills it in, then it allocates the biggest
chunk available in the tpa, builds the basepage, loads the program into,
transfers ownership of the env data and tpa blocks to the child, and starts
the child process. The memory into which the child is loaded is not
"unprotected and unallocated". Even in the case of Pexec(3,...) the
memory is not unprotected and unallocated, because the parent program owns
the tpa. If anything else were the case, then the first time a child
tried to do a Malloc() it would be assigned memory from the "unprotected
and unallocated" block you've claimed it is loaded in, and it would
overwrite itself.

> solution to the 128-byte length problem: lengthen it.

Get crucial. I suppose you've rewritten TOS to fix the problem, and you're going to burn new ROMs and have them in the mail to all ST owners next week?

> MMARGV env var holds the overflow from the command line.

Hmmm, maybe this is why I hear some many folks complaining that their Laser C programs, and the Laser shell in general, just doesn't work right? Especially when folks try to run a non-Laser program from the shell that then fires up a Laser program as a child?

The scheme has two drawbacks: there's no validation to prevent passthrough of the MMARGV data through an unaware application to an aware application, and so the overflow args can end up being passed to the wrong program.

And, more to the point of this discussion: I see no allowances for passing null args. You get that \0\0 sequence into either the commandline image in the basepage or the env data, and that's the end of your args right there.

--
- Ian
(void *) where prohibited by law

3047. Re: The solution to the 128-byte command-line limitation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 20:11:06 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug5.161106.1@uwovax.uwo.ca>
Source record: 43145

In article <1992Aug05.191058.25450@infoserver.th-darmstadt.de>,
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
> Couldn't you use some of the reserved bytes in the basepage as a simple
> pointer to a 'real' argument string. Basically the same way as
> the environment is setup (by Atari GEMDOS since day one) by Pexec
> could be used to malloc some bytes for the argstring and copy it threre.

I did think of doing something like this in MiNT, but there are two possible
compatibility problems:

(1) I'm not sure which reserved bytes GEMDOS actually uses (I know that
it uses some). If we happen to choose some bytes that GEMDOS does use,
then programs starting up under old versions of GEMDOS might see
a non-zero "new argument field" even though there are no new arguments.
(2) All the Pexec parameters are used up. We could invent some new Pexec
modes, I suppose, but then this creates other backwards compatibility
problems.

I think the ARGV= environment method of passing parameters is pretty
good, *except* for the inability to pass empty parameters. If we can
find a solution to that, then I don't think there's a need for a new
mechanism in TOS itself.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3048. Re: The solution to the 128-byte command-line limitation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 21:50:38 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Aug05.215038.40278@infoserver.th-darmstadt.de>
Source record: 43146

In article <1992Aug5.161106.1@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>I did think of doing something like this in MiNT, but there are two possible
>compatibility problems:
>
>(1) I'm not sure which reserved bytes GEMDOS actually uses (I know that
> it uses some). If we happen to choose some bytes that GEMDOS does use,
> then programs starting up under old versions of GEMDOS might see
> a non-zero "new argument field" even though there are no new arguments.
If they use your code in MTOS, you should have enough weight of getting
a final word out of the guy in Atari who's in charge of the GEMDOS code, which
of the over 40 (at least) unused bytes are really unused.

>(2) All the Pexec parameters are used up. We could invent some new Pexec
> modes, I suppose, but then this creates other backwards compatibility
> problems.
Mmmh, I don't get this. Why would we need another Pexec parameter? We could
just use the old cmdline thing. Since as far as I know the format of the
command lines is like this:

length.b, argstring[something less than128]
^

Then setting length to 128 we know that the actual argument string is
longer. So then to get the length of the argstring you'd do strlen
over it. Or if this empty parameter stuff is really that important, one
could do.

length.b, real_length.l argstring

so that you can pass in everything you want.
Needless to say, this would be only upwards compatible. (but old code
won't crash).

>I think the ARGV= environment method of passing parameters is pretty
>good, *except* for the inability to pass empty parameters. If we can
>find a solution to that, then I don't think there's a need for a new
>mechanism in TOS itself.
Sure as a user, I don't care which way it goes. As a programmer this
ARGV method isn't really the embodiement of slickness I like to see
in an OS.

Nat!
BTW. Congratulations to MiNT, great great stuff.
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"

Album of the month: "Countdown to Extinction" Megadeth

3049. Third&final (please forgive me)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 22:03:46 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Aug05.220346.17905@infoserver.th-darmstadt.de>
Source record: 43149

Sorry yet one more.

A point that is apparently unclear:

Changing the background color is meant. ANYthing that
changes it is acceptable! If it runs only on monochrome, but
the idea also translates to color. Zero problem!

What would for instance work is "painting the monitor green.
photographing the result, digitizing it, encapsulating it
in a small program and somehow displaying it on the screen
(using ye olde TOS1.2 calls)".
Whoops gave away a four pointer.

If you want an idea you may write in and ask for one of the
following: basic hackish rule-abusing

Of course you can't make any points on those then anymore,
nor on related entries. (your email will be stored in our
electronic store and retrieval system 'mbox' (har))

Nat!

--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "Countdown to Extinction" Megadeth

3050. Re: Problems with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 22:05:01 UTC
From: rosenkra@convex.com
Message-ID: <1992Aug05.220501.25737@convex.com>
Source record: 43147

[ian explains the intracacies of Pexec environments...]

ok. i understand. thanx. i still wish there was a way to pass a ptr and
for the child to be able to use it with out getting a copy, but i realize
this could be dangerous (since the child could modify the parent's env).

-bill

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3051. Re: Problems with ARGV - summary of ideas posted so far

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 22:27:23 UTC
From: rosenkra@convex.com
Message-ID: <1992Aug05.222723.26768@convex.com>
Source record: 43150

In article <1992Aug4.153845.13383@mks.com> ant@mks.com (Anthony Howe) writes:
>It might be the case that I wish to grep for all such lines in a file.
>
> grep '\001' *

does the shell actually expand the 4 char sequence "\001" to be a single
char "^A"? if so, u are correct.

>Or translate them from ^A to caret
>
> tr '\001' '^' <file >output

if you escape the escape
(ie \\001), then tr will get a string "\001" as its first arg and will do
the escape parsing. if the shell, however, parses the line and converts
the \001 to ^A, you are correct (and validate my previous argument).

i will have to try this since i don't know the answer off the top of my
head...

this is the best reason so far for not using the \1 thing without ian's
modifications to the idea...

also note that things like "echo ^G" are not uncommon (^G being a single
char). or maybe "sed -e 's^G/foo^G/bar^G' file". the latter has a workaround.
the former does not.

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3052. Re: argv problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 22:43:49 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug5.224349.15608@mnemosyne.cs.du.edu>
Source record: 43151

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

> [the tr "\001" thing...]
> this is the best reason so far for not using the \1 thing without ian's
> modifications to the idea...

Even with my modifications the \1 escape fails the "will it break
existing aps?" question now. I'm brainstorming...

--
- Ian
(void *) where prohibited by law

3053. Re: Second&last time: Hacking Contest

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 22:54:02 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug5.225402.15899@mnemosyne.cs.du.edu>
Source record: 43152

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

>
Judging from the gigantic turnout, you people are either
> 1 hacking away merrily and sending stuff in on the last day
> 2 think this is a joke
> 3 are too clueless to get more than 14 points (har)
> 4 think the prize is too lame
> 5 generally not interested in contests

You left one off:

6 looked at the message and said "Jeez, dude, get a life."

I can't speak for anyone else, but I have plenty of real work to do.

--
- Ian
(void *) where prohibited by law

3054. Re: Problems with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-05 23:33:59 UTC
From: rosenkra@convex.com
Message-ID: <1992Aug05.233359.29625@convex.com>
Source record: 43154

In article <9682@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>Bollocks! The only effect of the above EXCELLENT proposal is that old
>children will get null arguments passed as " " (which is no worse than
>not being passed them at all!), and will get " " passed as " ", etc.
>So what. How often will this occur???? Even if it does, it's just a
>simple matter of the user saying "oh well, XXX was compiled with the
>old ARGV convention, I'll just use on less space in that argument, until
>I get a recompiled version" - except when she wanted to pass a null
>argument, but that wasn't possible before anyway. And remember, it is
>a *change* to grep source code that is required, just the crt0.o it was
>linked with.

[i think u mean it is NOT a change to the grep source code...]

what if i have an old (pre-ARGV2) shell and a new (post-ARGV2) tool?
your argument assumes a new shell and old tools. recall what happened
with LHarc when new archives appeard (analogous to new format tools) and
everyone had old lharc programs (analogous to old format shells). total
chaos, that's what...

if i have an echo program compiled with the new ARGV with the space
stuff, then if i do echo " " from an old shell, echo will find the space,
delete it, and not print anything (since it would be a null arg). which means
the shell and echo are out of sync WRT ARGV. this is stupid and a horrible
compatibility problem. IMHO it IS a big deal. saying "oh well,....until
i get a recompiled version" with several hundred programs and perhaps scores
of existing scripts from many different sources would be a nightmare. the
space thing would probably require total recompilation of every shell and
tool. it is NOT a simple matter!!! personally, if i want " " passed, i
expect " ", not " " no matter what version of ARGV i have on either side of
the Pexec.

at least the \1 scheme only breaks programs (not shells) which may want
bona fide binary data in args. there are fewer of these. while i think it
is important enough to not break this, it is the lesser evil between these
two schemes. as far as i can see, this is the only fault of the \1 scheme.
it has no other impact on either side of the transition. ian pointed this
out quite adequately. some of the progs that \1 breaks have workarounds
(like the tr example mentioned since it will parse args given as escapes).
"some", however, is not "all". hence the dilema. if grep is the only
program that really needs a null arg, and if there is a workaround, it
is hardly worth the effort to propose a totally new scheme to handle it.
just pass the default regex as a real arg. problem solved (portably).

i go back to my original question: how many things are broken if we leave
things alone (and what is the impact of their "brokenness") vs how many

things will break if we change to a new scheme? do we really have a problem to solve here? i don't know the answer, but my guess is "we don't really have a problem (yet)". this is based on personal experience with the number of times i actually have to pass null args to a program (very few times). personally, i use args with just spaces more often (even these are fairly rare). i think we should use POSIX.2 as our guide and see how close we can get to it without severe impact. severity is a subjective thing. of peripheral interest is the additional internet traffic generated by everyone scrambling to get a full set of recompiled tools after whatever proposal is adopted (if any). until we can answer this question, there is no need for any new proposal. i don't have POSIX.2 so i can't answer this.

whatever standard is adopted should assume that there will be a mixture of programs "before" and "after" adoption that must work together as if nothing happened. i don't think this is 100% possible with any of the suggested schemes. if there is no "100%" proposal, then we have to assess what impact a "99.5%" proposal will have on the 0.5% of broken stuff. i would estimate tha \1 scheme to be a "95%" proposal as it now stands. i would guestimate the space scheme to be a "50%" proposal...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3055. Re: Gem program control of mou

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-06 00:29:11 UTC
From: rosenkra@convex.com
Message-ID: <1992Aug06.002911.1798@convex.com>
Source record: 43155

In article <A45005@MS.maus.de> Julian_Reschke@ms.maus.de (Julian Reschke) writes:
>Anyway: I still don't like the idea of warping the mouse cursor, BUT
>I am still sure that it can be done with appl_tplay. Whoever wanted
>to know that: please tell us what you did try and in what way it didn't
>work.

the reason i suggested vex_motv are threefold: 1) "most" people don't have multitasking GEM so this won't be too much of a problem, 2) it is a fully documented VDI routine and hence _should_ be portable, 3) the last time i tried appl_tplay it (also) did not work. this was probably at either TOS 1.0 or 1.2. if you explain how to use this with TOS <= 1.4, i'd also appreciate it.

i suggest that a full list of "do's and don't's" be listed for multitasking consideration. then i suggest atari generate backward compatible TOS upgrades for singletasking users. no offence, but i am getting tired of hearing that everything that has fully documented and sanctioned to this point will break under some new scenario. if appl_tplay is broken in 1.0, you are saying there is no "portable" solution to this "problem". BTW i agree that mouse warping is probably not a good idea anyway except in very select cases.

note that the scheme that i used should not break in multitasking situation since it is only operational during a mouse button down state (dragging) which should only be handled by a single application. in my case, i limited the x,y position of the mouse to the work area of the window until the button was released. i can't see how this can be effected by multitasking.

in the case of dialogs, are you really saying that a user might be able to move to another application before handling the dialog? is there a way to lock out a user from doing this (and therefore making a vex_motv legitimate if it is only temporary during the dialog itself)?

what i was proposing was something like:

```
event=evnt_multi(...);

wind_update(BEG_UPDATE);
...
if (whatever)
{
vex_motv(...set_it...);
poke in "new" position in d0.w,d1.w in new handler
vex_motv(...reset_it...);
do_dialog(..);
}
```

```
...
wind_update(END_UPDATE);
```

do u really think that there is a multitasking issue here? does not the wind_update(BEGIN) disable GEM from doing anything anyway? it might need wind_update(BEG_MCTRL) for mouse, too. i did this years ago and forget. also, i thought there is a one to one correspondence between handles and applications (is vex_motv global, and if so, why does it have a handle arg? oh, i think it is the handle for the screen, so this might explain it. i should bone up on GEM some more...). also the reset vex_motv might have to be after the dialog.

my docs say about BEG_UPDATE: "Notify the AES that the application is about to update a window. During this update, the AES does not allow the user to interact with the windows." i assume this means ALL applications running. and BEG_MCTRL sez: "Notify the AES that the application is taking control of all mouse functions. while the application has control of the mouse functions, the Screen Manager does not respond to mouse input, and menus and window control are not active unless handled by the application." it seems to be pretty clear that these tell the AES and screen manager to leave us alone until we tell you it's ok. what impact does multitasking have on these basic functions?

thanx, julian... :-)

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3056. Null arguments with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-06 00:41:12 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug5.204112.1@uwovax.uwo.ca>
Source record: 43156

It seems to me that we've narrowed the possible solutions to passing
null arguments to ARGV down to 2 basic ideas:

(1) Using an escape of some sort. Possibilities for this are:
1a) Using a whitespace character (e.g. space) as an escape, so
a null argument is passed as " ", a single space as " ",
and so on. This has the disadvantage that it breaks
existing programs that may want to have spaces passed as
arguments. Since there are a significant number of such
programs, it seems to me that this is a suboptimal solution.
1b) Using a binary character as an escape; for example, \001 or
0xff or 0x80. This will break programs that want that particular
binary character passed to them. For this reason, I would
suggest that only a non-ASCII character (i.e. greater than 127)
be used; this should minimize possible conflicts.
1c) Using a long, multicharacter escape sequence to indicate a null
argument; for example, perhaps "\001NULL ARG\001". If such a
sequence is detected as the first n bytes of an argument, it is
stripped from the argument. This has the advantage of making
accidental duplication of the escape sequence by older programs
very unlikely, at the cost of some extra complexity in the
startup code.

(2) Using the space after the ARGV= string itself to mark the positions
of null arguments. This method will only be feasible if it can be
done in a way that won't break existing programs. This is true of
programs compiled with the standard and MiNT gcc libraries (which
ignore the value of ARGV=). Can anyone supply some definite answers
about whether or not this will break MWC compiled programs?

The idea here would be to set ARGV equal to a special value which
indicates which positions are occupied by empty parameters: for
example:
2a) ARGV=NULL:2,3,12 indicating that argv[2], argv[3], and
argv[12] are empty
2b) ARGV=NULL:1100111111110 using a bitmap to indicate which
argv[] elements are full (1) or empty (0); in practice
it would be better to do this in base 16 or even base 128 to
save environment space.
In both cases, if there are no null arguments then the stuff
after ARGV= can be omitted, so that we end up with an implementation
which is exactly the same as the current standard.

My preference, I think, is for option 2; 2b should be easier for
startup code to parse (i.e. it could be done without dragging in library

functions like atoi()) but 2a takes less space. IF some variant of
option 2 can be implemented without breaking existing MWC compiled
programs, I would say let's go with it. The reason I prefer this to
escape codes is that it is entirely upward compatible; programs
that don't understand ARGV=NULL will see exactly what they would
have seen in the environment with the existing standard.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3057. Re: A new GNU Make 3.62

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-06 01:15:09 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9714@uqcspe.cs.uq.oz.au>
Source record: 43158

In <BsH57E.9tB@acsu.buffalo.edu> chu@acsu.buffalo.edu (John C. Chu) writes:

>Note:
>=====
>If you want to use this make in conjunction with `ash' or any other
>shell, you have to set the make variable `SHELL' explicitly to your
>desired shell. Having simply set the variable in the environment is
>not enough since GNU-make resets SHELL for security reasons to
>`/bin/sh'. Therefore you have to invoke make either like this:

> make SHELL=d:/mint/bin/sh.ttp

The easiest, and IMO best, solution is to have

MAKEFILES=d:/etc/default.mak

and, in D:/etc/default.mak, put

SHELL=d:/mint/bin/sh.ttp

Other things can be put into d:/etc/default.mak, like rules for .ttp, .tos,
and .prg files, but that makes your makefiles a bit less portable.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

3058. Re: The solution to the 128-byte command-line limitation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-06 01:17:33 UTC
From: rosenkra@convex.com
Message-ID: <1992Aug06.011733.3677@convex.com>
Source record: 43157

how does laser C handle this:

grep "" file

argv[1] is a null string. if you want, you could also tell us how laser
C handles:

```
cmd xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx\
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx\
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx\
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx\
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx\
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
and
cmd xxxxxxxxxxxxxxxx xxxxxxxxxxxxxxxxxxx xxxxxxxxxxxxxxxxx\
xxxxxxxxxxxxxxxxxxx xxxxxxxxxxxxxxxxxxxxx xxxxxxxxxxxxxxx\
xxxxxxxxxxxxxxxxxxx xxxxxxxxxxxxxxxxxxxxx xxxxxxxxxxxxxxx\
xxxxxxxxxxxxxxxxxxx xxxxxxxxxxxxxxxxxxxxx xxxxxxxxxxxxxxx\
xxxxxxxxxxxxxxxx "" xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
^^ note the empty arg...
```

these are NOT pathalogical cases. the first (grep) is a real world situation.
the second can be considered the norm for doing things like RCS ci -t-"string"
where string can be really long. the last might be pathalogical, but i'd
like to see how it is done. :-)

-bill
(an off-the-wall programmer)

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3059. Re: PC hard-drives and STs ....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-06 01:28:47 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Aug6.012847.3488@msuinfo.cl.msu.edu>
Source record: 43159

ssw@aber.ac.uk (Simon Ward) writes:

>Greetings,
> I have access to a number of Seagate 40Mb hard drives which have
>recently been culled from old PCs. The question I put to you techie types is
>this :

> Is it possible to use these drives with the ST? If so, how easy
> is it (ie. does it require huge amounts of soldering and assorted
> motherboard butchery) and if it can't be done, why not?

>Has anyone managed to attach an ex-PC hard drive to their ST and get the ST
>to talk to it? What about hard-disk controllers etc.?

Are they MFM drives? RLL drives? At the very least you will need an ACSI to SCSI convertor and if necessary an MFM or RLL (dependant on drive type) to SCSI controller. No modifications to the ST should be required as the DMA/ACSI port is already present in the case. Other than a source of power and hopefully an enclosure and fan, nothing else should be necessary as the software to format the disk and make it bootable should come with the host adapter.
--
Dan Cable
cable@crs.cl.msu.edu

3060. Re: Null arguments with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-06 01:50:02 UTC
From: ecmtwhk@ccu1.aukuni.ac.nz
Message-ID: <1992Aug6.015002.13989@ccu1.aukuni.ac.nz>
Source record: 43148

7103_2622@uwovax.uwo.ca (Eric Smith) writes:

>It seems to me that we've narrowed the possible solutions to passing
>null arguments to ARGV down to 2 basic ideas:

[1a deleted]

> 1b) Using a binary character as an escape; for example, \001 or
> 0xff or 0x80. This will break programs that want that particular
> binary character passed to them. For this reason, I would
> suggest that only a non-ASCII character (i.e. greater than 127)
> be used; this should minimize possible conflicts.

If that is done, make sure to pick a character which has no meaning in
any language at all, also counting possible extensions like using
ASCII > 128 for Cyrillic, for example... in other words, no.

[rest deleted]
--
Thomas Koenig, ecmtwhk@ccu1.aukuni.ac.nz, ib09@rz.uni-karlsruhe.de
The joy of engineering is to find a straight line on a double logarithmic
diagram.

3061. Re: Gem program control of mou

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-06 04:29:10 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <77243@ut-emx.uucp>
Source record: 43153

In article <A45005@MS.maus.de> Julian_Reschke@ms.maus.de (Julian Reschke) writes:

[Stuff about using appl_tplay and vex_motv to move the mouse deleted.]

>Applications shouldn't change vex_motv. This will produce a lot of
>problems with concurrently running accessories or applications (Mag!X,
>MultiGEM, MultiTOS).
>
>Anyway: I still don't like the idea of warping the mouse cursor, BUT
>I am still sure that it can be done with appl_tplay. Whoever wanted
>to know that: please tell us what you did try and in what way it didn't
>work.

I created a 6 byte buffer and stored in it a mouse event according to
the documentation that I have. The first 2 byte word contained a
2, which is supposed to denote a mouse event, the second 2 byte word
contained the x coordinate of the mouse, and the last word contained the
y coordinate of the mouse. I then called

appl_tplay(6_byte_buffer, 1, 1<various_numbers<10000);

The middle 1 is supposed to be the number of events to play, and
the last number is suppose to be the speed of replay. I tried several
numbers there.

Anyway, when I make this call, NOTHING happens. I can't make it do
anything. I received several messages telling me that the format
for the record buffer changed to 8 bytes in later versions of TOS,
but I have TOS 1.0. I tried various 8 byte buffers (it isn't clear
what goes where when you have 8 bytes) but all I got then were bombs.

Given that this is a major pain, and apparently wouldn't be portable,
I decided that it wasn't worth the effort. I was just trying to learn
some GEM.

I don't have any documentation on vex_motv, and I couldn't make any
sense out of the prototype in the vdi bindings. Exactly what does
this function do and why would it screw up? Just curious.

-Tim Gallivan
timg@landau.ph.utexas.edu

3062. Re: ST monitor connector pinouts?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-06 04:41:07 UTC
From: boris@sys6626.bison.mb.ca
Message-ID: <9eo3oB1w164w@sys6626.bison.mb.ca>
Source record: 43165

monnier@disuns2.epfl.ch (Stefan Monnier) writes:

> In article <7myPoB1w164w@sys6626.bison.mb.ca>, boris@sys6626.bison.mb.ca (bor
> : il@bambam.u.washington.edu (Il Hwan Oh) writes:
> :
> : > Could someone tell me what the pinouts are on the monitor plug? I just
> : > discovered that I can plug an ST monitor into a Sega Genesis game system,
> : > if I can just build the cable. I know that it's shown in the ST owner's
> : > manual, but manual's at my parents' in Portland.
> : >
> : > The monitor's an SC1224 and goes to a Mega ST 4 (no "e").
> : >
> : "from the external port view":
> : 1- audio out
> : 2- reserved 4 3 2 1
> : 3- general purpose output 8 7 6 5
> : 4- Mono detect 12 11 10 9
> : 5- audio in 13
> : 6- green
> : 7- red /\
> : 8- ground
> : 9- horiz synch pinout diagram
> : 10-blue
> : 11-monochrome
> : 12-vert. synch
> : 13-ground
> :
> :
> : later,
> :
> :
> : ;--- (boris) a user of sys6626, running waffle 1.64
> : ;E-mail: boris@sys6626.bison.mb.ca
> : ;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8
>
>
> Take care: pin 8 is not really ground:
> In most system it is a 12V supply (but max 10mA) useful when plugging
> in a SCART TV: the TV set detects this 12V and switches to 'video' mode !
>
> Anyway, you've got to check, if you need it: some STs just have GND on
> pin 8 instead of 12V.
>
>

>
> -- Stefan Monnier --
>
>
>
>
> --
> ----- Alors voila, Clyde a une p'tite amie ! -----
> ----- Elle est belle et son prenom c'est .. Bonnie ! -----
> ----- ... -----

Hey I got the data from my 1985 520 st (still kicking along) manuel.
things change I guess.

;--- (boris) a user of sys6626, running waffle 1.64
;E-mail: boris@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

3063. Re: Null arguments with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-06 07:39:47 UTC
From: hohmuth@freia.freia.inf.tu-dresden.de
Message-ID: <HOHMUTH.92Aug6083947@freia.freia.inf.tu-dresden.de>
Source record: 43160

In article <1992Aug5.204112.1@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:

> It seems to me that we've narrowed the possible solutions to passing
> null arguments to ARGV down to 2 basic ideas:

> (1) [...]
>
> (2) Using the space after the ARGV= string itself to mark the positions
> of null arguments. This method will only be feasible if it can be
> done in a way that won't break existing programs. This is true of
> programs compiled with the standard and MiNT gcc libraries (which
> ignore the value of ARGV=). Can anyone supply some definite answers
> about whether or not this will break MWC compiled programs?
>
> The idea here would be to set ARGV equal to a special value which
> indicates which positions are occupied by empty parameters: for
> example:
> 2a) ARGV=NULL:2,3,12 indicating that argv[2], argv[3], and
> argv[12] are empty
> 2b) ARGV=NULL:1100111111110 using a bitmap to indicate which
> argv[] elements are full (1) or empty (0); in practice
> it would be better to do this in base 16 or even base 128 to
> save environment space.
> In both cases, if there are no null arguments then the stuff
> after ARGV= can be omitted, so that we end up with an implementation
^^^^^^^^^^^^^^^^^^^^^^^^^^ [or can be of any value at all [m.]]
> which is exactly the same as the current standard.

An implementation like this will not break existing programs, if you
don't try to deliver empty arguments to them (because ARGV= can be of
any value then). As Ian has pointed out, this problem is non-existent
because it was never possible to deliver empty arguments to any program
at all.

> [...] IF some variant of
> option 2 can be implemented without breaking existing MWC compiled
> programs, I would say let's go with it. The reason I prefer this to
> escape codes is that it is entirely upward compatible; programs
> that don't understand ARGV=NULL will see exactly what they would
> have seen in the environment with the existing standard.

I absolutely agree with you.

I'd like to add the following proposal:

Empty arguments are not simply left out in the argument list but replaced
with a space. This gives unaware programs a better chance to understand
an argument list that contains null args (because the other arguments are
in the right place at least). Example:

"ARGV=NULL:2,4\0arg1\0 \0arg3\0 \0arg5\arg6\0\0"

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

3064. Re: Problems with ARGV - summary of ideas posted so far

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-06 08:43:07 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Aug6104307@orion.laas.fr>
Source record: 43161

```
>>>>> On 4 Aug 92 15:38:45 GMT, ant@mks.com (Anthony Howe) said:

ACH> The use of \1 escape to denote empty strings would cause serious
ACH> problems. Csh, ksh, and rc shells all have the ability of passing
ACH> octal escape sequences in strings.

Whatever escape character that one selects to denote a null argument,
one will have to be able to escape that character being entered in the
case that some program might need it (such as grep or tr, etc).

bye,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
================================================================================
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?
```

3065. Re: Null arguments with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-06 12:55:39 UTC
From: ant@mks.com
Message-ID: <1992Aug6.125539.1887@mks.com>
Source record: 43164

I almost forgot that MKS has a similar convention for DOS which is
documented in their toolkit manual:

"MKS-compatible programs are able to receive their command
line arguments from the environment. These arguments must be
at the beginning of the environment and each such argument
begins with the tilde (~) character. The first argument that
does not begin with a ~ is the first character of the _real_
environment that should be scanned by getenv() in the C
library. This implies that in addition to requiring special
hooks in the runtime startup, this calling sequence requires a
specially modified getenv() to function properly. If the
following command were typed to the shell

grep *.c '' 'Hi there'

an environement like the following might be passed to grep:

~grep\0
~file1.c\0
~file2.c\0
~fred.c\0
~\0
~Hi there\0
PATH=\bin;\usr\bin;\0
SHELL=\usr\local\rc\0
\0

The command arguments may be read by scanning the enironment
segment in the obvious manner.

It is also important to clarify the situation where an
MKS-compatible shell calls a non-MKS command that in turn
calls another MKS command. In this situation, the MKS command
should use the standard 128 byte command line generated by the
non-MKS command rather than the expanded arguments from the
environment generated by the MKS- compatible shell. To allow
this, the 128 byte command line is written by the shell with
newline (\n) character after the standard carriage return
(\r). Neither of these characters is included in the command
tail count. "

This convention could be modified so that it would not be necessary to
have a special getenv(). All that would be required would be to do this
would be place a special character to act as a "End-of-Args" marker to
delimit the arguments from the _real_ environment. The C startup would

then modify its base->p_env to point to the real environment.

A similar better idea:

We could do something using the existing ARGV= convention. We could
still create an ARGV= that prefixed every argument with a tilde
(or space if people are so found of it) __AND__ place in the command line
count byte a different invalid length like 126 or 128 (remember the
command line is limited to 125 and the current ARGV expects 127 for
validation). The advantage of this means that newer C startups can
parse both ARGV= conventions and MWC can still use the ARGV= value.
The new C startup would determine which convention is in use, if at all,
by the command line length byte, and if the new convention is in use
strip the first character.

-ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Nice legs. For a human that is." - Worf (Q-pid)

3066. Re: Second&last time: Hacking Contest

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-06 15:35:05 UTC
From: eker@loria.crin.fr
Message-ID: <438@muller.loria.fr>
Source record: 43163

In article <1992Aug05.193024.20887@infoserver.th-darmstadt.de>,
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
|> Judging from the gigantic turnout, you people are either

[stuff deleted]

|> So this is the second and last announcement of a
|> --
|> HACKING-CONTEST
|> --
|> Change the screen color on a normal ST using only those XBIOS,
|> BIOS and GEMDOS calls that have been available since TOS 1.2 in
|> -as many different ways- as possible. Each entry is scored
|> according to this table:

[more stuff deleted]

You might get more entries if the task was something moderately useful -
say fastest 32x32 non-blitter sprite code or least cpu intensive sample
replay code for a given frequency.

I just can't find the enthusiasm to write useless code when there is so much
useful code to be written. Sorry.

Steven

3067. Re: Null arguments with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-06 16:12:55 UTC
From: HUSFELD@usmv01.usm.uni-muenchen.de
Message-ID: <1992Aug6.161255.21995@news.lrz-muenchen.de>
Source record: 43166

In <1992Aug5.204112.1@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca writes:

> It seems to me that we've narrowed the possible solutions to passing
> null arguments to ARGV down to 2 basic ideas:
>
> (1) Using an escape of some sort. Possibilities for this are:
> 1a) Using a whitespace character (e.g. space) as an escape, so
> a null argument is passed as " ", a single space as " ",
> and so on. This has the disadvantage that it breaks
> existing programs that may want to have spaces passed as
> arguments. Since there are a significant number of such
> programs, it seems to me that this is a suboptimal solution.
> 1b) Using a binary character as an escape; for example, \001 or
> 0xff or 0x80. This will break programs that want that particular
> binary character passed to them. For this reason, I would
> suggest that only a non-ASCII character (i.e. greater than 127)
> be used; this should minimize possible conflicts.
> 1c) Using a long, multicharacter escape sequence to indicate a null
> argument; for example, perhaps "\001NULL ARG\001". If such a
> sequence is detected as the first n bytes of an argument, it is
> stripped from the argument. This has the advantage of making
> accidental duplication of the escape sequence by older programs
> very unlikely, at the cost of some extra complexity in the
> startup code.
>
> (2) Using the space after the ARGV= string itself to mark the positions
> of null arguments. This method will only be feasible if it can be
> done in a way that won't break existing programs. This is true of
> programs compiled with the standard and MiNT gcc libraries (which
> ignore the value of ARGV=). Can anyone supply some definite answers
> about whether or not this will break MWC compiled programs?
>
> The idea here would be to set ARGV equal to a special value which
> indicates which positions are occupied by empty parameters: for
> example:
> 2a) ARGV=NULL:2,3,12 indicating that argv[2], argv[3], and
> argv[12] are empty
> 2b) ARGV=NULL:1100111111110 using a bitmap to indicate which
> argv[] elements are full (1) or empty (0); in practice
> it would be better to do this in base 16 or even base 128 to
> save environment space.
> In both cases, if there are no null arguments then the stuff
> after ARGV= can be omitted, so that we end up with an implementation
> which is exactly the same as the current standard.

>
> My preference, I think, is for option 2; 2b should be easier for
> startup code to parse (i.e. it could be done without dragging in library
> functions like atoi()) but 2a takes less space. IF some variant of
> option 2 can be implemented without breaking existing MWC compiled
> programs, I would say let's go with it. The reason I prefer this to
> escape codes is that it is entirely upward compatible; programs
> that don't understand ARGV=NULL will see exactly what they would
> have seen in the environment with the existing standard.
> --
> Eric R. Smith email:
> Dept. of Mathematics eric.smith@uwo.ca
> University of Western Ontario

3068. Re: G++ Environment question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-06 17:42:00 UTC
From: Christof_Stadler@s.maus.de
Message-ID: <A4342@S.maus.de>
Source record: 43191

```
c>which is fairly obviously incorrect. The initial string OUGHT to be
c>"d:\gnu\bin\gcc-cc1+.ttp", rather than "cc1plus". I've a nagging
c>suspicion that I ought to have some environment variable set for this
c>to work right.
Did you try to rename 'gcc-cc1+.ttp' to 'cc1plus.ttp'? I remember that I had
the same problem some time ago; I think I changed something in gcc's source.

Bye

Christof
```

3069. Re: Second&last time: Hacking Contest

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-06 18:49:49 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Aug06.184949.22119@infoserver.th-darmstadt.de>
Source record: 43167

In article <438@muller.loria.fr> eker@loria.crin.fr (Steven Eker) writes:
>
>You might get more entries if the task was something moderately useful -
>say fastest 32x32 non-blitter sprite code or least cpu intensive sample
>replay code for a given frequency.
>
>I just can't find the enthusiasm to write useless code when there is so much
>useful code to be written. Sorry.

&> Some other guy wrote the classic "Get a life, dude"

Ok getting a little flamage for this idea. I will just try to explain that
I thought for people who know their ST it would be fun to explore some
ways you can abuse your usual TOS calls (or to abuse the rules).

Since every little -way- uses just about 10 lines of truly non-intricate
C-code, I thought even for those hardworking people (i myself at the
moment code about 12 hours daily 7 hours a week) it would be a fun idea
and not very time-consuming.
If I had used the above suggestions people would have accused me of
scamming them out of their codes.

It's like communism, the idea was good, but we couldn't find the people
for it (har). But that's ok.

Fidel Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "Countdown to Extinction" Megadeth

3070. Re: No picture on SC1224

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-06 19:25:20 UTC
From: Bill_Moore@mindlink.bc.ca
Message-ID: <14038@mindlink.bc.ca>
Source record: 43168

```
And no, the brightness isn't turned way down, altho
that was a good idea.
SC1224 -- no picture
-- has sound
-- has little green lines when shut off
?? any ideas about what the problem is ??
Thanks!!
-bill

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
e-mail: Bill_Moore@mindlink.bc.ca * I've been absolutely terrified every
fax: 604-254-0934 * moment of my life and I've never let
voice: 604-254-0934 * it keep me from doing a single thing
_____________________________________* that I wanted to do.
_____________________________________*
```

3071. Using SC1224 As a Composite Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-06 20:50:51 UTC
From: th@cci632.cci.com
Message-ID: <1992Aug6.205051.18750@cci632.cci.com>
Source record: 43182

Does anyone know how to modify the SC1224 monitor so it can accept a composite signal?

Thanks,
Tim

3072. Re:PC Harddrives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-06 21:24:00 UTC
From: Jochen_Leufen@kr.maus.de
Message-ID: <A8232@KR.maus.de>
Source record: 43190

Simon Ward wrote:
- I have access to a number of Seagate 40Mb hard drives which have
-recently been culled from old PCs. The question I put to you techie types is
-this :
-
- Is it possible to use these drives with the ST? If so, how easy
- is it (ie. does it require huge amounts of soldering and assorted
- motherboard butchery) and if it can't be done, why not?

What kind of harddisk are these ?
AT-Bus , SCSI , ACSI or what ??

Jochen

3073. Re: MiNT 0.95 now available

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-07 00:27:31 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug6.202731.1@uwovax.uwo.ca>
Source record: 43171
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.H4JdRzIKfgs@marsu.tynet.sub.org>, wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:
> Yes, I agree, TOSWIN is really neat stuff. But there's still one nasty
> incompatibility with NVDI (2.0.3), the same as in BGACC: If you have NVDI
> installed, you have to set "alias precmd 'echotc vi' and sacrifice
> your cursor, because otherwise every second or third keypress only
> produces a black cursor box in the command line, covering the letters.

I have NVDI installed on my system, and I haven't had that problem. Perhaps it's some other program in your system that's conflicting? You could try various combinations of BIOSBUF={YES,NO} and try with and without CON=u:\dev\fasttext in your mint.cnf.

--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3074. supra hard disk util

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-07 02:14:46 UTC
From: alex golitsis <alex.golitsis@canrem.com>
Message-ID: <19926.618.7731@dosgate>
Source record: 43170

->"I have recently got hold of Atari's AHDX5, but I don't really want to abandon
->"Supra completely, unless:

->"(a) AHDX5 is way ahead of the latest Supra stuff.

->"(b) Supra are getting out of supporting Atari ST's.

Gerry, the latter is true, while the former I am unsure of. BTW,
Supra Utilities Version 4.0 are available on the Supra BBS (which I
had no problem getting on to and downloading from). They don't seem
much different than 3.0... but they work well with the Supra SCSI
interface.

--
Canada Remote Systems - Toronto, Ontario/Detroit, MI
World's Largest PCBOARD System - 416-629-7000/629-7044

3075. Quantum troubles in TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-07 04:52:06 UTC
From: ekrimen@wet.UUCP
Message-ID: <4213@wet.UUCP>
Source record: 43172

I've got a 4- to 5-month-old TT with a Quantum LPS105S drive of the same age. The Quantum seems to act as if the WS (wait/spin option) jumper was installed, but it's not. Once the drive is accessed after a while of not doing anything, the activity light will come on for a few seconds and sound like it's doing its periodic seek; then it will do whatever accessing it was told to do. Any ideas as to what I can do other than getting it checked out/replaced?

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

3076. Re: Midi from the serial port?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-07 07:19:48 UTC
From: arendi@loke.soo.dec.com
Message-ID: <1992Aug7.071948.26320@PA.dec.com>
Source record: 43173

The other German company, Steinberg, has cute little(?) thing called SMP II. It's a 19" rackunit 1 high. It gives you 2 in's and 4 out's plus some merge capabilites. This means 4*16 channels. It's also computer independent.

Jack

3077. Re: Questions for hardware hackers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-07 08:12:36 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992Aug7.081236.3437@daimi.aau.dk>
Source record: 43174

monnier@disuns2.epfl.ch (Stefan Monnier) writes:

>In article <64628@hydra.gatech.EDU>, gt1448b@prism.gatech.EDU (David P. Forrai) writes:
>: The June issue of ST Format (UK) had an article on memory upgrades. I
>: am interested in expanding my 1040ST to 4 meg so I read it. Most of
>: the upgrade boards discussed were restricted for use with square MMUs.
>: My ST has the rectangular MMU. I read in the Toad Computer catalog
>: that some MMUs will not work with more than 1 meg. Are these
>: rectangular chips those MMUs? I noticed that near the MMU there are
>: pads marked 256K and 1M where the 256K pads are bridged by a blob of
>: solder. Does this have anything to do with the MMU configuration?

[...stuff deleted...]

>: Thanks in advance for your response.
>: --
>: David P. Forrai
>: uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
>: Internet: gt1448b@prism.gatech.edu

>I never heard about rectangular MMUs. The only custom chips I know
>that are DIL are the Shifter and the DMA. It could be a confusion.

>MMUs limited to 1M sound even stranger to me: some don't work with
>2.5M but I believe they all work with 4M.

[...stuff deleted...]

> -- Stefan Monnier --

I too have heard the bit about about some MMU's not being able to deal with
more than 1M, even though the source was same, namely ST Format, but an older
number.

They listed a serial number that is on top of the faulty chip. I can dig it up,
if anyone is interested.

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

Hit the philistines three times over the head with the Elisp reference manual.

- petonic@hal.com (Michael A. Petonic)

3078. less 177 available (works with MiNT 0.93/0.94)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-07 09:34:01 UTC
From: neuhaus@vier.informatik.uni-kl.de
Message-ID: <neuhaus.713180041@vier>
Source record: 43177

Hi.

Having seen the problems some of you had with a version of less as distributed on a,a, and after exchanging mail will Bill Rosenkranz, I have decided to post my own port of less to a.a.

I use this version every day on MiNT 0.94. It was compiled with gcc 2.1 and MiNT libs PL 19. The distribution includes full sources, plus an executable. To my knowledge, this less is fully functional: regexps, signals, shell escapes, line numbering, you name it.

To install, run the (Bourne) shell script linstall, then type make. The linstall script will create a makefile. Also read the file readme.st for information about changes.

Have fun.

--
+------- No .sig? OH, COME ON! --------+-"The derivative snuggles close to-+
email: neuhaus@informatik.uni-kl.de	the function---whatever to snuggle
snail mail: Stephan Neuhaus/Hilgard-	means; I'm too old for that"
ring 32/6750 Kaiserslautern/Germany	-- Math Prof
--
+------- No .sig? OH, COME ON! --------+-"The derivative snuggles close to-+
email: neuhaus@informatik.uni-kl.de	the function---whatever to snuggle
snail mail: Stephan Neuhaus/Hilgard-	means; I'm too old for that"
ring 32/6750 Kaiserslautern/Germany	-- Math Prof

3079. Re: Null arguments with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-07 12:57:00 UTC
From: hohmuth@freia.freia.inf.tu-dresden.de
Message-ID: <HOHMUTH.92Aug7135701@freia.freia.inf.tu-dresden.de>
Source record: 43176

In article <1992Aug6.125539.1887@mks.com> ant@mks.com (Anthony Howe) writes:

> [...about having the arguments somewhere in the environment, and having
> each argument preceded by a tilde `~' char...]
>
> A similar better idea:
>
> We could do something using the existing ARGV= convention. We could
> still create an ARGV= that prefixed every argument with a tilde
> (or space if people are so found of it) __AND__ place in the command line
> count byte a different invalid length like 126 or 128 (remember the
> command line is limited to 125 and the current ARGV expects 127 for
> validation). The advantage of this means that newer C startups can
> parse both ARGV= conventions and MWC can still use the ARGV= value.
> The new C startup would determine which convention is in use, if at all,
> by the command line length byte, and if the new convention is in use
> strip the first character.

The MWC startup code doesn't use the length byte for validation. Thus,
this convention will break existing MWC-compiled programs.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

3080. Re: Null arguments with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-07 13:18:36 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Aug7.151836@disuns2.epfl.ch>
Source record: 43178

In article <HOHMUTH.92Aug7135701@freia.freia.inf.tu-dresden.de>,
hohmuth@freia.freia.inf.tu-dresden.de (Michael Hohmuth) writes:
: In article <1992Aug6.125539.1887@mks.com> ant@mks.com (Anthony Howe) writes:
:
: > [...about having the arguments somewhere in the environment, and having
: > each argument preceded by a tilde `~' char...]
: >
: > A similar better idea:
: >
: > We could do something using the existing ARGV= convention. We could
: > still create an ARGV= that prefixed every argument with a tilde
: > (or space if people are so found of it) __AND__ place in the command line
: > count byte a different invalid length like 126 or 128 (remember the
: > command line is limited to 125 and the current ARGV expects 127 for
: > validation). The advantage of this means that newer C startups can
: > parse both ARGV= conventions and MWC can still use the ARGV= value.
: > The new C startup would determine which convention is in use, if at all,
: > by the command line length byte, and if the new convention is in use
: > strip the first character.
:
: The MWC startup code doesn't use the length byte for validation. Thus,
: this convention will break existing MWC-compiled programs.
:

This method is of no interest anyway: there is NO compatibility !
it doesn't bring anything more than the space-adding scheme.

I think the best way is to add after ARGV= the places of NULL argument
IF ANY (adding dummy chars, where there should be a null string, if you
wish but not necessarily).
This wouldn't change operation when there are no null argument and would
permit to use binary data as before (but always limited to binary values
above 0)
If MWC compiled apps would crash is of course of no importance as it would
only occur in cases where there IS a null argument: it would anyway have
crashed (or misinterpreted the command line) !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

3081. malloc problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-07 14:00:13 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Aug7.140013.4468@csi.uottawa.ca>
Source record: 43180

I've been trying to get a couple of (supposedly) generic POSIX programs running, and am getting the same complaints, relating to the use of the sundry {a,m,r}alloc functions.

To wit:

I try to compile programs that use malloc, and get TWO complaints (for each member of the family that gets referenced):

warning: alloca redefined <in something like "systems.h">

previous declaration of alloca in /dev/d/gnu/include/memory.h

There seem to be some macros coming in between things, so it's not 100% clear what is or should be happening.

I'm running GCC 2.2.1, with the MiNT libraries, patch level 20.

(Specific applications: I'm trying to compile gdbm for possible use with Perl. I don't have a PARTICULAR use for this, but would like at least to see it work, and wouldn't mind putting it in the archives... Also, a linear program solver was just posted on Comp.sources.reviewed. I do a lot of LP work.)

(By the way, I DID get G++ running. Got several messages with the correct answer - rename gcc-cc1+.ttp to gcc-cc1plus.ttp - and it does
--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

3082. DMA sample playing

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-07 15:26:31 UTC
From: vicb@clark.edu
Message-ID: <1992Aug7.152631.7654@clark.edu>
Source record: 43179

Can anyone tell me where I can find a text file that explains
using the DMA for sample playback? Either that, or if it so simple that
it can be explained quickly, 'how is it done?'
I am using C.

Thanks in advance,
Victor Bruhn

3083. Re: Null arguments with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-07 16:44:46 UTC
From: HUSFELD@usmv01.usm.uni-muenchen.de
Message-ID: <1992Aug7.164446.8583@news.lrz-muenchen.de>
Source record: 43181

Oops, it seems my newsreader doesn't understand me. Sorry for broadcasting this silly citation-only message yesterday, the problem should be fixed by now. Here is what I intended to send instead.

I have seen this quest for "What is MWC doing with its ARGV= value" several times now in this thread, so yesterday I sat down to re-read MWC's docs and disassemble some bits from the libc library. Here are my results so far. Note that this is not exhaustive but it should prove that the ARGV= value cannot be used for other purposes than those intended by Mark Williams without breaking existing MWC programs.

First of all, Mark Williams' documentation describes the ARGV= value as the `iovector'. It is a string of characters from the set [CAPF?] with which the shell informs the newly started program about how the logical file handles are currently used. The first character describes how handle 0 (stdin) is connected, the second characters describes stdout, and so on. The iovector string not only covers the six standard handles, but goes on to the non-standard handles as well. However, Mark Williams does not document how long the iovector should be. Their default value (used if the shell doesn't pass one) has a length of about 30 characters which to me makes no sensible number... Now, the meaning of the individual characters: A 'C' means the handle describes the console, 'A' stands for the auxiliary port (RS-232), 'P' is the parallel port, 'F' indicates a file, and the question mark either says the handle is not used or the shell itself has no further information about it (the docs are not clear concerning the '?'). For example, the default iovector is 'CCAP????????????....' (I don't know the exact number of question marks), meaning that stdin and stdout are connected to the console, stderr goes to the RS-232 port, handle 3 accesses the parallel port, and all other handles are not connected (or haven't been touched by the shell).

MWC provides three different startup code sequences. Two of them, to be used for .PRG and .ACC programs, ignore the iovector and the whole of the environment entirely, so you can change ARGV as you like, it won't get through to the program. The remaining code (crts0.o), to be used for .TOS/.TTP programs, scans the environment much the same as Atari's ARGV sample startup, with three significant differences:
a) It doesn't insist on an equal sign following the ARGV. (I haven't paid attention to that yesterday and therefore haven't checked it rigorously, but it seems to me now that MWC programs would go astray on an environment variable ARGV_EMPTY, stopping the scan after seeing the first four letters and assuming the argument vector follows.)

b) Provided the equal sign is present, the startup code stores the address of the next byte following '=' into the global variable `_iovector'. It doesn't check in any way what this byte or its successors contain. Hence, as far as the startup code is concerned, the ARGV environment variable might take any value. (But read on..)
c) No validation with the length byte in the command line is performed. It is no good, therefore, to call a MWC program from an ARGV-unaware program which in turn got started from a shell using ARGV (either Atari's or MWC's flavour).

Within the libc library of MWC, the iovector is referenced (through the _iovector variable) at only two places. One of them is `execve.o', a module that I haven't look into. The other is the module `_fhtype.o' that among others defines the function `_getfhtype'. This is referenced by about half a dozen functions (like `open', `read', etc) which expect `_getfhtype' to return the appropriate character from the iovector, given the file handle. If an 'F' is returned, they typically reference the file handling functions of GEMDOS, and the appropriate character device function if one of 'C', 'A' or 'P' was returned. This way, they bypass GEMDOS' redirection mechanism (broken in TOS 1.0 and 1.2). Now, what does `_getfhtype' do with an ill-formatted iovector? Either this string is too short to have an entry for the file handle in question, in which case the function returns an error flag, or the character sitting at the position described by the file handle is returned "as is" (no checking done). I haven't investigated how the calling functions react to the error flag or to a grossly wrong character, but I (and you) can see what happens when stdin is redirected to a file but the non-conforming iovector has a 'C' at position one: GEMDOS falls back to its own redirection mechanism and tries to access the file through the character device functions ==> failure on early TOS versions. Note that this is only one example, there are more ways to kiss the lion.

I hope this helps to clarify somewhat the MWC mystery. Keep the discussion on ARGV going, I am following faithfully.

Dirk Husfeld

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Scheinerstrasse 1 Fax :(FRG) 89 92 20 94 27
8000 Munich 80, FRG
Email: husfeld@astronomie.physik.uni-muenchen.dbp.de (X.400)
or husfeld@usm.uni-muenchen.de (Internet)

3084. Re: Second&last time: Hacking Contest

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-07 16:55:19 UTC
From: eker@loria.crin.fr
Message-ID: <439@muller.loria.fr>
Source record: 43194

In article <1992Aug06.184949.22119@infoserver.th-darmstadt.de>,
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:

[stuff deleted]

|> Ok getting a little flamage for this idea. I will just try to explain that
|> I thought for people who know their ST it would be fun to explore some
|> ways you can abuse your usual TOS calls (or to abuse the rules).

TOS is ugly... TOS is buggy... TOS is inefficient... TOS is definitely no fun!

[stuff deleted]

|> If I had used the above suggestions people would have accused me of
|> scamming them out of their codes.

I'm not so sure - people who code for fun tend not to be the code hoarding types.
Although though my suggestions just happened (by accident :-) to be things for
which I have slick code (see below!).

|>
|> It's like communism, the idea was good, but we couldn't find the people
|> for it (har). But that's ok.
|>
|> Fidel Nat!

Steven Engels!

```
* Fastest possible 32 pixel wide non-preshifted sprites???
*
*
* Entry:
* a0 = pointer to sprite data
* a1 = pointer to screen (place to draw sprite)
* d4 = # scanlines - 1
* d7 = shift (0-15)
*
* Exit:
* a0-a2/d0-d7 trashed
* a3-a6 preserved
*
* Sprite data:
* 10 words/scanline
* (mask)(plane0)(plane1)(plane2)(plane3) x 2
* Mask:
* 1 = sprite
* 0 = background
```

```
* Planes:
* Background pixels *must* be set to 1111
*
* How it works:
* Each piece of data is rotated once rather than being
* shifted so no data is lost. Data for current word
* is separated from data for next word by cookie cutting.
* Eg when shift = 3 cookie cut masks are:
* d5 = %00011111111111111000111111111111
* d6 = %11100000000000001110000000000000
* When two planes are rotated together, next word
* data for earlier plane ends up in low word and
* viceversa so a swap is needed.

sprite:
moveq #-1,d5 ; make word mask
lsr.w d7,d5
move.w d5,d6 ; duplicate it to long mask
swap d5
move.w d5,d6
move.l d6,d5 ; make complement
not.l d6
loop:
move.l a1,a2 ; copy screen pointer
*
* Left words
*
move.w (a0)+,d0 ; get mask
ror.w d7,d0 ; rotate it
move.w d0,d1 ; copy it
and.w d5,d1 ; get least significant part
or.w d1,(a1)+ ; set pixels under sprite to 1111
or.w d1,(a1)+
or.w d1,(a1)+
or.w d1,(a1)+

move.l (a0)+,d1 ; get planes 0 & 1 of sprite
ror.l d7,d1 ; rotate them
move.l d1,d2 ; copy them
or.l d6,d2 ; set non sprite bits to 1
and.l d2,(a2)+ ; write them to screen

move.l (a0)+,d2 ; get planes 2 & 3 of sprite
ror.l d7,d2 ; rotate them
move.l d1,d3 ; copy them
or.l d6,d3 ; set non sprite bits to 1
and.l d3,(a2)+ ; write them to screen
*
* Centre words
*
move.w (a0)+,d3 ; get mask
```

```
ror.w d7,d3 ; rotate it
eor.w d3,d0 ; cookie cut with old mask
and.w d6,d0
eor.w d3,d0
or.w d0,(a1)+ ; set pixels under sprite to 1111
or.w d0,(a1)+
or.w d0,(a1)+
or.w d0,(a1)+

move.l (a0)+,d0 ; get planes 0 & 1 of sprite
ror.l d7,d0 ; rotate them
swap d1 ; get old planes right way around
eor.l d0,d1 ; cookie cut new planes with old
and.l d6,d1
eor.l d0,d1
and.l d1,(a2)+ ; write them to screen

move.l (a0)+,d1 ; get planes 2 & 3 of sprite
ror.l d7,d1 ; rotate them
swap d2 ; get old planes right way around
eor.l d1,d2 ; cookie cut new planes with old
and.l d6,d2
eor.l d0,d2
and.l d2,(a2)+ ; write them to screen
*
* Right words
*
and.w d6,d3 ; set non sprite mask bits to 0
or.w d3,(a1)+ ; set pixels under sprite to 1111
or.w d3,(a1)+
or.w d3,(a1)+
or.w d3,(a1)+

swap d0 ; get old planes right way around
or.l d5,d0 ; set non sprite bits to 1
and.l d0,(a2)+ ; write them to screen

swap d1 ; get old planes right way around
or.l d5,d1 ; set non sprite bits to 1
and.l d1,(a2)+ ; write them to screen

lea 160-24(a1),a1 ; next scanline
dbra d4,loop
rts
```

3085. Re: Null arguments with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-07 17:32:02 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug7.173202.23520@mnemosyne.cs.du.edu>
Source record: 43183

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

> The MWC startup code doesn't use the length byte for validation. Thus,
> this convention will break existing MWC-compiled programs.

Wow, our options shrink to nearly nothing at this point. If we can't use
escapes because they can be mistaken for real data in some situations, and
we can't do anything that involves a different validation to indicate an
extension to the standard, that pretty much leaves us with the value of
ARGV=.

Can anyone tell us *exactly* what MWC does with the value now? What does
it look like? What's it used for?

--
- Ian
(void *) where prohibited by law

3086. Re: Null arguments with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-07 17:53:32 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <7796@lee.SEAS.UCLA.EDU>
Source record: 43184

In article <1992Aug5.204112.1@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca
(Eric Smith) writes:
>
>(2) Using the space after the ARGV= string itself to mark the positions
> of null arguments. This method will only be feasible if it can be
> done in a way that won't break existing programs. This is true of
> programs compiled with the standard and MiNT gcc libraries (which
> ignore the value of ARGV=). Can anyone supply some definite answers
> about whether or not this will break MWC compiled programs?
>
> The idea here would be to set ARGV equal to a special value which
> indicates which positions are occupied by empty parameters: for
> example:
> 2a) ARGV=NULL:2,3,12 indicating that argv[2], argv[3], and
> argv[12] are empty
> 2b) ARGV=NULL:1100111111110 using a bitmap to indicate which
> argv[] elements are full (1) or empty (0); in practice
> it would be better to do this in base 16 or even base 128 to
> save environment space.
> In both cases, if there are no null arguments then the stuff
> after ARGV= can be omitted, so that we end up with an implementation
> which is exactly the same as the current standard.

Perhaps you could combine the "new" argv value with MWC's. MWC uses
the argv string only to determine isatty() status, so few things break
anyway. MWC uses
ARGV="a string with characters giving each bios handle's status --
pointing to a file, a tty, or unknown".
Perhaps we could just append the null argument list after that string;
I doubt MWC checks the tail of the string.

Most likely though is that the amount of things that would break are
not worth the trouble. Most programmer's recognized MWC's isatty() as
a botch early on and used a more portable library function, replacing
isatty(). Hence, most compiled programs out there probably won't have
any problem with new ARGV definitions. I used gulam for years with MWC
compiled programs and even though gulam botched its MWC compatibilty mode,
I experienced few problems.

-- Scott Willingham // willing@icsl.ucla.edu
.
.
.
.
.

3087. Re: Null arguments with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-07 18:41:54 UTC
From: ant@mks.com
Message-ID: <1992Aug7.184154.26543@mks.com>
Source record: 43188

hohmuth@freia.freia.inf.tu-dresden.de (Michael Hohmuth) writes:
>In article <1992Aug6.125539.1887@mks.com> ant@mks.com (Anthony Howe) writes:
>
>> [...about having the arguments somewhere in the environment, and having
>> each argument preceded by a tilde `~' char...]
>>
>> A similar better idea:
>>
>> We could do something using the existing ARGV= convention. We could
>> still create an ARGV= that prefixed every argument with a tilde
>> (or space if people are so found of it) __AND__ place in the command line
>> count byte a different invalid length like 126 or 128 (remember the
>> command line is limited to 125 and the current ARGV expects 127 for
>> validation). The advantage of this means that newer C startups can
>> parse both ARGV= conventions and MWC can still use the ARGV= value.
>> The new C startup would determine which convention is in use, if at all,
>> by the command line length byte, and if the new convention is in use
>> strip the first character.
>
>The MWC startup code doesn't use the length byte for validation. Thus,
>this convention will break existing MWC-compiled programs.

Well the current ARGV convention uses the length byte for validation, which
would mean that MWC compiled programs are already broken.

--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Nice legs. For a human that is." - Worf (Q-pid)

3088. Re: Null arguments with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-07 18:48:44 UTC
From: chu@acsu.buffalo.edu
Message-ID: <BsMMx9.ML2@acsu.buffalo.edu>
Source record: 43185

I've followed this discussion diligently (I hope) and I've re-read the ARGV standard.

It seems to me that the "best" solution is Eric Smith's which involves using the value of ARGV since it seems to meet everybody's criteria about not breaking programs which use the current ARGV standard.

However, from other posts, it looks like using the value of ARGV might break programs compiled with MWC since MWC uses it for an "iovector". It seems to me that most of the PD/Shareware tools, which I think are the programs which people would most likely want to pass in a null argument, in the archives have been (re-)compiled with GCC. So, using the value of ARGV won't be a problem there. Also, the programs compiled with MWC won't break unless it gets null arguments in the first place, which if I understand correctly, it couldn't handle before anyways.

So for programs compiled with MWC, we are swapping one broken behavior (most likely a truncated argument list) for another (the MWC startup code interpreting the list of null argument positions as an iovector and possibly cause some unpredicted mayhem) which happens only when we pass null arguments into those programs. In all other circumstances, they behave as they have before.

Except for the possibly unpredicted behavior, this doesn't sound like too terrible a trade off to me. Am I missing something? Are there more programs compiled with MWC to which a person would want to pass null arguments than I thought?

BTW, once there is a new standard, how do we get Atari to officially endorse it again?

john
chu@acsu.buffalo.edu

3089. RDF:comp.sys.atari.znet

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-07 19:03:03 UTC
From: jonc@status.gen.nz
Message-ID: <gate.sJs6oB1w164w@status.gen.nz>
Source record: 43175
Cross-posted to: alt.bbs.internet,rec.magazines,comp.sys.atari.st.tech

Subject: RFD: comp.sys.atari.znet
Followup-To: news.groups,comp.sys.atari.st
Sender: jonc@status.gen.nz (Jon Clarke, Z*NET PC Assistant Publisher)

Request For Discussion (RFD): comp.sys.atari.znet

Status: unmoderated

This is an official Request For Discussion (RFD) for the creation of a
Usenet newsgroup called comp.sys.atari.znet

Charter:

Comp.sys.atari.znet is for discussion of all aspects of the ASCII Magazines
produced by Z*NET including feeds from Z*NET FNET (FoReM NeT, Gatewayed via
The Z*NET Global News Gateway "status.gen.nz") also including discussion on
all aspects of the following

- Atari Explorer On-line
- Z*NET PC
- Z*NET Fido echo's (Zone 3)
- Z*NET FNET

Topics would include those current discussed in the Z*NET FNET echo, GEnie,
Delphi, Compuserve, Bix, Fido and comp.sys.atari.st which cover Z*NET Topics

- Letters to the Editor
- Current issue feedback
- Columnist's reply
- Letters to the Z*NET Global Crew
- Atari Explorer On-line
- Z*NET PC
- Z*NET FNET echo's
- Z*NET Fido echo's (zone 3)
- Z*NET Pacific
- Z*NET Europe
- Z*NET USA
- Z*NET Canada

Topics will also include an open forum to discuss topics of interest with the
Director of Communications at Atari Inc, USA and will be open to all Atari
based computers ie 8bit Series, ST Series, PC Series etc. Feedback will be
gatewayed back to fido net and FNET thus allowing a great interaction of users
across three networks.

Discussion of this proposal should be posted to news.groups. As per the Guidelines, discussion that occurs there is the only discussion that counts. If your site does not carry news.groups, and you are interested in this discussion, get your administrator to carry the group.

_
- Jon Clarke o( )
jonc@status.gen.nz / /\
The Z*NET Global News Gateway in Auckland, New Zealand

3090. Re: Null arguments with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-07 21:25:33 UTC
From: rosenkra@convex.com
Message-ID: <1992Aug07.212533.19804@convex.com>
Source record: 43186

```
[ description of MWC's iovector deleted...]

can u check if this is ok:

ARGV=CCAP????NULL:xxxxxxxx\0...

in otherwards, can we preserve the "standard" handles (and break the others)?
we may want to pad some more ??'s for files that get openned. what if we put
NULL:... after 32 other iovector chars? or in the last n of the 32 chars?

-bill
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com
```

3091. Re: Null arguments with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-07 21:42:35 UTC
From: rosenkra@convex.com
Message-ID: <1992Aug07.214235.20498@convex.com>
Source record: 43187

perhaps we could only include [eric's] ARGV=NULL:... thing iff there are null args and leave it alone otherwise. this would seem to be least intrusive, tho somewhat more work in parsing (but not that bad).

if MWC's parsing of iovector is terminated by a \0 and we extend the CCAP??... string longer, this may have a problem if the array to hold iovector is only 30-whatever chars (we overwrite memory). if, on the other hand, the parser has a fixed loop (for(i=0;i<30;i++) or strncpy) we win. seems to be the last piece of the puzzle...

-bill

(communal s/w engg is fun... :-)
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3092. Re: MiNT 0.95 now available

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-08 04:28:14 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92Aug7232814@leidecker.gsfc.nasa.gov>
Source record: 43189
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug2.191539.1@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca
(Eric Smith) writes:

Along with the MiNT executables is provided a beta version of TOSWIN,
a really nifty (well, I think so :-)) new window manager that can work
as a .ACC. Unlike the old BGACC, this one supports arbitrary GDOS fonts
(including proportional fonts!), scrollback (like xterm), and allows
for dynamic resizing of windows.

The documentation for TOSWIN refers to termcap info for terminal type
tw52, which I assume is an extended vt52. I grepped through the source
and binary releases, and couldn't find a termcap entry. What is the
correct termcap entry for tw52?

Thanks!

--
Doug
dstailey@leidecker.gsfc.nasa.gov
"If I've learned one thing in this life, it*((^(^jkh d8)9^&*^)*^ 7678^*k
&(&)*(&*(&8979 yujhNKHLjdf 7(*&&&&^ ..dlfd....

Segmentation fault (core dumped)

3093. Max. file handles ??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-08 13:23:38 UTC
From: ant@mks.com
Message-ID: <1992Aug8.132338.8882@mks.com>
Source record: 43195

How many file diescriptors does that ST have above 0-6?

I've asked this question before and tried finding the answers in the
Atari DevDocs and still don't have an answer.

--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Nice legs. For a human that is." - Worf (Q-pid)

3094. Re: G++ Environment question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-08 14:15:11 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Aug8.141511.14567@csi.uottawa.ca>
Source record: 43197

In article <A4342@S.maus.de> Christof_Stadler@s.maus.de (Christof Stadler) writes:
>c>which is fairly obviously incorrect. The initial string OUGHT to be
>c>"d:\gnu\bin\gcc-cc1+.ttp", rather than "cc1plus". I've a nagging
>c>suspicion that I ought to have some environment variable set for this
>c>to work right.
>Did you try to rename 'gcc-cc1+.ttp' to 'cc1plus.ttp'? I remember that I had
>the same problem some time ago; I think I changed something in gcc's source.

I moved it to 'gcc-cc1plus.ttp' (Unixmode) which works fine. Thanks to the
many people that answered the question!
--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

3095. lc for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-08 15:15:12 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Aug8.151512.14791@csi.uottawa.ca>
Source record: 43196

lc, an alternative file lister to ls, was just released on one of the sources groups (Comp.sources.unix, I think?).

The "big" thing about it that is good is that it separates the directory listing into sections, with "files" and "directories" and so forth.

As I learned to like it at U of Waterloo, I thought it prudent to see about porting it.

If you assume -DPOSIX, it works fine under MiNT. Unfortunately, it doesn't work so well under TOS. It'll RUN, but then does things like complaining "Can't stat <filename>" for each of the files being listed. Is there anything obvious that I ought to know about TOS that's abnormal, compared to MiNT?

Once it gets working, it'll certainly go up on the archive!
--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

3096. Re: MiNT 0.95 now available

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-08 16:26:34 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug8.122634.1@uwovax.uwo.ca>
Source record: 43199
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <DSTAILEY.92Aug7232814@leidecker.gsfc.nasa.gov>,
dstailey@leidecker.gsfc.nasa.gov (Douglas Stailey) writes:
> The documentation for TOSWIN refers to termcap info for terminal type
> tw52, which I assume is an extended vt52. I grepped through the source
> and binary releases, and couldn't find a termcap entry. What is the
> correct termcap entry for tw52?

The correct termcap entry for tw52 is the one put into the TERMCAP=
environment variable by TOSWIN. You can also retrieve it by sending
ESC T to TOSWIN from one of the windows. These methods are to be
preferred over using a fixed /etc/termcap entry because (a) they
get the number of rows and columns right for the window, and (b) they
will always be up-to-date; if a future version of TOSWIN has new features,
those will appear automatically in the data supplied by that version
of TOSWIN.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3097. Re: Max. file handles ??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-08 16:49:36 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug8.124936.1@uwovax.uwo.ca>
Source record: 43198

In article <1992Aug8.132338.8882@mks.com>, ant@mks.com (Anthony Howe) writes:
> How many file diescriptors does that ST have above 0-6?
>
> I've asked this question before and tried finding the answers in the
> Atari DevDocs and still don't have an answer.

I don't think that this has ever been documented. It may even (in fact, probably does) vary with different TOS versions.

One likely reason that it hasn't been documented is that, at least in current TOS versions, all handles >6 are "global", and so a program that tries to manipulate any handles that it doesn't own will wreak havoc on other programs (e.g. the shell used to launch it). So the value can't be used in a loop like
for (i = 6; i < MAX_HANDLES; i++) Fclose(i);
without causing big problems.

Also, the number of handles available for use by a given program will vary with how many handles are in use by its parent and grandparents.

It's best to just treat the numbers returned by Fopen() and Fcreate() as "magic" numbers, and not to try to rely on any structure (e.g. don't assume that they're in a range like 0..N for some N). In particular, it's best not to use them as indexes into an array, unless you're careful to check for out-of-bounds handles and have a way for your code to work on these (perhaps with some loss of speed). In this case, I would recommend a _minimum_ array size of 32 (the number of private handles available under MiNT); 64 would be a more general number (it roughly approximates the maximum under most versions of TOS) and 256 would usually be enough for even odd cases like MiNT global handles and MetaDOS handles; but again, make sure your code can deal even with handles >256, since there is no guarantee that these can't occur!
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3098. Re: appl_tplay() (Was: Gem program control of mouse)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-09 01:11:51 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Aug09.011151.52401@news.th-darmstadt.de>
Source record: 43200

In article <1992Aug04.082230.9506@donau.et.tudelft.nl> reeuwijk@dutentb.et.tudelft.nl (C. van Reeuwijk) writes:
>coordinates. In reality you need 4 ints (8 bytes) because you must
>first send a 0 word (or the opcode is a long word, which is equivalent).
>
I have the problem that although the mouse cursor moves nicely on the screen, the AES apparently goofs up as you can witness in the following program. In the program, the second graf_mkstate call never gets the right X value, also the y value looks right.

I have TOS 1.4 BTW.

```
-----------------------------snip-------------------------------------
#include <stdio.h>
#include <stddef.h>
#include <aes.h>
#include <vdi.h> /* Pure-C include files */
#include <ext.h>

int aes_id, /* AES application ID */
vdi_id; /* VDI ID */

static int work_in[ 16] = { 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 2 },
work_out[ 64];

void init_stuff()
{
int dummy;

aes_id = appl_init();
vdi_id = graf_handle( &dummy, &dummy, &dummy, &dummy);
v_opnvwk( work_in, &vdi_id, work_out);
vst_color( vdi_id, 1);
}

void done_stuff()
{
v_clsvwk( vdi_id);
appl_exit();
}

typedef struct
{
long type;
int x, y;
} APPLRECORD;

static char buf[ 80];
```

```
main()
{
int i;
int x, y, nx, ny, foo;

init_stuff();

/* just to show that the graf_mkstate C-binding is working */

v_gtext( vdi_id, 0, 16, "Beweg' dat M�usken");
for( i = 200; i--;)
{
graf_mkstate( &nx, &ny, &foo, &foo);
sprintf( buf, "Check: X: %3d Y: %3d ", nx, ny);
v_gtext( vdi_id, 0, 32, buf);
}

/* now position mouse and try to get the position from AES */
for( x = 0; x < 320; x += 32)
for( y = 32; y < 160; y += 16)
{
sprintf( buf, "Positioned @: X: %3d Y: %3d ", x, y);
v_gtext( vdi_id, 0, 16, buf);
pos_mouse( x, y);
graf_mkstate( &nx, &ny, &foo, &foo);
sprintf( buf, "AES reads : X: %3d Y: %3d ", nx, ny);
v_gtext( vdi_id, 0, 32, buf);
for( i = 20000; i--;); /* just wait a bit */
}
done_stuff();
return( 0);
}

pos_mouse( x, y)
int x, y;
{
static APPLRECORD buf = { 2, 0, 0 };

buf.x = x;
buf.y = y;
appl_tplay( (void *) &buf, 1, 100);
}
------------------------------snip-------------------------------------

When I use v_dspcur on the AES vdi handle, I can position the mouse
pointer nicely, but the AES doesn't recognize it.

Any comments ?
Hope I didn't miss something terribly obvious.

Nat!

--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
```

"Bang that bit that doesn't bang"
Album of the month: "Countdown to Extinction" Megadeth

3099. Re: Second&last time: Hacking Contest

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-09 01:19:34 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Aug09.011934.47152@news.th-darmstadt.de>
Source record: 43201

```
In article <439@muller.loria.fr> eker@loria.crin.fr (Steven Eker) writes:
>In article <1992Aug06.184949.22119@infoserver.th-darmstadt.de>,
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>|> It's like communism, the idea was good, but we couldn't find the people
>|> for it (har). But that's ok.
>|>
>|> Fidel Nat!
>
>Steven Engels!
Voelker hoert die Signale (har)

>* Fastest possible 32 pixel wide non-preshifted sprites???
NO!
Real sprite code IMO must save the background else it's merely a
blockcopy with a mask.

>* Entry:
>* a0 = pointer to sprite data
>* a1 = pointer to screen (place to draw sprite)
>* d4 = # scanlines - 1
>* d7 = shift (0-15)

Yikes! you don't want to shift 15 times or in your case rotate. What would
be better are 4 different cases. One is 'shift = 0', then you can forget
about the shifts, one is 'shift = 8' (then you just use byte addressing)
the other two cases are 'shift < 8' and 'shift > 8'. In the case of the
first your code will do, in the latter case you just rotate the words in
the other direction with d7=16-d7 rotations for words and for longs you
use this:

move.l (a0)+,d1 ; get planes 0 & 1 of sprite
swap d1 ; rotate 'em 16 times
rol.l d7,d1 ; rotate back

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "Countdown to Extinction" Megadeth
```

3100. Re: Null arguments with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-09 04:18:04 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug9.041804.21425@mnemosyne.cs.du.edu>
Source record: 43202

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

I'm inclined to agree with that summation: MWC programs can't deal with
null args now, so if we do something with the ARGV= value to support null
args, then passing null args to an MWC program still won't work, and that's
no big deal really.

It would be nice if we could be careful not to cause any really outrageous
behavior in an MWC program that does receive unexpected values in ARGV= due
to the presence of null args. Perhaps putting 32 chars of iovector info
there would be safe in 99.999% of the cases (since a parent program is pretty
unlike to fire up a child program while it has 32 files open, I'd think).

I sent a message to Atari about modifying the ARGV standard, and I'm gonna
send a followup summarized what we've discovered recently here. I don't
expect a quick reply from them, they don't log on to BIX all that often
anymore, but they are aware that we're discussing the issue.

--
- Ian
(void *) where prohibited by law

3101. Re: Max. file handles ??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-09 04:27:24 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug9.042724.21706@mnemosyne.cs.du.edu>
Source record: 43203

> how many DOS handles

I think I once determined experimentally that TOS 1.0 would give you up
to 64 handles, but it was long ago, I could be remembering wrong. Anyway,
it's easy enough to write a program that just keeps opening a file until
GEMDOS reports an error.

> it's best to treat [the handles] as 16-bit magic numbers.

Yes! In fact, the GEMDOS manual says that pretty clearly the way I read it.
I once wrote a special file caching program that hooked Fopen/Fcreate/etc,
and fielded some file opens without passing them to DOS. I would return
a psuedo-handle in the range of 16,000 - 32,000 for the file, then field
all I/O requests on those handles. A surprising number of programs broke
when they got back a handle in that range (emacs comes to mind), but this
was way back in 1986/87, when (presumably) folks didn't know any better
and felt safe assuming a handle could index into an array or whatever.

--
- Ian
(void *) where prohibited by law

3102. Re: Max. file handles ??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-09 14:42:15 UTC
From: ant@mks.com
Message-ID: <1992Aug9.144215.15435@mks.com>
Source record: 43204

> > it's best to treat [the handles] as 16-bit magic numbers.
>
> Yes! In fact, the GEMDOS manual says that pretty clearly the way I read it.
>I once wrote a special file caching program that hooked Fopen/Fcreate/etc,
>and fielded some file opens without passing them to DOS. I would return
>a psuedo-handle in the range of 16,000 - 32,000 for the file, then field
>all I/O requests on those handles. A surprising number of programs broke
>when they got back a handle in that range (emacs comes to mind), but this
>was way back in 1986/87, when (presumably) folks didn't know any better
>and felt safe assuming a handle could index into an array or whatever.

I ask the question because I want to define OPEN_MAX and _POSIX_OPEN_MAX
in my limits.h file for my library.

OPEN_MAX can be indeterminate for a given implemenation, but _POSIX_OPEN_MAX
is the minimum value a implementation must be able to support which is 16.

I just want to make sure that TOS has enough.

--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Nice legs. For a human that is." - Worf (Q-pid)

3103. Re: Max. file handles ??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-09 15:54:41 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug9.115441.1@uwovax.uwo.ca>
Source record: 43205

In article <1992Aug9.144215.15435@mks.com>, ant@mks.com (Anthony Howe) writes:
> I ask the question because I want to define OPEN_MAX and _POSIX_OPEN_MAX
> in my limits.h file for my library.
>
> I just want to make sure that TOS has enough.

Hmmm. As I mentioned, all the handles are global (that is, if TOS has a limit of 64 handles, and process A uses 63 of them before launching process B, then process B can only use 1 handle). So, strictly speaking, TOS may not be able to provide enough. (Yet another way in which TOS is not POSIX compatible...). In practice, this doesn't happen very often.

I suspect that this behaviour will be changed in MultiTOS. The MiNT kernel has an array of 32 file handles for each process, so it would make sense to #define OPEN_MAX 32 in the MiNT environment (and indeed, that's what the MiNT library does). Since this is comfortably below TOS's global limit, I'd say that it's a good value to pick.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3104. Re: appl_tplay() (Was: Gem program control of mouse)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-09 16:27:30 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Aug09.162730.2938@donau.et.tudelft.nl>
Source record: 43206

In <1992Aug09.011151.52401@news.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:

>I have the problem that although the mouse cursor moves nicely on the
>screen, the AES apparently goofs up as you can witness in the following
>program. In the program, the second graf_mkstate call never gets the right
>X value, also the y value looks right.

>I have TOS 1.4 BTW.

[Code deleted]

>When I use v_dspcur on the AES vdi handle, I can position the mouse
>pointer nicely, but the AES doesn't recognize it.

>Any comments ?
>Hope I didn't miss something terribly obvious.

I haven't tried your code, but I can make a number of general comments.
In trying to substitute a digitizing tablet for a mouse I've become more
of an expert on AES and mouse positioning than I like, but there are still
a number of things that I find difficult to explain.

You must keep in mind that AES is geared to interaction with
the user's program through events, in particular through evnt_multi().
Any other interfacing functions are are quite likely to behave unexpectedly.
The graf_mkstate() function you show is an example: it is possible
that the info for graf_mkstate() is simply not updated when you use
appl_tplay(). Quite likely the authors of GEM do not even consider this a bug
since they consider the appl_tplay() instructions to be events that can
only be received through evnt_multi() and friends, and not through
graf_mkstate().

AES is riddled with such silent assumptions. In short, don't stray from
the beaten path: use evnt_multi().

Yes, I agree this is a bug or at least an error in the design, but
who ever said that AES and VDI were good designs?

=-=-=-

3105. Launching an application in a TOSWIN window

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-09 21:35:26 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug9.173526.1@uwovax.uwo.ca>
Source record: 43207

I've received some queries about how to launch a TOS program in a TOSWIN window (under MiNT, of course) from another program, e.g. a CLI. Below is a sample program that does this. It's very rough and could use refining; I'll leave that to others, since this particular issue doesn't particularly interest me (and I have lots of other things to keep me busy!)

```
/*
* runtos: a small program that will launch a TOS or TTP program
* in a TOSWIN window.
* To compile:
* gcc -O -mshort -o runtos.prg runtos.c -lgem16
* To run:
* runtos someprog.tos arg1 arg2 arg3
* OR
* Using the desktop, do an "Install Application" on runtos.prg.
* For "document type", use .TOS. Now, double clicking on a TOS
* program will automatically start it up in a TOSWIN window.
* (unfortunately, it will also cause all TOSWIN windows to be
* hidden -- you'll have to select "TOS programs" from the DESK
* menu to get them back again).
* BUGS
* See above. Also, it would be nice to have a "runttp.prg"
* that would prompt for .TTP arguments. This is left as an
* exercise for the interested reader.
*
* "runtos" was written by Eric R. Smith and is hereby placed in
* the public domain.
*/

#ifdef __GNUC__
#include <minimal.h>
#endif
#include <osbind.h>

long _stksize = 2*1024;

int
main(int argc, char **argv)
{
static char buf[1024];
char *where = buf;
int i, fd;
long r;
```

```
if (!argv[1]) {
Cconws("Usage: runtos program [arguments...]\r\n");
return 2;
}

/* construct the TOSRUN request:
* first, the current directory...
*/
*where++ = Dgetdrv() + 'A';
*where++ = ':';
Dgetpath(where, 0);
if (!*where) *where = '\\';
strcat(where, " ");

/* next, the program to run */
strcat(where, argv[1]);

/* finally, the arguments for that program */
for (i = 2; argv[i]; i++) {
strcat(where, " ");
strcat(where, argv[i]);
}

/* write the request to the TOSRUN pipe */
fd = Fopen("U:\\PIPE\\TOSRUN", 2);
if (fd < 0) {
Cconws("Cannot open TOSRUN pipe\r\n");
return 1;
}
r = strlen(buf) + 1;

if (Fwrite(fd, r, buf) != r)
return 1;

return 0;
}
```

3106. GDOS driver for DeskJet?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-10 08:42:20 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Aug10.034220.29123@hemlock.cray.com>
Source record: 43208

Hi People,

Having finally taken delivery of a DeskJet, I have found (to my amazement ;-)
that all my software works great with it! The only thing I am missing now is
a GDOS driver -- something akin to FX80.SYS. Does anyone know if such a thing
exists?

Cheers,

[M][a][r][c]

3107. hardware ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-10 11:46:34 UTC
From: bussche@ksla.nl
Message-ID: <01GNF2ZMRU8W8WZ2VQ@ksla.nl>
Source record: 43210

Hello! I'm going to add some hardware to my ST. I need more serial lines. There is an internal signal called 'dev' (or /dev) which seems to indicate that the processor is accessing adresses in the I/O region $FFxxxx. Can anybody confirm that? Since there are a lot of not used addresses there, it should be easy to use a few for ACIA's. The interrupt routine in the roms (2.06) is very straight forward, so hooking in a few extra control registers to poll looks feaseble. Any comments/replies??????

P.S. I cannot read the newsgroup directly (yet), will have to wait until things show up in the DIGEST.

Thanks, Egbert Jan van den Bussche (bussche@ksla.nl)

Sorry, no fancy signature...

3108. Re: MiNT 0.95 now available

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-10 12:36:03 UTC
From: sjg@dogmatix.ph.kcl.ac.uk
Message-ID: <1992Aug10.123603.28392@ctr.columbia.edu>
Source record: 43214
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug2.191539.1@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca
(Eric Smith) writes:

Along with the MiNT executables is provided a beta version of TOSWIN,
a really nifty (well, I think so :-)) new window manager that can work
as a .ACC. Unlike the old BGACC, this one supports arbitrary GDOS fonts
(including proportional fonts!), scrollback (like xterm), and allows
for dynamic resizing of windows.

Has anyone else had the problem of toswin corrupting the fonts used by other programs? I'm running Gemini v1.2 , and Rufus for comms. Rufus normally puts a status line at the top of the terminal in the 6x6 system font, and this seems to come out as the 6x6 font, but in about 16x16 pixels. Looks horrible and ruins the idea of the status line, as it goes off screen.

I *like* Rufus, it's a very nice 'comms-in-a-window' accessory, though I've only used it for a short time. I'd not much like to get rid of it. Toswin also seems to interfere with GEMini

Do I have to get rid of my favourite programs to use MiNT ? (say No! :-)

Simon.
--

____
(_____________________________O
/ / Janet Address:
(Simon Gornall (
\ \ sjg@uk.ac.kcl.ph.ipg
) sjg@asterix.ph.kcl.ac.uk)
/_____________________________/ >> Spice is the plural of Spouse <<
(_____________________________O

3109. Sprite code (Re: Second&last time: Hacking Contest)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-10 12:37:07 UTC
From: eker@loria.crin.fr
Message-ID: <440@muller.loria.fr>
Source record: 43209

```
In article <1992Aug09.011934.47152@news.th-darmstadt.de>,
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
|> In article <439@muller.loria.fr> eker@loria.crin.fr (Steven Eker) writes:

|> >* Fastest possible 32 pixel wide non-preshifted sprites???
|> NO!
|> Real sprite code IMO must save the background else it's merely a
|> blockcopy with a mask.

Yuk! There are several good ways to handle the background. Saving on a sprite
by sprite basis, interleaved with drawing the sprites is not one of them.

|>
|> >* Entry:
|> >* a0 = pointer to sprite data
|> >* a1 = pointer to screen (place to draw sprite)
|> >* d4 = # scanlines - 1
|> >* d7 = shift (0-15)
|>
|> Yikes! you don't want to shift 15 times or in your case rotate. What would
|> be better are 4 different cases. One is 'shift = 0', then you can forget
|> about the shifts, one is 'shift = 8' (then you just use byte addressing)
|> the other two cases are 'shift < 8' and 'shift > 8'. In the case of the
|> first your code will do, in the latter case you just rotate the words in
|> the other direction with d7=16-d7 rotations for words and for longs you
|> use this:
|>
|> move.l (a0)+,d1 ; get planes 0 & 1 of sprite
|> swap d1 ; rotate 'em 16 times
|> rol.l d7,d1 ; rotate back
|>

Yeah, you can have versions optimised for each shift amount. The only thing is
that you need specialized versions to handle the screen edges anyway and all these
specialized versions multiply up. It depends on how much code you're
prepared to have - you could unroll the whole thing into linear code or have
versions specialized for individual sprites - but then we're almost back to
preshifted sprites. I think a good compromise is to just have the 4 cases you
suggest for mid screen sprites and have a single "shift right" version for each
of the 4 (2 left, 2 right) edge cases.

I still reckon that rotating & cookie cutting beats other multibit shifting methods in the
general case.

Steven
```

3110. Re: Null arguments with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-10 13:05:23 UTC
From: HUSFELD@usmv01.usm.uni-muenchen.de
Message-ID: <1992Aug10.130523.5006@news.lrz-muenchen.de>
Source record: 43211

In <1992Aug07.212533.19804@convex.com> rosenkra@convex.com writes:
> can u check if this is ok:
>
> ARGV=CCAP????NULL:xxxxxxxx\0...
>
> in otherwards, can we preserve the "standard" handles (and break the others)?
> we may want to pad some more ??'s for files that get openned. what if we put
> NULL:... after 32 other iovector chars? or in the last n of the 32 chars?
>
Starting the ARGV value by literal "CCAP?????..." (I've taken a count now:
there are 24 ?-characters, odd number I say) is ok in the sense that it's
not making matters worse. That is to say that an MWC program that behaved
well in a non-MWC environment (where it had to rely on its default iovector
which has exactly the above format) should also run ok under the new scheme.
Of course, it is not ok in the strict MWC sense, as it is not providing the
information on redirection that it should. Redirecting stdin to a file for
example is (under old TOS versions) disastrous with this fake iovector but
again this would also happen with no explicit ARGV value given.

I don't see any problem in appending something new (like "NULL:....") to
the end of the fake iovector. The ARGV value doesn't get copied to a
reserved memory area, MWC leaves the information in the environment so
that memory overflow is not a problem.

> -bill
> --
> Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
> Convex Computer Corp. |ARPA: rosenkra@convex.com

Dirk Husfeld

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8000 Munich 80, FRG
Email: husfeld@astronomie.physik.uni-muenchen.dbp.de (X.400)
or husfeld@usm.uni-muenchen.de (Internet)

3111. Re: Null arguments with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-10 13:23:35 UTC
From: HUSFELD@usmv01.usm.uni-muenchen.de
Message-ID: <1992Aug10.132335.5192@news.lrz-muenchen.de>
Source record: 43212

In <1992Aug7.184154.26543@mks.com> ant@mks.com writes:

> hohmuth@freia.freia.inf.tu-dresden.de (Michael Hohmuth) writes:
> >In article <1992Aug6.125539.1887@mks.com> ant@mks.com (Anthony Howe) writes:
> >
> >> [...about having the arguments somewhere in the environment, and having
> >> each argument preceded by a tilde `~' char...]
> >>
> >> A similar better idea:
> >>
> >> We could do something using the existing ARGV= convention. We could
> >> still create an ARGV= that prefixed every argument with a tilde
> >> (or space if people are so found of it) __AND__ place in the command line
> >> count byte a different invalid length like 126 or 128 (remember the
> >> command line is limited to 125 and the current ARGV expects 127 for
> >> validation). The advantage of this means that newer C startups can
> >> parse both ARGV= conventions and MWC can still use the ARGV= value.
> >> The new C startup would determine which convention is in use, if at all,
> >> by the command line length byte, and if the new convention is in use
> >> strip the first character.
> >
> >The MWC startup code doesn't use the length byte for validation. Thus,
> >this convention will break existing MWC-compiled programs.
>
> Well the current ARGV convention uses the length byte for validation, which
> would mean that MWC compiled programs are already broken.
>
True, in that they violate the ARGV conventions. Currently, this is only
fatal when an MWC program sees an ARGV=... that was not intended for it.
Other than that, it would properly decode an ARGV assembled by a conforming
shell. If we have different flavours of ARGV distinguished only by the
length byte, MWC programs will have the additional difficulty of finding
superfluous spaces or tildes in the arguments.

> --
> ant@mks.com Anthony C Howe
> Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
> "Nice legs. For a human that is." - Worf (Q-pid)

Dirk Husfeld

Institute of Astronomy and Astrophysics Tel.:(FRG) 89 92 20 94 40
Scheinerstrasse 1 Fax :(FRG) 89 92 20 94 27
8000 Munich 80, FRG
Email: husfeld@astronomie.physik.uni-muenchen.dbp.de (X.400)

or husfeld@usm.uni-muenchen.de (Internet)

3112. Re: Problems with ARGV - summa

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-10 13:38:01 UTC
From: HUSFELD@usmv01.usm.uni-muenchen.de
Message-ID: <1992Aug10.133801.5398@news.lrz-muenchen.de>
Source record: 43213

In <A45257@MS.maus.de> Julian_Reschke@ms.maus.de writes:

> What you are suggesting is a NEW method, that is completely incompatible
> with both ARGV and old style programs. IF we really don't care about
> defining a new incompatible standard, there's of course an absolutely
> straightforward way:
>
> Change ARGV in only two aspects:
>
> - Replace 'ARGV' by 'ARGV2' or whatever
^^^^^
> - Add a trailing dummy char (perhaps a blank) to _every_ argument.
> [...]

Be careful, don't choose this name. All environment variable names
starting with ARGV -- irrespective of what follows -- are taken as
THE ARGV by MWC programs because these don't check for the '='
character. The rest of the environment will be interpreted
according to the old rules.

Dirk Husfeld

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8000 Munich 80, FRG
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or husfeld@usm.uni-muenchen.de (Internet)

3113. Re:PC Harddrives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-10 16:03:55 UTC
From: ricks@tcpbbs.pcn.org
Message-ID: <95saPB1w164w@tcpbbs.pcn.org>
Source record: 43216

Jochen_Leufen@kr.maus.de (Jochen Leufen) writes:

> Simon Ward wrote:
> - I have access to a number of Seagate 40Mb hard drives which have
> -recently been culled from old PCs. The question I put to you techie types is
> -this :
> -
> - Is it possible to use these drives with the ST? If so, how easy
> - is it (ie. does it require huge amounts of soldering and assorted
> - motherboard butchery) and if it can't be done, why not?
>
> What kind of harddisk are these ?
> AT-Bus , SCSI , ACSI or what ??
>
> Jochen

What is (are) the model number(s) of these drives. Without knowing this, I
can't help you.
-rick snevel
-B&G Electronics
-Cleveland, Oh

3114. Re: GDOS driver for DeskJet?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-10 17:53:51 UTC
From: ekrimen@wet.UUCP
Message-ID: <4222@wet.UUCP>
Source record: 43215

In article <1992Aug10.034220.29123@hemlock.cray.com> marc@hemlock.cray.com (Marc Bouron) writes:
>Having finally taken delivery of a DeskJet, I have found (to my amazement ;-)
>that all my software works great with it! The only thing I am missing now is
>a GDOS driver -- something akin to FX80.SYS. Does anyone know if such a thing
>exists?

Check out Atari's latest GDOS incarnation, FontGDOS. I'm not sure if it's
at atari.archive, but I hope it is. It has a DJ500 driver in it.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

3115. Bug in TOSWIN (was: Re: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-10 21:12:28 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.&PuIzwvJfmU@marsu.tynet.sub.org>
Source record: 43229
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Aug6.202731.1@uwovax.uwo.ca>, Eric Smith writes:
> In article <H.H4JdRzIKfgs@marsu.tynet.sub.org>, wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:
> > Yes, I agree, TOSWIN is really neat stuff. But there's still one nasty
> > incompatibility with NVDI (2.0.3), the same as in BGACC: If you have NVDI
> > installed, you have to set "alias precmd 'echotc vi' and sacrifice
> > your cursor, because otherwise every second or third keypress only
> > produces a black cursor box in the command line, covering the letters.
>
> I have NVDI installed on my system, and I haven't had that problem. Perhaps
> it's some other program in your system that's conflicting? You could try
> various combinations of BIOSBUF={YES,NO} and try with and
> without CON=u:\dev\fasttext in your mint.cnf.

I tried all combinations and without other stuff in the auto folder etc.
Without success. Then I tried a minimal MiNT configuration on my old ST:
TOSWIN had no problems!!
So this is definetly a TT-only bug (or feature :-), and other German TT users
reported the same behaviour. If you could get a hand on a TT and look after it,
many TT owners would thank you very much, Eric.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd Cut your .sig!

3116. Atari Dealers & SM147

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-10 23:58:54 UTC
From: cse0947@desire.wright.edu
Message-ID: <1992Aug10.185854.3349@desire.wright.edu>
Source record: 43218

Would like to know of Atari ST software dealers in Dayton and OHIO

Also, does anyone know how I can hook up a speaker to my SM147 monochrome monitor?

3117. Re: Continuing 1.44 Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-11 00:53:37 UTC
From: as423@cleveland.Freenet.Edu
Message-ID: <1992Aug11.005337.4789@usenet.ins.cwru.edu>
Source record: 43217

Taking the MegaSTE back to the dealer is great if there is
one within 100 miles! There is almost no ST support in the area
I live in, we have a huge wholesaler here but that is not open
to the public.
I find myself in the same situation as J.J. Lehett, a
worthless 1.44 Disk Drive.
To think Atari put this crap on the market makes me ill, I
guess Quality Control is non-existant or they only give a shit
about making money and figure 'Hell with the consumer, I bent
him over already'. At least I know not to but an Ajax chip, new
TOS or another Atari product. And I have and will make sure I
discourage anyone from buying Atari and go with IBM or Amiga!

Ken Wallace

3118. Re: MiNT 0.95 now available

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-11 04:12:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9775@uqcspe.cs.uq.oz.au>
Source record: 43220
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sjg@dogmatix.ph.kcl.ac.uk (Simon Gornall) writes:

>I *like* Rufus, it's a very nice 'comms-in-a-window' accessory, though
>I've only used it for a short time. I'd not much like to get rid of
>it. Toswin also seems to interfere with GEMini

>Do I have to get rid of my favourite programs to use MiNT ? (say No! :-)

Some programs become pretty meaningless once you use MiNT. Who needs Rufus,
when you can run any-old terminal program in a window/in the background?

My modus operandi is to fire up Uniterm, auto-login, quit-uniterm, then
just use a really DUMB "terminal program" (home-made con <-> aux
echoer), run rz in the background (with:

ulimit -d 160K; /mint/bin/bg -o rz.out rz; ulimit -d unlimited

), then do some more work. If you have a screen-accelerator, and better
eyes for small fonts than I do, TOSWIN would effectively give you Rufus,
by running say "TIP" (the vegetable-simple term prg) in a window.

After all this time collecting nifty programs, all I want now is some
SIMPLE programs!!

*** Aside HINT: ***
Some programs that you used to think worked okay with the "fast" bit
set may not really have worked - and they seem to show up under MiNT.
(eg. the grep I am using). So if a program doesn't work, clear the
"fast" bit, and try it again.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

3119. Re: Sprite code (Re: Second&last time: Hacking Contest)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-11 04:34:09 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9777@uqcspe.cs.uq.oz.au>
Source record: 43219

eker@loria.crin.fr (Steven Eker) writes:

>|> >* Fastest possible 32 pixel wide non-preshifted sprites???
>|> NO!
>|> Real sprite code IMO must save the background else it's merely a
>|> blockcopy with a mask.

>Yuk! There are several good ways to handle the background. Saving on a sprite
>by sprite basis, interleaved with drawing the sprites is not one of them.

Well, IMO, it IS the best method, for these reasons:

1. Encapsulated (don't need some GLOBAL background map)
2. Allows for different update frequencies of different sprites
3. Memory efficient
4. Fast

No, you say "Yuk", but give no alternatives. So I will:

1. XORing.
- This one is hopeless, it's only possible advantage
is that it is more memory efficient
2. Keeping global background
- This one is too dependent on the application to
be viable as a general scheme. For example, it
works okay for a static background, but once you
start animating the background, your CPU-load
massively increases as you keep having to update
both the display images and the backgrouind store.
3. Assumptions about background
eg. Background always blank. Hardly worth mentioning,
but definately the fastest sprite-erasing technique.

>that you need specialized versions to handle the screen edges anyway
>and all these specialized versions multiply up. It depends on how much
>code you're prepared to have

The more specialized versions the better. The way I work is to create
new versions on an as-needed basis. If I really need the speed gained
from a 1-bitplane sprite over a 4-bitplane one, I'll add that class to
the library. So far, I only support STLow, STHigh, TTMedium, and
TTHigh, preshifted 16-bit, 16-bit, and 32-bit sprites - but if I need a
STMedium sprite, I'll code it up - it's only a few dozen lines of asm,
just for the non-generic portion - everything else is inheritted from
the more general classes. Of course, if C++ isn't your game, you'd be
crazy to implement more than 4 of 5 special cases, keeping them
as generic as possible... and slowing them down... hooray for C++,

<etc. on the religious stuff>

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

3120. Reopen an ACCs window ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-11 06:13:41 UTC
From: mfg@gmd.de
Message-ID: <mfg.713513621@gmd.de>
Source record: 43221

I would like to know if there is a clean way of _automatically_ reopening the windows of an Accessory after they have been closed by starting or terminating an application. The simple solutions of either instantaneously reopening the windows or sending a AC_OPEN request as reaction to a AC_CLOSE seem to cause problems with a number of applications. Sometimes the desktop seems to be cleared _after_ the reception of the AC_CLOSE and even _after_ the processing of a following (self-made) AC_OPEN message. As a result the window disappears and the window-manager gets confused. BTW: My ACC closes and reopens the virtual workstation and recreates the windows. So there are no problems when I reopen the ACC manually from the menu-bar again.

Thanks,
Martin Gergeleit <mfg@gmdzi.gmd.de>

3121. Gemini vaproto: ASKCONFONT, does it work?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-11 06:37:29 UTC
From: mfg@gmd.de
Message-ID: <mfg.713515049@gmd.de>
Source record: 43222

I have tried to use the Venus-Accessory-Protocol to get the selected font of the Gemini console. I used ASKCONFONT and I got _no_ reply at all. When I use ASKFILEFONT everything works fine and I get the correct answer. All other features of the protocol are also working correctly. I am using Gemini 1.2.1. Is there a known problem with ASKCONFONT? I think Gemini claims to support it.

Thanks,
Martin Gergeleit <mfg@gmdzi.gmd.de>

3122. Re: Re: Problems with ARGV - a new/old idea

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-11 10:47:48 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <9130027@hpbbrd.bbn.hp.com>
Source record: 43234

(I took a bit long to respond, but the responses to my original post didn't arrive until today).

All the proposals that include '\0\0' sequences into ARGV won't work. Remember, ARGV is part of the environment and '\0\0' is the environment terminator. Pexec() just won't pass anything after that to the child process.

From what I have seen, the approach using additional spaces seems to be the simplest. I'm voting for it.

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-4308 TELNET : 778-4308
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

3123. Re: Null arguments with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-11 10:58:23 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Aug11.125823@disuns2.epfl.ch>
Source record: 43223

In article <1992Aug7.173202.23520@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
: Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
: X-Disclaimer: Nyx is a public access Unix system run by the University
: of Denver for the Denver community. The University has neither
: control over nor responsibility for the opinions of users.
:
:
: > The MWC startup code doesn't use the length byte for validation. Thus,
: > this convention will break existing MWC-compiled programs.
:
: Wow, our options shrink to nearly nothing at this point. If we can't use
: escapes because they can be mistaken for real data in some situations, and
: we can't do anything that involves a different validation to indicate an
: extension to the standard, that pretty much leaves us with the value of
: ARGV=.
:
: Can anyone tell us *exactly* what MWC does with the value now? What does
: it look like? What's it used for?
:
:
: --
: - Ian
: (void *) where prohibited by law

It is of no importance since the ARGV= would be changed only in cases
when we need a null argument: this case is already cause of crashes or at
least malfunction !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

3124. 16 colors/Line

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-11 17:58:57 UTC
From: Conan.Ford@debug.cuc.ab.ca
Message-ID: <m0mIPLS-0003pOC@debug.cuc.ab.ca>
Source record: 43251

Newsgroups: comp.sys.atari.st.tech
Subject: 16 colors/line
Expires:
References:
Sender: Conan.Ford@Debug.cuc.ab.ca
Reply-To:
Followup-To: comp.sys.atari.st.tech
Distribution: world
Organization: Debug Computer Services
Keywords: questions/colors/spectrum

Hi, I have a few questions about getting 16 colors per scan line.

I've heard that I should use TIMER B, but in both COMPUTE's Technical
Reference Guide: TOS, and ST Internals there is not much information about
programming the timer. Does anyone know of 1) Any good reference books
that I should read; 2) Any example programs available via anonymous FTP on
the network; 3) How to actually program the timer. :-)?

** Please respond via Email--we're not receiving this newsgroup properly. **

~~~~~~
Email: Conan.Ford@Debug.cuc.ab.ca	Never LICK a gift				
Fidonet/Metronet: Conan Ford at 1:134/9,	horse in the mouth				
1:134/21,201:5500/9	-=-=-=-=-=-=-=-=-=-	_/	_
~~~~~~

3125. Re: Sprite code (Re: Second&last time: Hacking Contest)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-11 18:05:28 UTC
From: eker@loria.crin.fr
Message-ID: <441@muller.loria.fr>
Source record: 43228

In article <9777@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> eker@loria.crin.fr (Steven Eker) writes:
|>
|> >|> >* Fastest possible 32 pixel wide non-preshifted sprites???
|> >|> NO!
|> >|> Real sprite code IMO must save the background else it's merely a
|> >|> blockcopy with a mask.
|>
|> >Yuk! There are several good ways to handle the background. Saving on a sprite
|> >by sprite basis, interleaved with drawing the sprites is not one of them.
|>
|> Well, IMO, it IS the best method, for these reasons:
|>
|> 1. Encapsulated (don't need some GLOBAL background map)
|> 2. Allows for different update frequencies of different sprites
|> 3. Memory efficient
|> 4. Fast

The real problem with this method is when sprites overlap - then doing the right
thing gets complicated & slow. If you aren't replacing the background thru
the (possibly) shifted mask (which is slower) the sprites don't even have to
overlap - just the 32x32 (or whatever) rectangles.

|>
|> No, you say "Yuk", but give no alternatives. So I will:
|>
|> 1. XORing.
|> - This one is hopeless, it's only possible advantage
|> is that it is more memory efficient

Agreed.

|> 2. Keeping global background
|> - This one is too dependent on the application to
|> be viable as a general scheme. For example, it
|> works okay for a static background, but once you
|> start animating the background, your CPU-load
|> massively increases as you keep having to update
|> both the display images and the backgrouind store.

I believe STOS does this. If you have lots of sprites and comparatively little
background movement then this can win.

|> 3. Assumptions about background
|> eg. Background always blank. Hardly worth mentioning,
|> but definately the fastest sprite-erasing technique.

How about:
4. Wipe all sprites, Save under new positions, draw all sprites etc.
Okay you need to double (better still triple) buffer to avoid
flicker but its fast & you can decide on sprite priorities
& handle overlapping sprites correctly.

5. Redraw background, draw sprites, redraw background,... etc
Really only viable if the whole background needs to be redraw each
frame (say you're software scrolling the background or have a
3D vector background).

IMHO the best way the handle background is dependant on the number of sprites
& the nature of the background. For this reason I prefer the keep the "save under"
code separate from the "draw sprite" code so one can choose whether & when
to use it. The "several good ways" I had in mind were 4, 2 & 5 in order of
preference.

|> The more specialized versions the better. The way I work is to create
|> new versions on an as-needed basis. If I really need the speed gained
|> from a 1-bitplane sprite over a 4-bitplane one, I'll add that class to
|> the library. So far, I only support STLow, STHigh, TTMedium, and
|> TTHigh, preshifted 16-bit, 16-bit, and 32-bit sprites - but if I need a
|> STMedium sprite, I'll code it up - it's only a few dozen lines of asm,
|> just for the non-generic portion - everything else is inheritted from
|> the more general classes. Of course, if C++ isn't your game, you'd be
|> crazy to implement more than 4 of 5 special cases, keeping them
|> as generic as possible... and slowing them down... hooray for C++,
|> <etc. on the religious stuff>

Do you have seperate code for each "partly off the edge of screen" case (actually
you only have to worry about the left & right edges)? That must multiply up
to quite a bit of asm.

Steven

3126. Re: Reopen an ACCs window

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-11 18:54:21 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug11.185421.21976@mnemosyne.cs.du.edu>
Source record: 43224

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

> a desk accessory that can automatically reopen its windows

This is a hard one. I did it once, and it worked in all situations *except*
when HotWire was installed. As usual, the codehead software was doing so
many dirty things to the system that I just couldn't find a way to peacfully
coexist with it.

Here's some things (from memory of a project 4 years ago) that might be
helpful...

When the ACC starts, get the process ID value for the desktop buy examining
the TOS _run variable. Later, when you get an AC_CLOSE and want to do a
reopen, you can get the current process id value again, and compare it to
the desktop's id you got at startup, to see if this AC_CLOSE is being done
as a return-to-desktop operation.

It's possible to get multiple AC_CLOSE messages in your event queue at
once. Since AES doesn't have a PeekMessage() function to look ahead in the
queue, you have to roll-your-own with a loop that gets each message, looks
at it, then requeues it with an appl_write().

When you do find an AC_CLOSE that's a return-to-desktop, don't directly
reopen your window. Instead, delay about 500ms then send yourself an
AC_OPEN. This'll give the desktop a chance to get itself settled and get
its windows open before you try to open yours again. When the AC_OPEN
comes back in to you, note what the top window is, then open your window,
then do a wind_top() passing the handle of the previously-open window
(unless you really want the acc's window to be topped on every return to
the desktop).

I suspect it'll be nearly impossible to write a version of this that'll
work in all situations -- all versions of TOS, coexisting with codehead
and other dirty TSR software, and so on. Coexisting with non-AES desktops
is a whole 'nother ugly issue that I didn't even attempt.

Good luck!

--
- Ian
(void *) where prohibited by law

3127. Re: Sprite code (Re: Second&last time: Hacking Contest)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-11 19:47:14 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Aug11.194714.42114@news.th-darmstadt.de>
Source record: 43225

In article <440@muller.loria.fr> eker@loria.crin.fr (Steven Eker) writes:
>In article <1992Aug09.011934.47152@news.th-darmstadt.de>,
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:

>Yuk! There are several good ways to handle the background. Saving on a sprite
>by sprite basis, interleaved with drawing the sprites is not one of them.
Well, this interests me.. Apart from redrawing the whole background I can't
figure anything else out. (Anyway if you say sprite code, people will think
that you save the background, 'coz that's what sprites usually do #1#)

>|> first your code will do, in the latter case you just rotate the words in
>|> the other direction with d7=16-d7 rotations for words and for longs you
>|> use this:
>|>
>|> move.l (a0)+,d1 ; get planes 0 & 1 of sprite
>|> swap d1 ; rotate 'em 16 times
>|> rol.l d7,d1 ; rotate back
>|>
>
>Yeah, you can have versions optimised for each shift amount. The only thing is
^^^^^^^^^^^^^^^^
Since tables are pretty much out of the question (you only have 24 address
space in a ST, you'd need 32) I don't see what you want to optimize "for
each shift amount" that's not either 0 or 8. Maybe I am just clueless though.

>I still reckon that rotating & cookie cutting beats other multibit shifting methods in the
general case.
It's a nice method for sure. I (since I have memory to blow) always pre-shift
'em.

Nat!
#1# no, no, no I ain't saying "per definitionem" here! (har)
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "Countdown to Extinction" Megadeth

3128. Re: Atari Dealers & SM147

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-11 20:55:51 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1992Aug11.205551.9878@pbhya.PacBell.COM>
Source record: 43226

In article <1992Aug10.185854.3349@desire.wright.edu> cse0947@desire.wright.edu writes:
>Also, does anyone know how I can hook up a speaker to my SM147 monochrome
>monitor?

I use cheap sony expansion speakers developed for a walkman. They plug into the
stereo RCA jacks of my STE. Volume is controlled via the desk accesory. I
went with an amplified model and it sounds WONDERFUL!!!

The monitor cable also has a audio line in it, but it requires some cable
cutting. The pinout is included in the manual that comes with the computer.

Daniel B. Suthers, CCP.
Technology Consultant, PCS & IN Development Lab, Pac*Bell
Voice: (510) 671-1325 UUCP: pacbell!pbeos!dbsuthe
==========
= Youth is a difficult time... it gets tougher the longer you draw it out. =
==========

3129. TeX

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-11 21:55:03 UTC
From: pwp@moose.cs.indiana.edu
Message-ID: <1992Aug11.215510.8450@news.cs.indiana.edu>
Source record: 43227

I am having two troubles trying to get TeX running.

On an Mega ST (4 Meg of memory, TOS 1.2) all is fine until I run
tex.ttp plain -i
(This program is from atari.archive.umich.edu, atari/tex/tex31/texbin.zoo).
I get the following two lines:
! I can't read tex.pool.
cmd exit code 1

I am running from gulam in directory e:\tex. In that directory I also have
tex.ttp, tex.poo, and plain.tex (as well as a number of other files).
When I do setenv in gulam, I get

TEXPOOL=.=

(along with a lot of other stuff), which is as expected.

On my 520ST (1 Meg of memory, TOS 1.4) I appear to just plain run out of
memory, even when I run from the desktop. (From the desktop tex starts up
just fine if I leave off the -i option.) The file readme_e.tex suggests
that I should not quite be out of memory. I am running a Supra hard disk
with and no desk accessories. The autofolder has poolfix3, the hard disk
booter and nothing else. The second problem is not so serious as the first
one. Once I get my format files (from either machine) I no longer need to run
with the -i option. Still, if I don't have my memory as small as possible, it
would be nice to know what else I can do.

3130. Re: Continuing 1.44 Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-11 22:44:17 UTC
From: ekrimen@wet.UUCP
Message-ID: <4228@wet.UUCP>
Source record: 43232

In article <1992Aug11.005337.4789@usenet.ins.cwru.edu> as423@cleveland.Freenet.Edu (Kenneth A. Wallace) writes:
>
> Taking the MegaSTE back to the dealer is great if there is
>one within 100 miles! There is almost no ST support in the area
>I live in, we have a huge wholesaler here but that is not open
>to the public.

Well then from whom did you purchase the Mega STE?

> I find myself in the same situation as J.J. Lehett, a
>worthless 1.44 Disk Drive.

Exactly which situation is that? Do you have an old Mega STE? Below you say you know not to buy an Ajax chip (or am I missing or forgetting something)? You need an Ajax chip for the 1.44meg drive to work.

> To think Atari put this crap on the market makes me ill, I
>guess Quality Control is non-existant or they only give a shit
>about making money and figure 'Hell with the consumer, I bent
>him over already'. At least I know not to but an Ajax chip, new
>TOS or another Atari product. And I have and will make sure I
>discourage anyone from buying Atari and go with IBM or Amiga!

Hey, you forgot the Mac!

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

3131. Re: MiNT 0.95 now available

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-11 23:14:02 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92Aug11181402@leidecker.gsfc.nasa.gov>
Source record: 43230
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug8.122634.1@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:

The correct termcap entry for tw52 is the one put into the TERMCAP=
environment variable by TOSWIN.

Thanks, I got this one figured out. Part of my confusion came from the
fact that I tried to get TOSWIN working before my system configuration
was set up properly, and I ended up corrupting my copy of the binary.
After reinstalling TOSWIN and setting up my shells correctly, it works fine.

Has anyone considered a menu compiler for TOSWIN's .mnu files? I have
started work on one, but I'm not sure what the user interface should
be. I could use GEM or a CLI front end, and if I chose GEM the
program should probably be a DA. It would be easier to get the data
from the command line than from a file, because the VDI keycodes are
generated by the user's keystokes and returned by the BIOS. If I get
the program to read in files, I will need a translation table.

All suggestions are welcome.

--
Doug
dstailey@leidecker.gsfc.nasa.gov

In the space ship, the silver space ship, the lion waves goodbye.

3132. Hisoft BASIC 2 - Users views.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-11 23:27:36 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1992Aug11.232736.8606@monu6.cc.monash.edu.au>
Source record: 43231
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am about to invest some money in a compiled basic. The only criteria is
that it must be closely compatible to Quick Basic for the PC. Hisoft BASIC 2
is advertised to be compatible to Quick Basic. Is anyone using this BASIC
and if so, could you provide some useful comments, either good bad or ugly.
Any comments would be most appreciated, as I would like to know more about
it before I send my money to Hisoft.

Thanks in advance.

---
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * ignorance' *
* 900 Dandenong Rd, Caulfield East **
* VIC, 3145. Australia. *
* Tel (61) (3) 573 2355/2519. Fax (61) (3) 573 2350 *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *

3133. Can a TSR Malloc()?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-12 05:06:33 UTC
From: sourada@iastate.edu
Message-ID: <sourada.713595993@vincent1.iastate.edu>
Source record: 43233

Is it possible (and good practice) for a TSR program to Malloc()
(the GEMDOS way) after Ptermres()? I'd suppose it's either not possible
or not something you should do, but I've thought that about other things
also :-)...

BTW, the way the TSR would get control (the way I'm thinking of) is:
another program (or accessory) would jump through an address found in
a cookie.

Of course, this would leave GEMDOS thinking that the invoking program
was the Malloc()er, but it's probably possible to inform GEMDOS of who
the real caller is. Whether that's a good idea...

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

3134. 1.44Mb floppy problem on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-12 07:33:04 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1992Aug12.083304.130997@mswe.dnet.ms.philips.nl>
Source record: 43246

Keyword: Help needed with 1.44 Mb floppy in TT

The problem is that the TT is not able to write a 1.44Mb floppy but it
can read one. I have already replaced the WD1772 chip with a AJAX one,
which didn't solve the problem.

Anyone?

3135. RE: CONTINUING 1.44 DRIVE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-12 08:00:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <954.80.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 43256

Oh, give it a rest... You sound like an IBM user already. Just because your drive does not work is no reason to blow up on the net. Why don't you just call Atari Canada and explain the situation to them... they will more than likely help you.

3136. NROFF? where to get one?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-12 10:08:00 UTC
From: S_DINGLER@iravcl.ira.uka.de
Message-ID: <16anu0INN6gf@iraul1.ira.uka.de>
Source record: 43236

Hi!

Where can I find an NROFF compiler (I have access to FTP) ??

f.

--[.sig]----------------+-----------------------------------
Florian Dingler | S_DINGLER@irav1.ira.uka.de
Tel.:(+49) 721-861216 +-----------------------------------
Fed. Rep. of Germany | living to make history ...

3137. Re: Problems with ARGV - summary of ideas posted so far

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-12 11:13:03 UTC
From: pjc@cc.ic.ac.uk
Message-ID: <1992Aug12.121303.26302@cc.ic.ac.uk>
Source record: 43237

I am just starting to program my ST, and don't understand the problem that
is being refered to here. I know that the 2nd parameter passed to the
C function main is an array of pointers to strings, and a null argument
would be encoded as a pointer to a \0 character, but what is ARGV?

3138. Re: Bug in TOSWIN (was: Re: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-12 13:06:47 UTC
From: sjg@dogmatix.ph.kcl.ac.uk
Message-ID: <1992Aug12.130647.6877@ctr.columbia.edu>
Source record: 43235
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Bug in TOSWIN...

I've noticed that the pop-down menus always pop down even if the window they're associated with is not the "top" window. Shouldn't they be deactivated if the window that they refer to is not the current window ? Or is this a design feature, because of the multi-tasking nature of TOSWIN ?

Simon
--

____
(_____________________________O
/ / Janet Address:
(Simon Gornall (
\ \ sjg@uk.ac.kcl.ph.ipg
) sjg@asterix.ph.kcl.ac.uk)
/_____________________________/ >> Spice is the plural of Spouse <<
(_____________________________O

3139. Re: Bug in TOSWIN?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-12 13:39:23 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug12.093923.1@uwovax.uwo.ca>
Source record: 43238
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.&PuIzwvJfmU@marsu.tynet.sub.org>, wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:
> I tried all combinations and without other stuff in the auto folder etc.
> Without success. Then I tried a minimal MiNT configuration on my old ST:
> TOSWIN had no problems!!
> So this is definetly a TT-only bug (or feature :-), and other German TT users
> reported the same behaviour.

In fact, I'm using NVDI 2.03 on my (North American) TT with TOSWIN, and
haven't had any problems.

I've also tried a variety of different GDOS's with TOSWIN, and they've all
worked fine.

Perhaps there is a bug in the German version of NVDI? (The one I have is all
in English.)
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3140. Re: Bug in TOSWIN (was: Re: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-12 13:46:53 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug12.094653.1@uwovax.uwo.ca>
Source record: 43239
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug12.130647.6877@ctr.columbia.edu>, sjg@dogmatix.ph.kcl.ac.uk (Simon Gornall) writes:
> I've noticed that the pop-down menus always pop down even if the window
> they're associated with is not the "top" window. Shouldn't they be
> deactivated if the window that they refer to is not the current window ?

Personally, I think that this is a bug in GEM (it shouldn't be sending mouse events to a program that doesn't have control of the mouse). At any rate, I will change TOSWIN's behaviour -- this bug has been reported by many people.

--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3141. Re: Can a TSR Malloc()?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-12 13:52:16 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug12.095216.1@uwovax.uwo.ca>
Source record: 43240

In article <sourada.713595993@vincent1.iastate.edu>, sourada@iastate.edu (Steven D Ourada) writes:
> Is it possible (and good practice) for a TSR program to Malloc()
> (the GEMDOS way) after Ptermres()?

No, and no.

Or, more accurately, it's possible, but not likely to produce the desired effect. As you point out, GEMDOS will think that it's the invoking program that did the Malloc, and will free the memory when the invoker exits.

There is no reliable way to make GEMDOS change the memory ownership of Malloc'd memory. The tricks people use to do this *will* break in future versions of TOS (in particular, MultiTOS) and neither will they work under MiNT.

--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3142. Re: Null arguments with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-12 16:30:35 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992Aug12.163035.9518@its.bt.co.uk>
Source record: 43243

I have been following this thread with more than a little bemusement at the intricasies of passing args through TOS. Probably the way to have avoided all of this would have stored the *argv[] array in the parent and passed a pointer to the child, yes in the environment if you have to!

However, we do not have a clean slate so compatibility must be paramount. First we must consider that old applications being passed a null arg will fail anyway. That means we only need consider new applications as long as we leave ARGV untouched.

So now we must mandate a new variable (say ARGN --- call it what you want) which will hold pointers to the null args.

> app arg1 "" arg3 "" arg5

wil produce
ARGN=2,4
ARGV=\bin\app\0arg1\0arg3\0arg5\0\0

All we are left with is the "validity of ARGN" problem. Well, since GEM only copies the environment up to the first \0\0, then ARGV **must** be the last entry in the environment for this mechanism to work. Similary for the exec mechanism to work, ARGN will be the penultimate entry and for it to be valid
(getenv(ARGV) == (getenv(ARGN)+strlen(getenv(ARGN))+6))
Now this is not perfect as a non conforming application that execs could pass on ARGN and ARGV in that configuration and so lead to chaos. Conforming applications could remove the ARGN value after use on startup which would limit the damage but its only really a partial cure.

Umm, coming back to the conclusion that all existing applications could potentially break, then there is little mileage in trying to bend the existing method to cope so why not consider a new method that will run alongside the existing argv? If the *argv[] array was stored in the child and pointed to the strings (or WHY) in the exec call, the address of argv could be passed as a hex represented string in the environment along with the current ARGV. The cost penalty is low at 4n + 4 bytes + new env variable. This should be alright as long as a child does not outlive its parent (MiNT etc?).

Hope I've provided some food for thought.

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120

(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

3143. Re: Can a TSR Malloc()?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-12 18:19:35 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug12.181935.11706@mnemosyne.cs.du.edu>
Source record: 43241

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

> can a TSR Malloc()
> [basically no, because the wrong process would own the memory]

I've always thought it should be possible to temporarily change TOS's _run
variable temporarily so that it points to the TSR's basepage during the
Malloc() then gets set back to the proper value. But, I've never tried it,
it just seemed like a possibility to investigate (despite the fact that
Atari warns you to "look but don't touch" on that variable).

> any current tricks will break under MultiTOS and MiNT

Well then Shame On You for not fixing this problem, Eric. Don't you know
we've all been counting on you to undo absolutely every bad design decision
Atari initially made? :-)

Seriously, though...it would be nice to have an alternate form of Malloc()
usable by TSRs and desk accessories...something where you could pass a
pointer to the basepage of the process that should own the memory.

--
- Ian
(void *) where prohibited by law

3144. Re: Sprite code (Re: Second&last time: Hacking Contest)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-12 18:31:44 UTC
From: eker@loria.crin.fr
Message-ID: <442@muller.loria.fr>
Source record: 43242

In article <1992Aug11.194714.42114@news.th-darmstadt.de>,
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:

[stuff deleted]

|> >Yeah, you can have versions optimised for each shift amount. The only thing is
|> ^^^^^^^^^^^^^^^^
|> Since tables are pretty much out of the question (you only have 24 address
|> space in a ST, you'd need 32) I don't see what you want to optimize "for
|> each shift amount" that's not either 0 or 8. Maybe I am just clueless though.
|>
Oops, I meant seperate routines rather than separate versions of the routine
that I posted. For example when shift=15 it may be faster to use another method
based on addition (but maybe not - I can't be bothered to work it out right now).

|> >I still reckon that rotating & cookie cutting beats other multibit shifting methods in
the general case.
|> It's a nice method for sure. I (since I have memory to blow) always pre-shift
|> 'em.
You can also adapt this method for horizontal scrolling by arbitrary number of pixels. Of
course if shift % 16 = 1,8 or 0 specialized methods will be faster.

Steven

3145. Re: Continuing 1.44 Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-12 18:32:39 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92225.143240JJL101@psuvm.psu.edu>
Source record: 43244

In article <4228@wet.UUCP>, ekrimen@wet.UUCP (Ed Krimen) says:
>
>In article <1992Aug11.005337.4789@usenet.ins.cwru.edu>
>as423@cleveland.Freenet.Edu (Kenneth A. Wallace) writes:
>>
>
>> I find myself in the same situation as J.J. Lehett, a
>>worthless 1.44 Disk Drive.
>
>Exactly which situation is that? Do you have an old Mega STE? Below
>you say you know not to buy an Ajax chip (or am I missing or forgetting
>something)? You need an Ajax chip for the 1.44meg drive to work.
>

I would assume that the situation he is referring to (J.J.'s = me)
is that I have a TOS 2.05 MSTe that came with a 1.44 drive. It didn't
work, and I posted about this a time or two. I upgraded to TOS 2.06, and
even replaced the Ajax chip thinking it could be defective, so... with these
improvements I 'in essance' should have a reliable 1.44 drive. This is not
the case. I have pulled the power supply screw, I have unhooked the Hard Drive
from the power supply to avoid any interference from the power lines, and
I continue to always get a error upon formatting at track 45 when in HD mode.
Yes, I have tried numerous high quality HD disks.
I have been able to on occasion format a disk on an IBM and bring it
home and read all 1.44 megs succesfully... but never get a successful format
from the desktop.
I have been told that its really sound like an interference problem,
but with the error occuring at track 45 on formatting no matter what disk
I am using, this doesn't sound like it could be random interfernce, not to
mention that I have as I said pulled the power to the Hard Drive to reduce
the interfernce and still the same repeatable error. Diamond Format reports
the error as a cannot seek track error (I think that was it). Once it hits
track 45, you can hear the head going back and forth attempting to 'seek' the
track to no avail, and then it errors out.
Always on the lookout for more things to try, I have tried just about
everything that has been suggested so far, and I do not have another MSTe
available to try to swap mechs unfortunately.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
GEnie: JLEHETT2 Delphi: JLEHETT@delphi.com

3146. Re: Can a TSR Malloc()?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-13 00:16:05 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug12.201605.1@uwovax.uwo.ca>
Source record: 43245

In article <1992Aug12.181935.11706@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> I've always thought it should be possible to temporarily change TOS's _run
> variable temporarily so that it points to the TSR's basepage during the
> Malloc() then gets set back to the proper value.

Aack! No, don't do this (it's precisely this "trick" that I warned you would break!). I think this is exactly why Atari warned people not to change _run. (If you're interested: MiNT doesn't use _run at all for memory management, because MiNT doesn't care about basepages, only about process id's -- this allows for funky things like fork() and vfork().)

> Seriously, though...it would be nice to have an alternate form of Malloc()
> usable by TSRs and desk accessories...something where you could pass a
> pointer to the basepage of the process that should own the memory.

There's a much better solution -- don't TSR! If your program is running under MultiTOS or MiNT, it doesn't have to terminate in order to stay resident; it can just run in the background. It can then do Malloc or file calls with no problems. If it wants to install some code in a vector that other processes can use, that code should use one of the (many) inter-process communication methods to send the Malloc request over to the "main" application which is hanging around in the background.

The Ptermres() call was a rather ugly hack that Microsoft invented to make up for the lack of multitasking in MS-DOS. I think it's outlived its usefulness.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3147. VT102 tip for MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-13 05:05:11 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Aug13.050511.19143@csi.uottawa.ca>
Source record: 43247

I'm playing with Howard Chu's tip program (is that short for "terminal interface program?" It would make sense...), and have a quick question.

It uses the "standard" Atari implementation of vt52-like features. Is there something out there that will do vt102? I'd really like to be able to use Emacs remotely, and for things to have "inverse" mode, and all the other "good" stuff that vt1xx modes give you (partial screen scrolls, I believe?)

I can live with Uniterm... I've been enjoying it for a LONG time... Any new version of tip won't likely have Kermit, which would be a big minus as compared to Uniterm.

But it would sure be nice to have an in-the-window terminal under MiNT that does a little better than vt52...

Now, for a totally unrelated question: Has anybody seen a standalone Kermit for the ST? Other than the desk accessory, which does NOT work very well? If there was source code for the UNIX version kicking around, we might be able to have C-Kermit running, which would be pretty neat!

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

3148. Re: Null arguments with ARGV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-13 05:35:21 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug13.053521.8438@mnemosyne.cs.du.edu>
Source record: 43248

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

> store *argv[] in the parent, pass a pointer to it

It's been done; it's called xArg. And quite a nice little standard it
is too, very clean compared to ARGV.

The problem is, Atari declared it to be anathema to multitasking OSes
they had planned (but not announced) at the time: they didn't want child
programs poking about in the parent's memory region, and quite rightly so
under a multitasking OS that makes any attempt at isolating applications
from each other for fault tolerance.

--
- Ian
(void *) where prohibited by law

3149. Re: Continuing 1.44 Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-13 08:42:21 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Aug13.084221.2376@donau.et.tudelft.nl>
Source record: 43249

In <92225.143240JJL101@psuvm.psu.edu> J.J. Lehett <JJL101@psuvm.psu.edu> writes:

[Describes problems with a 1.44M drive on a MEGA STe]

Atari Benelux has posted a note on their own BBS describing a small
modification (the addition of one or two wires, I think) to earlier Mega STes
that should cure these problems. I don't have the details, you'll have to ask
Atari yourself.

=-=-=-

3150. Falcon _ Atari ST User

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-13 12:06:47 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992Aug13.120647.17883@its.bt.co.uk>
Source record: 43250
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi All,
I've just got my September issue of Atari ST User (UK Mag) and in it
there is a 1 page preview of the Falcon including pictures! I cannot
comment on the authenicity but it will be interesting to compare notes
with US & D.

OK, here are the details from the mag:

first models expected in UK September
to be shown at London trade show - September 6.
68030 @ 16 MHz
DSP56001
8 channel 16 bit digital DMA, sampling up to 50KHz
4 channel stereo with recording and playback
262,144 colour palette
Max res 640x480 16 bit mode (65,536 colours on screen)
SVGA modes up to 256 colours on screen
Overscan mode (no black border)
15bit overlay mode for video titling etc.
MultiTOS
1.44 MB Floppy
IDE port for internal 2.5in 44MB hard drive
RAM: 1,4 or 14 MB
Optional 68882
Expansion slot for 386PC emulators or JPEG and MPEG data compressors
Ports
SCSI II with DMA
stereo microphone
audio out
monitor
midi
hi speed LAN (no they don't say what)
Joystick & analog joystick
printer port ``more industry standard''
working name was Sparrow
50 machines worldwide many at top software houses in UK (I presume
others are in D :-))
Atari Germany ``at least one model above and below Falcon030 including
68040''

rumours
price == 499 UK pounds
new case design next April

Sounds good if its accurate but some of the statements get me a little worried.

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

3151. Re: Continuing 1.44 Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-13 12:06:54 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Aug13.120654.3514@peponi.wcc.govt.nz>
Source record: 43285

In article <92225.143240JJL101@psuvm.psu.edu>, J.J. Lehett <JJL101@psuvm.psu.edu> writes:
>In article <4228@wet.UUCP>, ekrimen@wet.UUCP (Ed Krimen) says:
>>
>>In article <1992Aug11.005337.4789@usenet.ins.cwru.edu>
>>as423@cleveland.Freenet.Edu (Kenneth A. Wallace) writes:
>>>
>>
>>> I find myself in the same situation as J.J. Lehett, a
>>>worthless 1.44 Disk Drive.
>>
>>Exactly which situation is that? Do you have an old Mega STE? Below
>>you say you know not to buy an Ajax chip (or am I missing or forgetting
>>something)? You need an Ajax chip for the 1.44meg drive to work.
>>
>
> I would assume that the situation he is referring to (J.J.'s = me)
>is that I have a TOS 2.05 MSTe that came with a 1.44 drive. It didn't
>work, and I posted about this a time or two. I upgraded to TOS 2.06, and
>even replaced the Ajax chip thinking it could be defective, so... with these
>improvements I 'in essance' should have a reliable 1.44 drive. This is not
>the case. I have pulled the power supply screw, I have unhooked the Hard Drive
>from the power supply to avoid any interference from the power lines, and
>I continue to always get a error upon formatting at track 45 when in HD mode.
>Yes, I have tried numerous high quality HD disks.
> I have been able to on occasion format a disk on an IBM and bring it
>home and read all 1.44 megs succesfully... but never get a successful format
>from the desktop.
> I have been told that its really sound like an interference problem,
>but with the error occuring at track 45 on formatting no matter what disk
>I am using, this doesn't sound like it could be random interfernce, not to
>mention that I have as I said pulled the power to the Hard Drive to reduce
>the interfernce and still the same repeatable error. Diamond Format reports
>the error as a cannot seek track error (I think that was it). Once it hits
>track 45, you can hear the head going back and forth attempting to 'seek' the
>track to no avail, and then it errors out.
> Always on the lookout for more things to try, I have tried just about
>everything that has been suggested so far, and I do not have another MSTe
>available to try to swap mechs unfortunately.
>------------------
>J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....
>
> - jjl101@psuvm.psu.edu Penn State CAC
> - aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
> GEnie: JLEHETT2 Delphi: JLEHETT@delphi.com

From what I have read, you also have to replace the GALL chip, and add a wire on the older Mega STE's, is this the case..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

3152. Re: Atari Dealers & SM147

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-13 16:07:46 UTC
From: cse0947@desire.wright.edu
Message-ID: <1992Aug13.110746.3416@desire.wright.edu>
Source record: 43254

In article <1992Aug11.205551.9878@pbhya.PacBell.COM>, dbsuthe@pbhya.PacBell.COM (Daniel B. Suthers) writes:
> In article <1992Aug10.185854.3349@desire.wright.edu> cse0947@desire.wright.edu writes:
>>Also, does anyone know how I can hook up a speaker to my SM147 monochrome
>>monitor?
>
> I use cheap sony expansion speakers developed for a walkman. They plug into the
> stereo RCA jacks of my STE. Volume is controlled via the desk accesory. I
> went with an amplified model and it sounds WONDERFUL!!!

Forgot to mention that I have a Mega ST. Guess the cable cutting method is the way to go.

3153. Re: Continuing 1.44 Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-13 16:31:05 UTC
From: ricks@tcpbbs.pcn.org
Message-ID: <ieegPB2w164w@tcpbbs.pcn.org>
Source record: 43261

as423@cleveland.Freenet.Edu (Kenneth A. Wallace) writes:

>
> Taking the MegaSTE back to the dealer is great if there is
> one within 100 miles! There is almost no ST support in the area
> I live in, we have a huge wholesaler here but that is not open
> to the public.
> I find myself in the same situation as J.J. Lehett, a
> worthless 1.44 Disk Drive.
> To think Atari put this crap on the market makes me ill, I
> guess Quality Control is non-existant or they only give a shit
> about making money and figure 'Hell with the consumer, I bent
> him over already'. At least I know not to but an Ajax chip, new
> TOS or another Atari product. And I have and will make sure I
> discourage anyone from buying Atari and go with IBM or Amiga!
>
> Ken Wallace

Ken, B&G Electronics is in Lakewood (west side of Cleveland) and is only
about 10-15 miles away. Give us a call at (216)521-2855.
We are a full line Atari Dealer. We also sell IBM clones.

3154. Re: Atari Dealers & SM147

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-13 16:32:33 UTC
From: ricks@tcpbbs.pcn.org
Message-ID: <ygegPB3w164w@tcpbbs.pcn.org>
Source record: 43262

cse0947@desire.wright.edu writes:

> Would like to know of Atari ST software dealers in Dayton and OHIO
>
> Also, does anyone know how I can hook up a speaker to my SM147 monochrome
> monitor?
>
>

I know that you can take the audio out, out of the monitor jack and go to a
stereo. Other than that, we don't know.

Rick Snevel
B&G Electronics
Cleveland, OH

3155. MiNTSHEL bombs on ESC-T (was: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-13 18:40:17 UTC
From: omerzu@quando.quantum.de
Message-ID: <1992Aug13.184017.29786@quando.quantum.de>
Source record: 43252
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug8.122634.1@uwovax.uwo.ca>
7103_2622@uwovax.uwo.ca (Eric Smith) writes:

>The correct termcap entry for tw52 is the one put into the TERMCAP=
>environment variable by TOSWIN. You can also retrieve it by sending
>ESC T to TOSWIN from one of the windows.

If I open a TOSWIN window with MINTSHEL running inside, 'echo ESC-T' bombs out
the shell; I finally tried it on a minimal system; nevertheless the
problem didn't disappear:

This is a MEGA-ST1 with (German) TOS1.4.
I prepared a disk with only the following files on it:

AUTO\MINT.PRG
TOSWIN.ACC
TOSWIN.RSC
MINTSHEL.TTP

After system startup, open TOSWIN, create a std window with MINTSHEL in
it (no args) and enter 'echo ESC-T'.
In response, I get something like
pid 3 (MINTSHEL): BUS ERROR: PC=456205c (basepage=759d0)
The TERMCAP string gets printed, then MINTSHEL exits.

--
--
Thomas Omerzu. Internet: omerzu@quantum.de
Quantum Software GmbH Bitnet: omerzu%quando@UNIDO.bitnet
Dortmund,Germany UUCP: ...!unido!quando!omerzu

3156. To Paul Ortega

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-13 19:33:24 UTC
From: dunham@devnull.mpd.tandem.com
Message-ID: <2228@devnull.mpd.tandem.com>
Source record: 43255
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Paul,

Please respond. I need to contact you and have lost your e-mail address.

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

3157. Re: 1.44Mb floppy problem on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-13 19:59:00 UTC
From: alewis@vx9000.weber.edu
Message-ID: <13AUG199212590284@vx9000.weber.edu>
Source record: 43253

In article <1992Aug12.083304.130997@mswe.dnet.ms.philips.nl>,
mboom@mswe.dnet.ms.philips.nl writes...
>Keyword: Help needed with 1.44 Mb floppy in TT
>
>The problem is that the TT is not able to write a 1.44Mb floppy but it
>can read one. I have already replaced the WD1772 chip with a AJAX one,
>which didn't solve the problem.
>
>Anyone?

I've noticed with my TT that if I remove the HD and place it as far away as the cables will allow still connected, (HD = Hard Disk) my floppy gets a lot less errors, especially during writes. I've tried shielding the floppy cable from the HD and it helped but didn't cure the problem, but it might for you. Give it a try.

3158. RE: CONTINUING 1.44 DRIVE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-14 02:50:10 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Aug14.025010.17949@peponi.wcc.govt.nz>
Source record: 43284

In article <954.80.uupcb@outlan.ersys.edmonton.ab.ca>,
jeff.molofee@outlan.ersys.edmonton.ab.ca (Jeff Molofee) writes:
>Oh, give it a rest... You sound like an IBM user already. Just because
>your drive does not work is no reason to blow up on the net. Why don't
>you just call Atari Canada and explain the situation to them... they
>will more than likely help you.
>

I think you are a bit out of date, there is only Atari USA left now in the
world, but that won't last long...???

Roger..... sheppard_r@kosmos.wcc.govt.nz

3159. Re: Reopen an ACCs window

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-14 03:22:25 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Aug26110625@acae127.cadence.com>
Source record: 42950

In article <mfg.714118058@gmd.de> mfg@gmd.de (Martin Gergeleit) writes:

> I AM using MiNT and it is fine, but as long as there is no MultiTOS available
> I _have_ to use ACCs in order to get a sensible Window-System with terminals.
> BTW even Eric Smith uses TOSWIN._ACC_ to use terminal sessions and GEM-

thats funny, i call it TOSWIN.PRG and start it up from mint.cnf

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

3160. Re: Detecting GDOS presence

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-14 03:46:11 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Aug26113011@acae127.cadence.com>
Source record: 42952

In article <1992Aug19.005621.8575@newton.ccs.tuns.ca> hartlenk@newton.ccs.tuns.ca (Kenneth W Hartlen) writes:

> Lattice C v5.x provides a Lattice specific VDI function called
> vq_gdos() which returns 0 if GDOS is not loaded and non-zero if
> GDOS is loaded.
>
> The description says "This function does not have an official
> name but uses an Atari approved method for determining the
> presence of GDOS." Anyone know what the "approved method" is so
> GDOS presence can be checked from Heat & Serve/Sozobon C?

i seem to recall seeing an atari document that used the same name:
here is what i have from the gcc gemlib: it should be easy to adapt to whatever: (__MSHORT__ is defined when compiling for 16 bit integers)

```
int
vq_gdos(void)
{
register int retvalue __asm__("d0");

#ifdef __MSHORT__
__asm__ volatile
(" movw #-2,d0
trap #2
cmpw #-2,d0
sne d0
extw d0"
: "=r"(retvalue) /* output */
: /* no input */
: "d0", "d1", "d2", "a0", "a1", "a2" /* clobbered regs */
);
#else
__asm__ volatile
(" movw #-2,d0
trap #2
cmpw #-2,d0
sne d0
extw d0
extl d0"
: "=r"(retvalue) /* output */
: /* no input */
: "d0", "d1", "d2", "a0", "a1", "a2" /* clobbered regs */
);
#endif
```

```
return retvalue;
}

/*
* return type of GDOS
* -2L no GDOS installed
* 0x5F46534DL '_FSM' gdos
* 0x5F464E54L '_FNT' gdos
*/
unsigned long vq_vgdos(void)
{
register unsigned long ret __asm__("d0");
__asm__ volatile ("
movq #-2,d0
trap #2"
: "=r"(ret)
:
: "d0", "d1", "d2", "a0", "a1", "a2" );
return ret;
}

--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155
```

3161. Re: Sprite code (Re: Second&last time: Hacking Contest)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-14 04:14:22 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9817@uqcspe.cs.uq.oz.au>
Source record: 43257

```
eker@loria.crin.fr (Steven Eker) writes:
>warwick@cs.uq.oz.au (Warwick Allison) writes:

>>>Yuk! There are several good ways to handle the background. Saving on a sprite
>>>by sprite basis, interleaved with drawing the sprites is not one of them.
>>
>> Well, IMO, it IS the best method, for these reasons:
>>
>> 1. Encapsulated (don't need some GLOBAL background map)
>> 2. Allows for different update frequencies of different sprites
>> 3. Memory efficient
>> 4. Fast

>The real problem with this method is when sprites overlap - then doing
>the right thing gets complicated & slow.

Complicated? All you do is push them onto a stack when you draw then,
and pull them off to get the wiping order. Usually, it is sufficient
to just do it with code, rather than doing it dynamically:

while (1) {
Sprite1.Wipe();
Sprite2.Wipe();
Sprite3.Wipe();

Sprite3.Draw();
Sprite2.Draw();
Sprite1.Draw();

Pages->Flip();
}

>If you aren't replacing the
>background thru the (possibly) shifted mask (which is slower) the
>sprites don't even have to overlap - just the 32x32 (or whatever)
>rectangles.

I can't believe anyone would ever consider replacing the background
through a shifted mask!

>|> 2. Keeping global background
>|> - This one is too dependent on the application to
>|> be viable as a general scheme. For example, it
>|> works okay for a static background, but once you
>|> start animating the background, your CPU-load
>|> massively increases as you keep having to update
>|> both the display images and the backgrouind store.
```

>I believe STOS does this. If you have lots of sprites and comparatively little
>background movement then this can win.

I believe STOS is a slow, hacky pile of sh!t... Have you seen some of the
programs written with it - ewww, chunky-slow to the max!

>How about:
> 4. Wipe all sprites, Save under new positions, draw all sprites etc.

This is exactly my #1 method, except mine is encapsulated.

You are saying:
for each sprite 1..n { sprite.Wipe }
for each sprite 1..n { sprite.SaveUnder }
for each sprite 1..n { sprite.Draw }

I am saying:
for each sprite 1..n { sprite.Wipe }
for each sprite n..1 { sprite.DrawAndSaveUnder }

My method is superior, simply because I get the sprite.SaveUnder almost
for free: YOU ALREADY HAVE TO READ THE SCREEN IN ORDER TO DRAW THE SPRITE,
so you may as well store that read data as you draw, saves reading twice.

> Okay you need to double (better still triple) buffer to avoid
> flicker but its fast & you can decide on sprite priorities
> & handle overlapping sprites correctly.

Obviously you have to double buffer. Any program that doesn't double-buffer
is a hack. (BIG smily!! -- Even Shift doesn't double-buffer - but I love it)

>IMHO the best way the handle background is dependant on the number of
>sprites & the nature of the background. For this reason I prefer the
>keep the "save under" code separate from the "draw sprite" code so one
>can choose whether & when to use it.

While I prefer to write code that works well in the general case :-)

>Do you have seperate code for each "partly off the edge of screen"
>case (actually you only have to worry about the left & right edges)?
>That must multiply up to quite a bit of asm.

Haven't had any need for a ClippedColourSprite yet. When I do, it will
only be a small matter of coding up the one sized clipped version.

Which reminds me - was this a competition? I wrote some VERY fast
sprite routines in a furious discussion with Dave B. - 60 or so
single-bitplane 16x16 sprites at arbitrary positions on an arbitrary
background was I believe my limit...

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)

v Brisbane, Australia. /

3162. Re: RE: CONTINUING 1.44 DRIVE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-14 06:58:46 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <64006@cup.portal.com>
Source record: 43258

Jeff Molofee writes:

>Oh, give it a rest...
...
>Why don't you just call Atari Canada and explain the situation
>to them... they will more than likely help you.

I guess you haven't heard... Atari Canada Is No More...

BobR

3163. Trapping ^C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-14 07:10:27 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug14.071027.24659@mnemosyne.cs.du.edu>
Source record: 43259

What's a good method of trapping a ^C from within a program and ignoring it? I've tried using the terminate handler (vector 0x0102) but that gets control on *any* type of program exit (ie, even if you called exit()). I can't find anything in the atari docs that says how to tell if the terminate handler was invoked by a detection of ^C in DOS, but (oddly enough) they call that vector the ^C handler in the docs.

(Actually, leave out the "and ignoring it" part of that question. I can handle that part of it with a longjmp, I just need to be sure it's a ^C termination and not a normal program exit.)

(Also, suggestions like "uninstall your 0x0102 handler in the exit() routine" are Not An Option for me -- the program could have done a Pterm() or a gemdos(0) or something else that I can't catch at all.)

--
- Ian
(void *) where prohibited by law

3164. Re: 1.44Mb floppy problem on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-14 08:39:49 UTC
From: joost@nioz.nl
Message-ID: <1992Aug14.083949.15528@nioz.nl>
Source record: 43260

In article <13AUG199212590284@vx9000.weber.edu>, alewis@vx9000.weber.edu (ALEWIS) writes:
|> In article <1992Aug12.083304.130997@mswe.dnet.ms.philips.nl>,
mboom@mswe.dnet.ms.philips.nl writes...
|> >Keyword: Help needed with 1.44 Mb floppy in TT
|> >
|> >The problem is that the TT is not able to write a 1.44Mb floppy but it
|> >can read one. I have already replaced the WD1772 chip with a AJAX one,
|> >which didn't solve the problem.
|> >
|> >Anyone?
|>
|> I've noticed with my TT that if I remove the HD and place it as far away as
|> the cables will allow still connected, (HD = Hard Disk) my floppy gets a lot
|> less errors, especially during writes. I've tried shielding the floppy cable
|> from the HD and it helped but didn't cure the problem, but it might for you.
|> Give it a try.
|>

What a quote... :-)

A simple question: Is the computer connected to ground/earth?

I've had the same problem on two systems.
The first was an Aquarius computer which wasn't able to read
data casettes with a casette recorder. After I discovered that reading
succeeded when the TV (monitor) was switched off, I made the computer
connected to the ground. It worked, the computer was even capable of
reading bad casette tapes from other persons, that it wasn't able to
read before.

The second one is my Atari ST I'm using now. The harddisk gave trouble,
and after I connected all metal cases and the ground of the power supplies
to the gound/earth there was no problem anymore. The same applies to
a friend's ST (another configuration). I believe that computers
and especially the high-frequency connections are very
sensitive for radio interference and magnetic fields.

Maybe you can give it a try..... I hope it works.

Greetings from Holland,

Joost van Surksum

P.S. It's no use replying by email, I finished my training period
over here. I leave today. If you want to reply, please use this
news area, the others may read the messages and take advantage of it.

3165. Bug in NVDI ??(was: Re: Bug in TOSWIN?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-14 09:54:48 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.adLXo1afCzs@marsu.tynet.sub.org>
Source record: 43274
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Aug12.093923.1@uwovax.uwo.ca>, Eric Smith writes:
> In article <H.&PuIzwvJfmU@marsu.tynet.sub.org>, wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:
> > I tried all combinations and without other stuff in the auto folder etc.
> > Without success. Then I tried a minimal MiNT configuration on my old ST:
> > TOSWIN had no problems!!
> > So this is definetly a TT-only bug (or feature :-), and other German TT users
> > reported the same behaviour.
>
> In fact, I'm using NVDI 2.03 on my (North American) TT with TOSWIN, and
> haven't had any problems.
> I've also tried a variety of different GDOS's with TOSWIN, and they've all
> worked fine.
> Perhaps there is a bug in the German version of NVDI? (The one I have is all
> in English.)

Very strange! I cannot see any logical reason why different language versions
could be responsible for this bug. I am going to ask the guys from BELA at
Atari fair next week about it.

Still wondering,
Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd Cut your .sig!

3166. Re: Trapping ^C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-14 11:40:33 UTC
From: RESCHKE@DMSWWU1A.UNI-MUENSTER.DE
Message-ID: <92227.122551RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 43263

In article <1992Aug14.071027.24659@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) says:

> What's a good method of trapping a ^C from within a program and ignoring it? I've tried using the terminate handler (vector 0x0102) but that gets control on *any* type of program exit (ie, even if you called exit()). I can't find anything in the atari docs that says how to tell if the terminate handler was invoked by a detection of ^C in DOS, but (oddly enough) they call that vector the ^C handler in the docs.
>
> (Actually, leave out the "and ignoring it" part of that question. I can handle that part of it with a longjmp, I just need to be sure it's a ^C termination and not a normal program exit.)

According to the official documentation, you are not allowed to to further GEMDOS calls from within the terminate handler. This means, that all current 'solutions' that *do* catch CTRL-C this way are doing something unofficial (note that it's easy when you are using MiNT...).

> (Also, suggestions like "uninstall your 0x0102 handler in the exit() routine" are Not An Option for me -- the program could have done a Pterm() or a gemdos(0) or something else that I can't catch at all.)

The terminate handler is called *BY* the Pterm*() functions -- you can rely on that to remove your handler.

3167. Re: Atari Dealers & SM147

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-14 12:48:57 UTC
From: heidelj@alleg.edu
Message-ID: <1992Aug14.124857.17867@pellns.alleg.edu>
Source record: 43264

Good to see you on the net Rick!

Jason

3168. Re: Trapping ^C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-14 14:39:38 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug14.103938.1@uwovax.uwo.ca>
Source record: 43265

In article <1992Aug14.071027.24659@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> What's a good method of trapping a ^C from within a program and ignoring
> it?

Psignal(SIGINT, SIG_IGN)...

...oops; you're not using MiNT? Well, then it gets a lot harder :-).

Actually, I'm afraid there isn't any very good way to catch ^C in the general case. If you use the terminate handler, not only do you have to worry about Pterm0() and similar kinds of exits, but you also have to watch out for Pexec() (i.e. the program terminating may not be the one that you want to prevent from terminating).

The "best" way to do this under TOS, I think, is to not allow ^C to terminate programs at all -- do all I/O in raw mode (e.g. through the BIOS) and look for ^C's yourself. That's what we did in the original gcc library.

Next best is to require people to exit using exit() and unhook the 0x0102 vector there; also, in execv() unhook the vector before running a new program. You said this wasn't an option, but perhaps you could make it an option by specifying this in the docs for your library.

Last best (IMO) is to catch trap #1 and look for Pterm() calls, as well as hooking into the 0x0102 terminate vector. This may cause problems under MultiTOS or MiNT, though, if other programs are running at the same time.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3169. my floppy drive lies to me: a cry for help...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-14 20:10:00 UTC
From: ugafence@ubvmsb.cc.buffalo.edu
Message-ID: <BszMKn.B8K@acsu.buffalo.edu>
Source record: 43267

Help.

I seem to have come across a (as far as I know) strange problem. My internal floppy drive on my Mega is working perfectly (rpm, dma read, etc.) except for the fact that it won't write or delete files. If I try to delete something, it does the job and the directory window updates appropriately; BUT, if I take the disk out and reinsert it, it shows the file as still being present, and unchanged. Nor can I create files.

I presume the generic verdict is that the drive is dying. But perhaps somebody has some personal experience or some recommendations of things I could try. I'm not adverse to removing the drive and tweaking.

If you can offer any assistance, thank you..

.Philip

ps - I did recently install the TOS switch as per the guidelines received with TOS 2.06. I don't believe this to be relevant, but you never know.

3170. Opening aux1

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-15 02:15:12 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Aug15.021512.11496@csi.uottawa.ca>
Source record: 43268

Here's a possibly dumb question:

How do I open a file to aux (a.k.a. modem1, a.k.a. com1: ...)?

I've compiled C-Kermit, with only minor difficulties, and it seems to work, up to the point at which I try to actually USE it to do file transmissions.

It requests that I "set line", which is sensible enough.

If I'm running MiNT, I enter /dev/aux or /dev/modem1. It complains about being unable to acquire a "lock" on the device, but life continues. Unfortunately, data doesn't get transmitted.

If I'm NOT running MiNT, there's no sensible way to actually NAME the device. In the good 'ol 8 bit days, you could ALWAYS open a file to ANY device, whether that be D1:, D2:, for disk drives, or E: for the "line editor" device. On MS-DOS machines, file names like lpt1: or com1: get interpreted as devices; I don't seem to be able to do this from either tcsh or mupfel (or from inside C-Kermit). Do I need to hack up the code in order to get this running? Or am I missing the "magic name?"

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

3171. set vs setenv

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-15 06:13:40 UTC
From: afsfpel@cidsv03.cid.aes.doe.CA
Message-ID: <1992Aug15.061340.27301@cid.aes.doe.CA>
Source record: 43269

I've been experimenting with some of the CLIs that are available for the ST/TT, and now I have a little question someone here could probably help me with:

What exactly is the difference between the commands 'set' and 'setenv'? I know what a variable is, and also what an environment variable is. I'm asking because the shell I have almost decided upon (Tomshell), doesn't have a 'setenv' (just 'set'). Other shells, notably gulam, have both 'set' and 'setenv'.

Does the lack of a setenv command in Tomshell mean it simply cannot set environment variables at all?

Yves Pelletier afsfpel@cid.aes.doe.ca

3172. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-15 07:39:48 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <3082801@harvee.billerica.ma.us>
Source record: 43272
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug15.043618.17054@news.csuohio.edu> max@madnick.cba.csuohio.edu (Max Polk) writes:
> This is an utterly bizarre idea that will either send you into a
> screaming fit or drop your diastolic blood pressure ten or twenty
> points causing congestive heart failure because the idea is so far from
> reality and anything you have ever known or felt before that you reel
> in the multitude of possibility and/or confusion.
>
[edited]
> Let's see: $189.95 / $6.95 is about 27, and $1199.00 / $5.95 is about
> 201. Ignoring for a moment all of what you have grown to know and love
> about operating systems and microcomputer architecture, consider this
> possibility: couldn't you do more with 27 outstanding 68000's running
> exactly one process each, in parallel, than you could with one 68020
> running and switching between 27 processes, executing no more than one
> instruction at a time (for roughly the same amount of money)?

it is not as surreal/unreal as you think. I suggest you look into
andy tannenbaum's amoeba system and see how close you came to
reinventing the wheel.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) johansson@athena.polaroid.com
source of the public's fear of the unknown since 1956

3173. Re: format of object files in gcc

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-15 08:52:55 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Aug27163655@acae127.cadence.com>
Source record: 42967

> In <bnell.714159659@ferrari> bnell@siemens.com. (Bill Nell) writes:
>
> >Can anyone tell me where to find the format of the .o files used by gcc?
> >I don't feel like wading through the source or anything like that. I would

Bill Nell,
what is your address anyway? bnell@siemens.com bounces back.
(this happened what i tried to reply to this message yesterday, and
had happened in the past, maybe a mont ago when you asked about the
startup files)

to answer your question, gcc .o's are in unix a.out format. the
details of the format may be found in utilsrc/gnu-out.h, the
symbol table stuff in <stab.h> and <stab.def>, and a paper that may
help to (if you are not familiar with a.out) in
documentation/aout.ms.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

3174. Re: Continuing 1.44 Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-15 09:40:22 UTC
From: boris@sys6626.bison.mb.ca
Message-ID: <Z0PJPB1w164w@sys6626.bison.mb.ca>
Source record: 43270

ricks@tcpbbs.pcn.org (Sports Sysop) writes:

> as423@cleveland.Freenet.Edu (Kenneth A. Wallace) writes:
>
> >
> > Taking the MegaSTE back to the dealer is great if there is
> > one within 100 miles! There is almost no ST support in the area
> > I live in, we have a huge wholesaler here but that is not open
> > to the public.
> > I find myself in the same situation as J.J. Lehett, a
> > worthless 1.44 Disk Drive.
> > To think Atari put this crap on the market makes me ill, I
> > guess Quality Control is non-existant or they only give a shit
> > about making money and figure 'Hell with the consumer, I bent
> > him over already'. At least I know not to but an Ajax chip, new
> > TOS or another Atari product. And I have and will make sure I
> > discourage anyone from buying Atari and go with IBM or Amiga!
> >
> > Ken Wallace
>
> Ken, B&G Electronics is in Lakewood (west side of Cleveland) and is only
> about 10-15 miles away. Give us a call at (216)521-2855.
> We are a full line Atari Dealer. We also sell IBM clones.
>

I haven't been following this thread, but I assume that someone out there
has put a 1.44 drive into an mega ste? I had read somewhere that there is
also a dipswitch (#9, I think) that has to be switched. I beleive it's
under the hard drive. Hope this helps.

;--- (boris) a user of sys6626, running waffle 1.64
;E-mail: boris@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

3175. Re: Reopen an ACCs window

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-15 12:56:25 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Aug15.125625.19097@aber.ac.uk>
Source record: 43271

In article <BAMMI.92Aug13222840@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
>In article <1992Aug11.185421.21976@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>> > a desk accessory that can automatically reopen its windows
>>
>> Here's some things (from memory of a project 4 years ago) that might be
>> helpful...
> ...
>> I suspect it'll be nearly impossible to write a version of this that'll
>> work in all situations -- all versions of TOS, coexisting with codehead
>> and other dirty TSR software, and so on. Coexisting with non-AES desktops
>> is a whole 'nother ugly issue that I didn't even attempt.
>>
> why waste your time and creative juices. help stamp out ACC's !!
>man, go get MiNT and be happy :-)
>
>IM(not so humble)O: Acc's is/was one of the worst ideas on the St. Its
>implementation in AES sucks even worse.
>
>bang: uunet!cadence!bammi jwahar r. bammi
>domain: bammi@cadence.com
>GEnie: J.Bammi
>CIS: 71515,155

What's wrong with ACC's? I don't think they're such a bad idea.
I have to use Windows at work where getting hold of an
accessory is sumetimes quite tricky, for a start you have to remember
where it is (i.e which windowsetc) and once you do
remember where the ACC is you have to perform about 6 clicks to
get it before you can even run it.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

3176. Re: Continuing 1.44 Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-15 16:59:40 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Aug15.165940.740@msuinfo.cl.msu.edu>
Source record: 43273

boris@sys6626.bison.mb.ca (boris) writes:

>I haven't been following this thread, but I assume that someone out there
>has put a 1.44 drive into an mega ste? I had read somewhere that there is
>also a dipswitch (#9, I think) that has to be switched. I beleive it's
>under the hard drive. Hope this helps.

It's dipswitch #7 which enables formatting of HD drives in the dialog box.
--
Dan Cable e-mail cable@crs.cl.msu.edu
Canton MI USA planet Earth Compuserve 75266.353

3177. Re: Trapping ^C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-15 18:06:52 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <668JPB2w165w@comtch.spk.wa.us>
Source record: 43281

> What's a good method of trapping a ^C from within a program and ignoring
> it? I've tried using the terminate handler (vector 0x0102) but that gets
> control on *any* type of program exit (ie, even if you called exit()). I
> can't find anything in the atari docs that says how to tell if the terminate
> handler was invoked by a detection of ^C in DOS, but (oddly enough) they
> call that vector the ^C handler in the docs.

I would suspect that you'd have to rewrite dLibs, Ian. The GEMDOS
functions Cconrs, Cnecin, etc. will terminate the program if they see a
^C. The output functions should be fixable without conversions, but not
the inputs. Of course, I could be wrong, but I had that problem myself
for quite a while. I finally reverted to using BIOS functions...

- Mark Hughes #1101 mhughes@comtch.spk.wa.us

3178. Re: Trapping ^C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-15 22:00:08 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug15.220008.22145@mnemosyne.cs.du.edu>
Source record: 43275

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

> Under MiNT... Psignal(SIGINT, SIG_IGN)

Yeah ::sigh:: unfortunately what I'm doing is trying to build a signal()
system for dlibs, for folks not running under MiNT.

> have execv() remore the 0x0102 vector

Aw sh*t you're kidding! I hadn't checked it, I just assumed GEMDOS would
be bright enough to manage the pterm vector on a per-process basis.

Actually, I had about given up on implementing SIGINT at all, but I was
gonna implement the ANSI-defined SIGTERM and tie it to the termination
vector. I was also going to use the termination vector to clean up hooks
in other vectors (for handling SIGSEGV and stuff). It looks like this is
gonna get to be more comlex than I had ever imagined. No wonder the
original dlibs didn't have a signal() system in it.

--
- Ian
(void *) where prohibited by law

3179. Re: Bug in NVDI ??(was: Re: Bug in TOSWIN?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-16 01:30:28 UTC
From: erlingh@idt.unit.no
Message-ID: <1992Aug16.013028.11715@ugle.unit.no>
Source record: 43276
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.adLXo1afCzs@marsu.tynet.sub.org> wenzel@marsu.tynet.sub.org writes:
>In <1992Aug12.093923.1@uwovax.uwo.ca>, Eric Smith writes:
>> In article <H.&PuIzwvJfmU@marsu.tynet.sub.org>, wenzel@marsu.tynet.sub.org (Markus
Wenzel) writes:
>> > I tried all combinations and without other stuff in the auto folder etc.
>> > Without success. Then I tried a minimal MiNT configuration on my old ST:
>> > TOSWIN had no problems!!
>> > So this is definetly a TT-only bug (or feature :-), and other German TT users
>> > reported the same behaviour.
>>
>> In fact, I'm using NVDI 2.03 on my (North American) TT with TOSWIN, and
>> haven't had any problems.
>> I've also tried a variety of different GDOS's with TOSWIN, and they've all
>> worked fine.
>> Perhaps there is a bug in the German version of NVDI? (The one I have is all
>> in English.)
>
>Very strange! I cannot see any logical reason why different language versions
>could be responsible for this bug. I am going to ask the guys from BELA at
>Atari fair next week about it.
>
>Still wondering,
>Markus.
>
>--
>/dev Markus Wenzel, University of Stuttgart
>/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
>/etc/motd Cut your .sig!

Well, I tested this on my TT, and the bug showed up.
BUT in st-high-res it didn't show up, so probably it'll work
in TT high as well. Unfortunately I don't have a high-res monitor.
My guess is that Eric is using a TTM194 and thus haven't discovered
the bug (yet)...

Erling

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

3180. Re: Opening aux1

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-16 11:32:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A46017@MS.maus.de>
Source record: 43121

Christopher Browne (cbbrowne@csi.uottawa.ca) wrote:
>How do I open a file to aux (a.k.a. modem1, a.k.a. com1: ...)?

Try "AUX:".

3181. Re: Can a TSR Malloc()?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-16 17:00:05 UTC
From: sourada@iastate.edu
Message-ID: <sourada.713984405@vincent1.iastate.edu>
Source record: 43279

In <BAMMI.92Aug15104642@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:

> i hope you were not serious about this. Its time to become
>MiNT aware, and forget atrocities like TSRs and ACCs.

Although I agree in priciple, there is still the fact that there are many people who either can't use MiNT (lack of sufficient memory, etc.) or just don't want to all the time (sorry to say it Eric, but there still are bugs). For example, I don't use MiNT regularly because I don't have a hard drive yet. So, I live with .ACC's and TSR's. And I want programs I develop to be usable by most people, so I have to write .ACC's and TSR's.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

3182. Re: Opening aux1

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-16 18:27:52 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug16.142752.1@uwovax.uwo.ca>
Source record: 43280

In article <1992Aug15.021512.11496@csi.uottawa.ca>, cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
> How do I open a file to aux (a.k.a. modem1, a.k.a. com1: ...)?

Under TOS, it's called "AUX:" (that name also works under MiNT).
Unfortunately, TOS's Fwrite and Fread system calls are seriously warped,
so using AUX: to do anything useful can be tricky.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3183. Neodesk3 with MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-16 23:14:29 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Aug16.181429.1@vaxc.stevens-tech.edu>
Source record: 43282
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,

I got a copy of Neodesk3 this weeken for a good price and it looks pretty interesting. However one big problem for me is i cannot seem to get it to work with MiNT.

Has anyone successfuly installed mint and have NeoDesk3 up and running?

Many thanks,

Scott Kolodzieski
scott@sparc1.stevens-tech.edu

3184. Re: set vs setenv

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-17 00:04:29 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9839@uqcspe.cs.uq.oz.au>
Source record: 43283

afsfpel@cidsv03.cid.aes.doe.CA (Yves Pelletier) writes:

>What exactly is the difference between the commands 'set' and 'setenv'?
>I know what a variable is, and also what an environment variable is.
>I'm asking because the shell I have almost decided upon (Tomshell),
>doesn't have a 'setenv' (just 'set'). Other shells, notably gulam, have
>both 'set' and 'setenv'.

>Does the lack of a setenv command in Tomshell mean it simply cannot set
>environment variables at all?

Perhaps it follows the sh/bash/ksh convention, where variables can be
"set" (actually, no keyword is used, just "VAR=value"), where variables
may be tagged as "for export", using "export VAR". The difference is that
variables that are not exported will not be passed down to child processes,
so if, say, you set FOO=bar, but do not export it from your shell, a subprogram
would not receive the "FOO" variable.

(But I have never used Tomshell)

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

3185. rs232 port C code for sozobon? help!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-17 02:27:21 UTC
From: wilsont@orac.holonet.net
Message-ID: <Bt3w5M.DAG@iat.holonet.net>
Source record: 43082

Anyone have any code (or can point me to some) for talking to the rs232 port?
sozobon compat stuff would be nice.. but C is just fine.

just the standard parity, bits, baud. etc.. is needed.
thanks!!!

3186. access to the screen using C?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-17 02:30:13 UTC
From: wilsont@orac.holonet.net
Message-ID: <Bt3wAD.DCq@iat.holonet.net>
Source record: 43084

how would I get a pointer to (or suitable handle) to allow direct
writing to the screen?
i'm using sozobon, are there books on this subject?

3187. Interrupt interference

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-17 05:01:25 UTC
From: sourada@iastate.edu
Message-ID: <sourada.714027685@vincent1.iastate.edu>
Source record: 43286

I'm writing a routine to hang off the 50Hz interrupt. This routine often takes as much as 2 ms (long, yes, but unavoidable). The problem is, this seems to interfere pretty badly with timing-intensive things like serial and disk access.

I've tried the few things I could think of to alleviate this problem: flock is checked at the entrance to the routine, if it indicates the disk is in use, the routine is exited immediately. If not, the IPL is lowered to 3 to allow other interrupts and work proceeds.

This, apparently, is not enough. Most of the time, disk accesses don't cause problems, although this does happen sometimes. Serial port access seems to bomb fairly frequently, even at lowly 2400 bps.

Finally, the obvious question: What can I do to ensure that my routine gets the time it needs without bringing down the whole system? Is there a uniform way to see if some time-critical operations are going on? Is there a way to allow these to go on without my routine interfering too badly?

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

3188. Re: Continuing 1.44 Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-17 07:39:32 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Aug17.073932.15272@donau.et.tudelft.nl>
Source record: 43289

I got this from the Atari Benelux BBS:

Technical information date: 25 may 1992 number: 105

High Density drive in MEGA STE

If you install a high density kit in a MEGA STE with a serial number starting with A13 or a lower number (for example: A09) and it doesn't work in HD mode then the following points must be checked:

Test if there is a connection between U7 pin 32 and UA2 pin 19. If there is no connection, solder a wire between these points.

Check if the PAL UA2 has the CO number C301901-002 (the PAL C301901-001 doesn't work with a HD drive). C301901-002 has order number 620100 [for Atari Benelux at least - CvR].

Disclaimer: I only translated this. I'm not responsible for fried Ataris or HD drives.

Remember that you may need a AJAX chip to replace the original disk controller. I recommend the replacement anyway since even if the original controller works at the higher speed, it was never designed for it.

Since I am one of the unlucky victims, I will try the patch above as soon as possible.

=-=-=-

3189. Re: CONTINUING 1.44 DRIVE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-17 07:52:53 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Aug17.075253.15479@donau.et.tudelft.nl>
Source record: 43290

In <1992Aug14.025010.17949@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>I think you are a bit out of date, there is only Atari USA left now in the
>world, but that won't last long...???

You forget Atari Benelux, Germany, GB, France and probably others.
And no, they are not likely to go bankrupt in the near future.

=-=-=-

3190. Using Setexec() [a bit of help needed]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-17 08:30:05 UTC
From: ssw@aber.ac.uk
Message-ID: <1992Aug17.083005.6390@aber.ac.uk>
Source record: 43288

Greetings,
I am currently writing a little program in C which requires that
certain errors, notably bus and address errors should be trapped. According to
my copy of ``Internals'', Setexec() (BIOS function 5) will do just that and is
defined thus : long Setexec(exec_no, vector)
int exec_no ;
long vector ;

Where vector is the address of the routine to be executed when a certain error
occurs, and exec_no is the execution number.

My program is (roughly) of the following form :

```
main(argc,argv)
int argc ;
char **argv;
{
:
assorted code
:
}

BusError() /* This should be executed when a bus-error occurs */
{
printf("Bus Error!\n") ;
}

AddressError() /* This should be executed when an address error occurs */
{
printf("Address Error!\n") ;
}
```

The question is, what do I pass to Setexec() for the addresses of each of these
functions? According to my book on C, just taking the address of a function is
not allowed.....

Help would be greatly appreciated.

Thanx in advance,

Simon.

-- .sig? I don't need no steenking .sig! :-)

3191. Re: Bug in NVDI ??(was: Re: Bug in TOSWIN?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-17 09:17:13 UTC
From: didrich@cs.tu-berlin.de
Message-ID: <1992Aug17.091713.16060@cs.tu-berlin.de>
Source record: 43287
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

erlingh@idt.unit.no (Erling Henanger) writes:
> In article <H.adLXo1afCzs@marsu.tynet.sub.org> wenzel@marsu.tynet.sub.org writes:
> >In <1992Aug12.093923.1@uwovax.uwo.ca>, Eric Smith writes:
> >> In article <H.&PuIzwvJfmU@marsu.tynet.sub.org>, wenzel@marsu.tynet.sub.org (Markus
Wenzel) writes:
> >> > I tried all combinations and without other stuff in the auto folder etc.
> >> > Without success. Then I tried a minimal MiNT configuration on my old ST:
> >> > TOSWIN had no problems!!
> >> > So this is definetly a TT-only bug (or feature :-), and other German TT users
> >> > reported the same behaviour.
> >>
> >> In fact, I'm using NVDI 2.03 on my (North American) TT with TOSWIN, and
> >> haven't had any problems.
> >> I've also tried a variety of different GDOS's with TOSWIN, and they've all
> >> worked fine.
> >> Perhaps there is a bug in the German version of NVDI? (The one I have is all
> >> in English.)
> >
> >Very strange! I cannot see any logical reason why different language versions
> >could be responsible for this bug. I am going to ask the guys from BELA at
> >Atari fair next week about it.
> >
> >Still wondering,
> >Markus.
> >
> >--
> >/dev Markus Wenzel, University of Stuttgart
> >/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
> >/etc/motd Cut your .sig!
>
> Well, I tested this on my TT, and the bug showed up.
> BUT in st-high-res it didn't show up, so probably it'll work
> in TT high as well. Unfortunately I don't have a high-res monitor.
> My guess is that Eric is using a TTM194 and thus haven't discovered
> the bug (yet)...
>
> Erling
>
>
I tried out different fonts and different fontsizes. The problem is worse
with small fonts and occurs less often with bigger fonts. Using a 26pt-font
it didn't show up at all.

BTW, I'd like to have saved not only rows and colums but also the scrollback amount in toswin.cnf.
--
.....
Klaus Didrich didrich@cs.tu-berlin.de

3192. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-17 10:42:32 UTC
From: benz@infko.uni-koblenz.de
Message-ID: <1992Aug17.104232.13606@infko.uucp>
Source record: 43041

Eric S Johansson writes
> it is not as surreal/unreal as you think. I suggest you look into
> andy tannenbaum's amoeba system and see how close you came to
> reinventing the wheel.

And besides: How do you think ATARI would implement a system as smart as amoeba on this hypothetical computer? They are still in training camp to get a single user/single (and a half) tasking os running without bugs at a moderate speed :-)!

Hartmut Benz | benz@infko.uni-koblenz.de
D-5400 Koblenz, Germany | (NeXTmail ok)

3193. Re: ACCs Die! Die!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-17 13:18:13 UTC
From: an375@cleveland.Freenet.Edu
Message-ID: <1992Aug17.131813.13345@usenet.ins.cwru.edu>
Source record: 43042

In a previous article, bammi@acae127.cadence.com (Jwahar R. Bammi) says:
>
> i hope you were not serious about this. Its time to become
>MiNT aware, and forget atrocities like TSRs and ACCs.
>
Under multitos, won't the only difference between an acc and an
application be that one won't have the gawdawful menu bar?

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
like it and keep a copy for your own use, you owe me $20. Please pass it on
to your friends with all documentation. Email okes@essex.ac.uk.
NOTE: I'm not okes, but you can reply to him if you want.

3194. 520 ST problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-17 15:08:58 UTC
From: jeffh@oakhill.sps.mot.com
Message-ID: <1992Aug17.150858.5603@oakhill.sps.mot.com>
Source record: 43098

Over the weekend, I picked up a 520 ST. When I turn it on, the screen flashes white for a fraction of a second, then goes black. The computer doesn't seem to be looking at the drive (looking for a boot disk), so I assume TOS exists in ROM (this is my first experience with an ST.) Shouldn't I get some sort of display here? I opened the case and checked all the voltages. Everything checks out. I noticed a bunch of empty sockets off to the right. There were 2 ROM (?) chips installed, but I suspect there may be more necessary (?)

Thanks,
Jeff

Please send all response to:
jeffh@apache.sps.mot.com

3195. Re: Help with prog. Execption handlers on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-17 16:51:56 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Aug30003556@acae127.cadence.com>
Source record: 42990

```
> My problem is that I get an address error when I execute a RTE
> from the exeception processing routine, ala here is portions of my code
...
> My question is, do I need to do anything special in the execption
> handler before i execute an RTE ??
>

yes, you need to pop off the exeception frame. also remeber
that different members of the 68k family have different exception frame
formats. (you can test the word at location 0x59e on the atari to test
for the presence of a non-68000).

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155
```

3196. Re: Trapping ^C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-17 17:28:19 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1992Aug17.172819.7279@pbhya.PacBell.COM>
Source record: 43043

In article <1992Aug15.220008.22145@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
> Yeah ::sigh:: unfortunately what I'm doing is trying to build a signal()
>system for dlibs, for folks not running under MiNT.
>
>
> Aw sh*t you're kidding! I hadn't checked it, I just assumed GEMDOS would
>be bright enough to manage the pterm vector on a per-process basis.
>
> Actually, I had about given up on implementing SIGINT at all, but I was
>gonna implement the ANSI-defined SIGTERM and tie it to the termination
>vector. I was also going to use the termination vector to clean up hooks
>in other vectors (for handling SIGSEGV and stuff). It looks like this is

This is just an idea as I have no docs to check...

After intercepting the call, could you not check the keyboard to see what the last character was? It should still be there (somewhere) to tell you what had happened.

Just a thought...

Daniel B. Suthers, CCP
Technology Consultant, PCS & IN Development Lab, Pac*Bell
Voice: (510) 671-1325 UUCP: pacbell!pbeos!dbsuthe
==========
= Commit unexpected kindnesses and senseless acts of beauty. =
==========

3197. Re: Using Setexec() [a bit of help needed]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-17 17:57:36 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1992Aug17.175736.7804@pbhya.PacBell.COM>
Source record: 43044

In article <1992Aug17.083005.6390@aber.ac.uk> ssw@aber.ac.uk (Simon the Loony) writes:
>Greetings,
> I am currently writing a little program in C which requires that
>certain errors, notably bus and address errors should be trapped. According to
>my copy of ``Internals'', Setexec() (BIOS function 5) will do just that and is
>defined thus : long Setexec(exec_no, vector)
> int exec_no ;
> long vector ;
>
[TEXT DELETED]
>The question is, what do I pass to Setexec() for the addresses of each of these
>functions? According to my book on C, just taking the address of a function is
>not allowed.....
>
Your book is (unfortunately) wrong. The following code should compile and
execute under any C compiler. The name of a function evaluates to the
address of the function just like the name of an array does.

```
#include <stdio.h>
main()
{
void (*jumpto)(); /* A pointer to a function. */
void sec_on(); /* Declare that the sec_on function exists. */

jumpto = sec_on; /* Set the pointer to the address of the function*/
jumpto(); /* Execute the function that's at the address
* pointed to by the pointer.
*/
return(0);
}

void static sec_on() /* this is the silly little function */
{
printf(" this is sec_on()\n");
}
```

This is standard C stuff. Another good source of help with C is the group
comp.lang.c. It is full of people who don't know GEM or TOS, but can answer
C questions.

Daniel B. Suthers, CCP
Technology Consultant, PCS & IN Development Lab, Pac*Bell
Voice: (510) 671-1325 UUCP: pacbell!pbeos!dbsuthe
==========
= Commit unexpected kindness and senseless acts of beauty. =
==========

3198. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-17 19:25:24 UTC
From: dunham@mpd.tandem.com
Message-ID: <2254@devnull.mpd.tandem.com>
Source record: 43045
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug15.043618.17054@news.csuohio.edu> max@madnick.cba.csuohio.edu (Max Polk) writes:
>This is an utterly bizarre idea.

Nope.

>Here it is in a nutshell: a parallel processing Atari microcomputer
>featuring a set of 68000 microprocessors, sold at low cost yet
>featuring high technology.
>
>It's about time that someone tries this out in one form or another
>for reasonably-priced small computers, and Atari could pull it off.

This sounds amazingly like an Atari-sized version of the Tandem T16 NonStop architecture that has taken Tandem Computers to a dominant position in fault tolerant computers and transaction processing. This would NOT be a trivial development effort, but WOULD result in a potentially killer machine. It would NOT fall into the price range wherein Atari has traditionally been reasonably successful. I would certainly like to see it happen. So who's going to tell Sam T.?

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

3199. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-17 20:28:57 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l90309INN6q5@aludra.usc.edu>
Source record: 43055
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug15.043618.17054@news.csuohio.edu> max@madnick.cba.csuohio.edu (Max Polk) writes:
>This is an utterly bizarre idea that will either send you into a
>screaming fit or drop your diastolic blood pressure ten or twenty
[idea of making a 68k based multiprocessor Atari machine removed]

This sounds like a good idea, except:

1) The 68ks were not built for multiprocessing (big surprise) - you are not only talking about totally (almost) re-writing TOS to handle the multiple processors (which sounds like a good idea to me anyway), but you would have to implement some impressive glue-logic to get the multiple processors to work cooperatively since they a) don't know that they don't own the bus, b) don't understand any kind of memory but super/user, c) only have 24bits address line (and you really want to be able to share some of the memory so you can at least pass information between processes/virtual machines).

2) Related to the last point of 1), you really want to have a distributed multiprocessor-system - how many times do you run 27 applications simul-taneously? Not to mention that each processor would have to have its own memory - and it doesn't sound too appealing or marketable to have to buy 27MB so you can have 27 1-MB virtual machines. That and the fact that each would still be going at the original (single processor) speed. By having a distributed multiprocessor system, you distribute tasks over the multiple processors so that you can have (with properly written software) a (several) programs executing in parallel over as many processors as is possible/feasable. Therefore, you get a faster execution time with a slower (=cheaper) technology.

My suggestions:

To address 1) above, use a 68040 as a minimum - you need not get a faster one, (<=25MHz should be more than enough, and with the '040/33, prices should be dropping) - this would be an excellent choice of multiprocessor as it has built in cache w/cache snoop (if something on the bus requests data that is cached on the '040, it supplies the data), MMU so that memory can be partitioned however needed (ie. processor N's memory, sharable, etc.), and it can address 32bits of dataspace so that a huge chunk of memory can be partitioned dynamically to the processors. Most importantly, the '040 does not bus-master the bus - it requests access to the bus just like any other device on the bus, thus making it nice for other processors that might be present.

So how does that sound? Atari - feel like making some low-cost multi-processor workstations?

-Mike

3200. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-17 22:04:50 UTC
From: UweKloss@lionbbs.bs.open.de
Message-ID: <H.MXapKbpLXXU@lionbbs.bs.open.de>
Source record: 43085
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Aug15.043618.17054@news.csuohio.edu>, Max Polk writes:

> Let's see: $189.95 / $6.95 is about 27, and $1199.00 / $5.95 is about
> 201. Ignoring for a moment all of what you have grown to know and love
> about operating systems and microcomputer architecture, consider this
> possibility: couldn't you do more with 27 outstanding 68000's running
> exactly one process each, in parallel, than you could with one 68020
> running and switching between 27 processes, executing no more than one
> instruction at a time (for roughly the same amount of money)?
Two problems:
- (1/2) stuff that much electronics in a little box
- (1/2) supply enough electricity without melting the box
- (1) let 27 microprocessors access the main memory
simultaneously

(the first two are marked 1/2 because the can be easily fixed: ;-)
- get a bigger box
- get a better power supply

There also is a simple rule:
The more chips, the more bucks!

It's not only the chips that make this, but the mainboard design.
You need local memory, cache, or something else.

> Consider what a great product Atari could have, flying into the twenty-
> first century at low cost, if they could write an operating system that
> is based upon the architecture of one microprocessor for each process
> that can run.
That's it!
IF THEY COULD WRITE IT!
If I sometimes take a look at some parts of TOS and the current
bugs, I doubt!
--
Eliminiere das Unmoegliche. Was immer uebrig bleibt, so
unwahrscheinlich es auch wirkt, muss die Wahrheit sein.
Aber was ist, wenn einmal NICHTS mehr uebrig bleibt?
(nach: John Brunner - Mehr Dinge zwischen Himmel und Erde)
- -
Uwe Kloss UUCP: UweKloss@lionbbs.bs.open.de
Fasanenstrasse 65 BTX: 0531336908 0001
3300 Braunschweig FIDO: not connected

3201. Re: Interrupt interference

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-18 00:12:27 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug18.001227.7077@mnemosyne.cs.du.edu>
Source record: 43046

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

> the IPL is lowered to 3 to allow other interupts...

It may take more than that. The interupts are also prioritized within
the 68901 MFP chip. If MFP autovector interupt 12 is running, for example,
then any interupts coming in on vectors 0-11 will be left pending until the
ISR for vector 12 clears the inservice bit. I don't have my MFP docs handy,
so I'm not sure this affects you -- I vaguely remember that the 200hz timer
is pretty low in the MFP priority list.

--
- Ian
(void *) where prohibited by law

3202. Re: Using Setexec() [a bit of help needed]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-18 00:27:02 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug18.002702.7663@mnemosyne.cs.du.edu>
Source record: 43047

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

Using your example code, your call to set the interupt s/b:

Setexc(2, BusError);

But, since BusError() appears later in the code, you'll also need to add
an "extern void BusError();" before the Setexc() call, or move the BusError()
routine earlier in your code. That handles the C-syntax part of your
question, but the full answer is longer...

Depending on your compiler (you didn't say which one you're using), you
may need to declare BusError() using a keyword such as _interupt. If your
compiler doesn't support that keyword, there's a good chance you won't be
able to write the BusError() routine in C. When the routine gets control,
the machine will be in supervisor mode. Trying to use printf() in supervisor
mode will probably lead to a crash.

The best fix is to use signal(SIGSEGV, handler_function) if your library
includes a signal-handling system. If it doesn't, here's some assembler
code which you should be able to adapt to your purposes:

```
---------- cut here ----------------
;************************************************************************
;*
;* EXHANDLR.S - Machine exception handler.
;*
;* This module hooks exception vectors 2, 3, 4, 5, 8, and 102 to catch ^C,
;* null pointer de-referencing, and so on. When an exception occurs, the
;* handler routine cleans the exception info off the supervisor stack,
;* forces the machine back to user mode, and does a longjmp() through
;* the jump buffer specified during the init call.
;*
;* This code can be assembled with MadMac or Sozobon's JAS.
;*
;* Typical usage is:
;*
;* RESTART_PROGRAM:
;*
;* if (0 != (exception = setjmp(exception_handler))) {
;* exh_remove_handler(); /* prevent ugly recursions */
;* if (exception > 0)
;* printf("Exception %d has been handled.\n", exception);
```

```
;* else
;* printf("Process termination has been handled.\n");
;* goto RESTART_PROGRAM; /* or exit() or Pterm() here */
;* }
;* exh_init_handler(exception_handler);
;*
;* The salient points are to install the setjmp() before the init_handler
;* call, and to be sure and remove the handler as the first thing right
;* after a return from longjump, to prevent recursion if another exception
;* happens while you're handling the first exception. If you are going
;* to take some restart action instead of terminating the program during
;* exception handling, be sure to re-install the setjmp() and the
;* exception handler before getting into your main logic again.
;*
;* Remember that the processor termination handler catches ALL
;* terminations, not just ^C, so if your program has exit() calls all
;* over the place, plan to get control if one of them is used to exit
;* the program. As of now, I don't know of a good way of catching only
;* ^C terminations but not exit() terminations. (Other than replacing
;* your library exit() routine with something that removes the handlers
;* and then continues by calling _exit(). Not all libraries support a
;* two-tiered exit/_exit system, dLibs does.)
;*************************************************************************

.globl _exh_init_handler ;* export our name
.globl _exh_remove_handler ;* export our name
.globl _longjmp ;* import name of library routine

.bss

oldex2: .ds.l 1 ;* old exception vector 2 contents
oldex3: .ds.l 1 ;* old exception vector 3 contents
oldex4: .ds.l 1 ;* old exception vector 4 contents
oldex5: .ds.l 1 ;* old exception vector 5 contents
oldex8: .ds.l 1 ;* old exception vector 8 contents
oldex102: .ds.l 1 ;* old exception vector 102 contents
ex_jmpbuf: .ds.l 1 ;* pointer to jmp_buf for longjmp

.text

;*************************************************************************
;* the exception handlers...
;*************************************************************************

newex2: ;* Exception 2 - address error
moveq.l #2,d0
addq.l #8,sp ;* (clean extra 8 bytes off the stack)
bra.b cleanex
newex3: ;* Exception 3 - bus error
moveq.l #3,d0
addq.l #8,sp ;* (clean extra 8 bytes off the stack)
bra.b cleanex
```

```
newex4: ;* Exception 4 - illegal instruction
moveq.l #4,d0
bra.b cleanex

newex5: ;* Exception 5 - divide by zero
moveq.l #5,d0
bra.b cleanex

newex8: ;* Exception 8 - privilege violation
moveq.l #8,d0
bra.b cleanex

newex102: ;* Exception 102 - ^C (Pterm) handler
move.w #-32,d0 ;* (DOS uses -32 for a ^C return code,
bra.b do_ljump ;* so we'll do the same.)

cleanex:
addq.l #6,sp ;* Remove exception SR and PC,
do_ljump:
;* and.w #$DFFF,sr ;* force machine back to user mode.
.dc.w $027C ;* JAS doesn't understand the SR reg...
.dc.w $DFFF ;* these two lines are AND.W #$DFFF,SR
move.w d0,-(sp) ;* Stack exception code.
move.l ex_jmpbuf,-(sp) ;* Stack address of jump buffer.
jsr _longjmp ;* Execute longjmp() function.

;*****************************************************************************
;* the init routine, installs handlers...
;*****************************************************************************

_exh_init_handler:

move.l 4(sp),d0
beq punt
move.l d0,ex_jmpbuf

pea newex2
move.l #$00050002,-(sp)
trap #13 ;* Setexc(2,&newex2)
addq.l #8,sp
move.l d0,oldex2 ;* Save old vector.

pea newex3
move.l #$00050003,-(sp)
trap #13 ;* Setexc(3,&newex3)
addq.l #8,sp
move.l d0,oldex3 ;* Save old vector.

pea newex4
move.l #$00050004,-(sp)
trap #13 ;* Setexc(4,&newex4)
addq.l #8,sp
move.l d0,oldex4 ;* Save old vector.
```

```
pea newex5
move.l #$00050005,-(sp)
trap #13 ;* Setexc(5,&newex5)
addq.l #8,sp
move.l d0,oldex5 ;* Save old vector.

pea newex8
move.l #$00050008,-(sp)
trap #13 ;* Setexc(8,&newex8)
addq.l #8,sp
move.l d0,oldex8 ;* Save old vector.

pea newex102
move.l #$00050102,-(sp)
trap #13 ;* Setexc(102,&newex102)
addq.l #8,sp
move.l d0,oldex102 ;* Save old vector.
punt:
rts ;* All done, return to caller.

;*****************************************************************************
;* the remove routine, de-installs handlers...
;*****************************************************************************

_exh_remove_handler:

move.l oldex2,-(sp)
move.l #$00050002,-(sp)
trap #13 ;* Setexc(2,oldex2)
addq.l #8,sp

move.l oldex3,-(sp)
move.l #$00050003,-(sp)
trap #13 ;* Setexc(3,oldex3)
addq.l #8,sp

move.l oldex4,-(sp)
move.l #$00050004,-(sp)
trap #13 ;* Setexc(4,oldex4)
addq.l #8,sp

move.l oldex5,-(sp)
move.l #$00050005,-(sp)
trap #13 ;* Setexc(5,oldex5)
addq.l #8,sp

move.l oldex8,-(sp)
move.l #$00050008,-(sp)
trap #13 ;* Setexc(8,oldex8)
addq.l #8,sp

move.l oldex102,-(sp)
move.l #$00050102,-(sp)
trap #13 ;* Setexc(102,oldex102)
```

```
addq.l #8,sp

rts

end

--------- cut here ----------------
```

That's the code I use to trap unexpected errors in the HCC compiler piece. It's appropriate for simple things like issuing a message, closing files, and exiting the program. It is *NOT* appropriate for complex handling such as recovering from the bus error and continuing processing.

--
- Ian
(void *) where prohibited by law

3203. Re: Continuing 1.44 Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-18 04:33:20 UTC
From: boris@sys6626.bison.mb.ca
Message-ID: <02VoPB2w164w@sys6626.bison.mb.ca>
Source record: 43050

cable@crs.cl.msu.edu (Dan Cable) writes:

> boris@sys6626.bison.mb.ca (boris) writes:
>
>
> >I haven't been following this thread, but I assume that someone out there
> >has put a 1.44 drive into an mega ste? I had read somewhere that there is
> >also a dipswitch (#9, I think) that has to be switched. I beleive it's
> >under the hard drive. Hope this helps.
>
> It's dipswitch #7 which enables formatting of HD drives in the dialog box.
> --
> Dan Cable e-mail cable@crs.cl.msu.edu
> Canton MI USA planet Earth Compuserve 75266.353

I stand corrected. I still can't find the article but I remembered later
that you also need tos 1.06 to do anything H.Density.

;--- (boris) a user of sys6626, running waffle 1.64
;E-mail: boris@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

3204. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-18 04:41:43 UTC
From: boris@sys6626.bison.mb.ca
Message-ID: <9FwoPB3w164w@sys6626.bison.mb.ca>
Source record: 43048
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

baffoni@aludra.usc.edu (Juxtaposer) writes:

> In article <1992Aug15.043618.17054@news.csuohio.edu> max@madnick.cba.csuohio.
> >This is an utterly bizarre idea that will either send you into a
> >screaming fit or drop your diastolic blood pressure ten or twenty
> [idea of making a 68k based multiprocessor Atari machine removed]
> My suggestions:
>
> To address 1) above, use a 68040 as a minimum - you need not get a faster one
> (<=25MHz should be more than enough, and with the '040/33, prices should be
> dropping) - this would be an excellent choice of multiprocessor as it has
> built in cache w/cache snoop (if something on the bus requests data that is
> cached on the '040, it supplies the data), MMU so that memory can be
> partitioned however needed (ie. processor N's memory, sharable, etc.), and
> it can address 32bits of dataspace so that a huge chunk of memory can be
> partitioned dynamically to the processors. Most importantly, the '040 does
> not bus-master the bus - it requests access to the bus just like any other
> device on the bus, thus making it nice for other processors that might be
> present.
>
> So how does that sound? Atari - feel like making some low-cost
> multi-processor workstations?
>
Sounds like the new Falcon to me.

;--- (boris) a user of sys6626, running waffle 1.64
;E-mail: boris@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

3205. Re: Reopen an ACCs window

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-18 06:07:38 UTC
From: mfg@gmd.de
Message-ID: <mfg.714118058@gmd.de>
Source record: 43049

In <BAMMI.92Aug13222840@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:

> why waste your time and creative juices. help stamp out ACC's !!
>man, go get MiNT and be happy :-)

>IM(not so humble)O: Acc's is/was one of the worst ideas on the St. Its
>implementation in AES sucks even worse.

I AM using MiNT and it is fine, but as long as there is no MultiTOS available
I _have_ to use ACCs in order to get a sensible Window-System with terminals.
BTW even Eric Smith uses TOSWIN._ACC_ to use terminal sessions and GEM-
applications at the same time. I know, MultiTOS is "comming soon"*, but
who knows about the quality of the implementation of Multi-AES ??

cheers,
Martin Gergeleit <mfg@gmd.de>

*"comming soon" is a trademark of ATARI

3206. Re: Neodesk3 with MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-18 07:03:51 UTC
From: rzsbs@rz.uni-sb.de
Message-ID: <20808@sbsvax.cs.uni-sb.de>
Source record: 43051
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

From article <1992Aug16.181429.1@vaxc.stevens-tech.edu>, by
skolodzieski@vaxc.stevens-tech.edu:
> Hello,
>
> I got a copy of Neodesk3 this weeken for a good price and it looks pretty
> interesting. However one big problem for me is i cannot seem to get it to
> work with MiNT.
>
> Has anyone successfuly installed mint and have NeoDesk3 up and running?
>

Hi Scott,

this is an old problem: NeoDesk refuses to start if MiNT is active.
Having MiNT 0.94 installed, you could start Neodesk in the following way:
- start MiNT in the Auto folder
- start GEM from MINT.CNF (last line = #INIT=)
- start mintshel as an AUTO application
- start Neodesk from mintshel.rc by the last lines:
cd $NEODESK # here lives Neodesk
neodesk.exe # not neoload.prg !!!

But this does not work with MiNT 0.95 !!!
You have to initialize MiNT, GEM, your environment (by mintshel) and then return
to the normal desktop. Now you will be able to start Neodesk as application.

Strange, but this method forks fine for me...

BTW: I am thinking of replacing Neodesk by GEMINI if no new Neodesk version
is launched on the atari fair in Duesseldorf as last year...

greetings Bernhard

****
* Dipl.Ing. Bernhard Stumpf | bestu@rz.uni-sb.de *
* / ___ / University of the Saarland | rzsbs@rz.uni-sb.de *
* /----. /__. -/- D-6600 Saarbruecken | bestu@h11.saar.de *
* /____/ ___/ /_. ++49-681-302-4626 | *
****

3207. Re: Using Setexec() [a bit of help needed]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-18 10:22:46 UTC
From: r0mill01@ulkyvx.louisville.edu
Message-ID: <1992Aug18.102246.21175@vlsi.louisville.edu>
Source record: 43052

```
In article <1992Aug17.175736.7804@pbhya.PacBell.COM>, dbsuthe@pbhya.PacBell.COM (Daniel B.
Suthers) writes:
>execute under any C compiler. The name of a function evaluates to the
>address of the function just like the name of an array does.
>
>
> void (*jumpto)(); /* A pointer to a function. */
> void sec_on(); /* Declare that the sec_on function exists. */
>
> jumpto = sec_on; /* Set the pointer to the address of the function*/
> jumpto(); /* Execute the function that's at the address
> * pointed to by the pointer.
> */
>Daniel B. Suthers, CCP
>Technology Consultant, PCS & IN Development Lab, Pac*Bell
>Voice: (510) 671-1325 UUCP: pacbell!pbeos!dbsuthe
>============================================================================
>= Commit unexpected kindness and senseless acts of beauty. =
>============================================================================

If jumpto is a pointer to a function, won't the call jumpto() cause a "bad
indirection" error in the compiler? Shouldn't it be called by
(*jumpto)(); ?

r. royar (NYIT no address from here)
```

3208. Re: Using Setexec() [a bit of help needed]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-18 10:27:06 UTC
From: neuhaus@vier.informatik.uni-kl.de
Message-ID: <neuhaus.714133626@vier>
Source record: 43053

dbsuthe@pbhya.PacBell.COM (Daniel B. Suthers) writes:

>The following code should compile and execute under any C compiler.
>[some program text deleted]

```
> void (*jumpto)();
> void sec_on();

> jumpto = sec_on;
> jumpto();
```

Just nit-picking, but it will only work with ANSI C compilers (as
opposed to `any' C compiler). For K&R C, you'd have to write

```
(*jumpto)();
```

Furthermore, to make the thing bullet-proof, you could declare jumpto as

```
void (*jumpto) (void);
```

>This is standard C stuff.

Yes, but not every C compiler understands standard (= ANSI) C. As I
said before, I was just nit-picking, and this is not a flame.

Have fun.
--
+------- No .sig? OH, COME ON! --------+-"The derivative snuggles close to-+
email: neuhaus@informatik.uni-kl.de	the function---whatever to snuggle
snail mail: Stephan Neuhaus/Hilgard-	means; I'm too old for that"
ring 32/6750 Kaiserslautern/Germany	-- Math Prof

3209. Re: Using Setexec() [a bit of help needed]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-18 13:48:09 UTC
From: ssw@aber.ac.uk
Message-ID: <1992Aug18.134809.12251@aber.ac.uk>
Source record: 43054

r0mill01@ulkyvx.louisville.edu scribbled :

[assorted mince deleted]

=>If jumpto is a pointer to a function, won't the call jumpto() cause a "bad
=>indirection" error in the compiler? Shouldn't it be called by
=> (*jumpto)(); ?
=>
Nope ... this works perfectly on my C compiler (Sozobon V2.0) ... you've just got to be careful to declare the functions appropriately. Thanks to those who helped me suss this out BTW -- error trapping has never been so much fun :-)

One side note, to the person who suggested I post this query to comp.lang.c, I didn't for two reasons :

- This is an Atari related problem (now sorted out)
- The people in comp.lang.c seem too busy flaming each other about coding styles.

Simon.

PS. Anyone know of a decent reference book for Atari programming? I've discovered (the hard way) that ``Internals'' is a load of crap :-(Preferably, the book should have a little in it about STe specific bits and something about the TT would be nice too.

Thanks in advance.

3210. format of object files in gcc

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-18 17:40:59 UTC
From: <>
Message-ID: <bnell.714159659@ferrari>
Source record: 43064

Can anyone tell me where to find the format of the .o files used by gcc? I don't feel like wading through the source or anything like that. I would prefer some simple docs. I want to write a program to convert them to DRI or GST format so I can link them with object files from my assembler (and yes I know gcc can do inline asm but I hate the syntax). Also, I guess I should ask if anyone has already made such a program already to save myself the trouble.

Thanks,
Bill

--
bnell@ferrari.siemens.com | Quote of the Day:
Siemens Corporate Research | Those who are wise to the words are wise
755 College Road East | to those for whom words are sufficient.
Princeton, NJ 08540 | - Scott Surowiec

3211. 9600 Baud MIDI mods

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-18 20:26:13 UTC
From: KWFRIBER@MTUS5.BITNET
Message-ID: <92231.152613KWFRIBER@MTUS5.BITNET>
Source record: 43087

A friend of mine needs the mods to make the MIDI port on his Mega512 do 9600 baud. If anyone can e-mail them to me, or tell me where they can be found, I would be most appreciative. I don't read this group, so please e-mail responses to either
friberg@mtu.edu
kwfriber@mtu.edu

Thanks a bunch
Ken Friberg n8pbe

3212. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-18 22:40:51 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Aug18.224051.6308@elroy.jpl.nasa.gov>
Source record: 43056
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug15.043618.17054@news.csuohio.edu> max@madnick.cba.csuohio.edu (Max Polk) writes:
>Here it is in a nutshell: a parallel processing Atari microcomputer
>featuring a set of 68000 microprocessors, sold at low cost yet
>featuring high technology.

In 1985 or so, a company called Alliant Computer Systems based in Littleton, Massachusetts, introduced their FX series of machines, with the FX/8 being the main product, 8 68020-clones in a single chassis. This mini-supercomputer was outfitted with special vector-processor hardware as well, and cost around a million bucks. Alliant went bankrupt this year, and FX/8s now cost around $30K or so second-hand.

It's an interesting idea, but it takes hard work to get it right. Alliant abandoned the Motorola family in favor of the Intel i860, (which I think was a mistake) but their operating system was a pretty mature product already.
> * * *

>As I glanced at my JDR Microdevices catalog, I couldn't help but wonder
>why. Why is it that our thinking is so bound to a single microprocessor
>running the whole show? Why must a multitasking operating system be
>bound to a single microprocessor doing EVERYTHING. Isn't it obvious that
>we are running into the very real limits of clock frequency and chip
>size having to make the single microprocessor do more and more things
>faster and faster?

Sure is. But still, it's very difficult to break up a problem into segments that can be run concurrently. If you can't partition your problem this way, then parallel multiprocessing doesn't gain you anything.
>
>The catalog I referred to lists the price of microprocessors you can
>order: the Atari ST's Motorola 68000 costs $6.95, while the 68020
>costs $189.95. The IBM PC's Intel 8086 costs $5.95 while the 80486
>that runs at 50 MHZ costs $1199.00.

Hm. The cost is certainly attractive, but I still wouldn't want to use anything less than a 68020 in a system I were to design today. A real 32 bit architecture, instead of the 16 bit data/24 bit addressing of the 68000, plus the support needed for virtual memory, exotic address spaces, etc. Just can't see developing a Real Computing System without it.
>
>Let's see: $189.95 / $6.95 is about 27, and $1199.00 / $5.95 is about
>201. Ignoring for a moment all of what you have grown to know and love
>about operating systems and microcomputer architecture, consider this
>possibility: couldn't you do more with 27 outstanding 68000's running

>exactly one process each, in parallel, than you could with one 68020
>running and switching between 27 processes, executing no more than one
>instruction at a time (for roughly the same amount of money)?

If you had 27 things you wanted to do right away, all at once, this would
be fantastic. In my day to day use, I seldom have more than 4 windows open
on my X terminal, and I'm generally only actively using one or two of them.
When I ftp a new distribution of the X window system, or GCC, or some other
large package, I actually do compile them in parallel on our FX/8 or FX/800,
using up to processors at once on the 8. It's wonderful. But it's not a
common occurrence. (See my paper "GNU & You, Building a Better World" in
the proceedings of the 9th Annual Sun User Group conference...)
>
>For that matter, couldn't you do more with 201 good 8086's running
>exactly one process each, in parallel, than you could with one 80486
>running 201 processes all at once (for roughly the same amount of
>money)?

For roughly the same amount of money, you would have to scale back
severely from 201 processors. It takes a tremendous amount of logic to
synchronize a bus between a large number of processors.
>
>Consider what a great product Atari could have, flying into the twenty-
>first century at low cost, if they could write an operating system that
>is based upon the architecture of one microprocessor for each process
>that can run. It wouldn't be that hard, if my thinking is correct:
>each process runs on its own microprocessor with its own memory,
>totally protected, so as to achieve instances of deaf, blind, and mute
>minicomputers all inside the same box. (These computers inside of
>computers will be referred to as DBMT's: Deaf, Blind, and Mute aTari's.)

This is called asymmetric multi-processing. Sun is taking this approach in
Solaris 1.x, and going for symmetric multiprocessing in Solaris 2.0. The
Alliant Concentrix operating system was fully symmetric. It's just fine to
have one processor per Unix process, but if you have only one kernel "process,"
then you get serious performance bottlenecks. 27 or 201 processors making
system calls to a single OS process will be a major drag. You will find most
of your processors waiting in spin loops for the OS processor to complete
their service requests.
>
>The operating system would only wait for system calls to be issued from
>the various DBMT's and then handle the requests.
>
>Each DBMT would be constructed on a single plug-in board and there
>would be as many of them as you had slots to plug them into. (This is
>beginning to take on mainframe proportions!)

That's a good idea. I think Alliant painted themselves into a corner by
only allowing a small fixed number of processors per system. (8 procs on
an FX/80, up to 28 on an FX/2800.) Like the transputer approach, where there
is no predetermined limit to the number of processors you can connect. But

again, the control circuitry for this approach gets quite complex.
>
>The process that desired to run a program would issue a system call,
>and could either wait or not for it to finish. The operating system
>would start the next idle DBMT. Disk access and window graphics would
>also be system calls, giving good separation from the operating system,
>and excellent protection (no more crashes either). Actually, the
>protection would be perfect, leaving no possibilities whatsoever for
>the user to tinker with system globals, keyboard vector interrupts,
>vertical blanking interrupt routines, etc.

So you're implying absolutely no sharing of memory between processor nodes, eh?
That means all communication between a node and the OS processor has to be by
DMA transfer? That will also introduce a performance hit. Motorola's DMA
controllers only operate at speeds of up to around 10 or 12 MHz, for transfer
rates of about 4 or 5 MB/sec. That's not so terrible for older SCSI-1 block
devices, but that imposes tremendous overhead for tty-style character-at-a-time
I/O processing.
>
>Perhaps this parallel concept would be applied to the filesystem as
>well. Don't wait for a single head to reposition itself over and
>over again while the programs are twiddling their thumbs -- use several
>small drives or some such scheme to prevent the tremendous speed of
>the parallel processors from bottlenecking at the disk drive.

Check out the literature on RAIDs - "Redundant Array of Inexpensive Disk."
All the rage in current high-performance disk storage systems.
>
>The speed would be so tremendous that no single microprocessor computer
>could ever compare, no matter how powerful or fast. And yet, the
>cost would be very low, since you are using the older 68000's and
>a simple parallel processing scheme.
>
>Breaking a program down into several subprograms each on its own
>DBMT with message passing between them through the operating system
>would speed up any program. So Atari could make the most effective
>microcomputer on the market today. Atari would supply the buyer with
>tools to write parallel-processing programs in ordinary languages
>to get things rolling.

This is a very hard problem. To be able to easily split a single program
among different processors, you really want to have shared memory between
those processors, which is something we've already excluded from this design.
Aside from that, it takes a different mind-set to get out of writing programs
in the start -> crunch -> stop model of linear computing. Current compiler
technology just takes traditional code and tries to run loops in parallel.
If you have a huge processing job but it just consists of a sequence of steps
that run in series, you can't get any benefit. (What you do then, of course,
is fire off multiple instances of the job on multiple processors... But if
you only need to run it once, you can't win.)
>

>Atari would have been one of the firsts to jump beyond the single
>microprocessor barrier for the average home computer, giving users
>fantastic power for the software that will soon arise that needs more
>than a single microprocessor can handle (even with a math coprocessor).
>
>Because each DBMT is just that, deaf, blind, and mute, it would not
>have to worry about I/O devices, leaving only the microprocessor and
>memory to be installed on each DBMT board. Such a modular design
>would be easier to construct and debug at the hardware level.

It's an interesting idea. Sounds much like a transputer network, but with
no internodal communications.
>
>It's about time that someone tries this out in one form or another
>for reasonably-priced small computers, and Atari could pull it off.
>If they did, it wouldn't be perfect, since no new ventures like this
>are, but they could start things rolling and place their name in
>history.

Actually, thinking about this a bit more, there's no reason to limit such
a design to any specific model of processor. Ok, so we have a single bus
master that's basically a request dispatcher. When "the system" is booted,
this guy starts up, inits the I/O subsystems, and inits each processor
module. The processor modules and I/O modules can be pretty interchangeable,
basically a card that resides at a particular bus address, with a processor,
memory, and if an I/O module, whatever I/O channels it requires.

Hm. With a 68020 or up as the central system, you can have up to 256
24-bit (i.e. 68000) nodes. (Assuming that you decode the function codes & such,
giving a full 32 bit address space for the 68020 itself, and another 32 bits
for the nodes... Maybe even more if you care to distinguish I/O nodes from
processor nodes.)

Ok, now, in order to make each single node useful, they need to have a good
amount of RAM. I guess 4M is good for most common tasks. But wouldn't it be
silly to have, say, 16 nodes == 64M of RAM in your system, but you can't run
a single program that wants 8M because your memory is in 4M chunks? I guess
this tells me that you've really got to have a single memory pool, with
shared access to all the processors.

Ah, this brings up another issue. So I can buy 27 68000s for the cost of one
68020. I probably can't afford to outfit all 27 of 'em with enough RAM for them
all to do reasonable work, eh? I think it should be obvious from all this that,
when you're designing a computer system, deciding on the processor is one of
the easiest steps. Creating the memory system is the hard part, everything
depends on its performance.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
::
::To the owner of the blue Mazda, license 742-XLT, your headlights are on...::
::

3213. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-18 23:21:35 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l931fvINN40n@aludra.usc.edu>
Source record: 43057
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <9FwoPB3w164w@sys6626.bison.mb.ca> boris@sys6626.bison.mb.ca (boris) writes:
>baffoni@aludra.usc.edu (Juxtaposer) writes:
[my suggestions for minimum hardware on a multi-proccessor system deleted]
>Sounds like the new Falcon to me.

Not even. For starters, it has an '030 - no "other cache" awareness,
and still maintains bus mastership like the other Moto chips <'040. Although
it does have a Processor direct slot, it sounds like it is only 16bits wide
which would really blow chunks trying to put another proccessor on it. It
is (so far) limited to 14MB - not much room for concurrent processes, let
alone system space. And to top it off - there is not much room to spare
in that 1040STe style case - multiprocessors+glue are going to be big and
are probably going to generate a LOT of heat, not to mention likely to
totally waste the power supply.

However, this is not going to stop it from being an excellent
single proc. machine - very multi-media-ish.

>
>;--- (boris) a user of sys6626, running waffle 1.64
>;E-mail: boris@sys6626.bison.mb.ca
>;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

-Mike

3214. Detecting GDOS presence

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 00:56:21 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Aug19.005621.8575@newton.ccs.tuns.ca>
Source record: 43058

Lattice C v5.x provides a Lattice specific VDI function called vq_gdos() which returns 0 if GDOS is not loaded and non-zero if GDOS is loaded.

The description says "This function does not have an official name but uses an Atari approved method for determining the presence of GDOS." Anyone know what the "approved method" is so GDOS presence can be checked from Heat & Serve/Sozobon C?

Thanks in advance.

3215. More MiNT questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 03:39:55 UTC
From: torrance@ai.mit.edu
Message-ID: <TORRANCE.92Aug18233955@cookie-monster.ai.mit.edu>
Source record: 43061

Greetings, netters. I'm looking forward to getting a lot of mileage out of MiNT 0.95 with TOSWIN, but I've encountered a few snags.

First, it seems my system hangs whenever a program tries to ring the keyboard bell (^g in emacs). This happens from MiNTEmacs (from atari/mint on a.a.umich.edu), from Flash, and when using Emacs remotely within Flash. I have Tos 1.04, ICD Adspeed 16Mhz, and am running MiNT 0.95 with TOSWIN.

Second, when I try to use tip to get a terminal-in-a-TOSWIN window, it writes in the standard full-size system font to the bottom of the screen, scrolling my desktop out from under me until I exit with ~. . Messages from the tip program, such as [set?] and the ~h help appear where they should in a small font in the window. Have I failed to set something right? Is this (1990) version of tip the right thing to use?

Finally, I'd like to find a way to have some environment variables set before I start a new process under TOSWIN. In particular, I'd love to run Emacs in a TOSWIN window, so I can use the new TOSWIN emacs menu, but emacs can't find its lisp directories, etc. until I set my environment. Is there another place I can set this, or another solution?

Thanks for all your help,

--

Mark C. Torrance torrance@ai.mit.edu o:(617)253-8829 h:868-2597

3216. Slow hard disk with Spectre GCR :(

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 04:27:55 UTC
From: dtarico@violet.ccit.arizona.edu
Message-ID: <1992Aug18.212755.1@violet.ccit.arizona.edu>
Source record: 43065
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have recently set up a Spectre GCR on my system which consists of Mega 4 ST, ICD AdSCSI host, Maxtor LXT-200 disk drive. Also, I have Spectre v. 3.0, with a 50 meg partition formatted for Mac. The hard disk writes seem to be slower than they should be. It works ok, and reads seem sufficiently fast, but writes of large files seem slow.
For example, copying Superpaint 2.1 from a Mac floppy to the hard drive on my system took 1 minute 14 seconds. The same operation on a real Mac SE/30 took only about 23 seconds. On my system, during the write to the hard disk, it would pause so long that the light on the floppy would actually go out while it was waiting for a part of the HD write to finish.
Is this normal, and if so, why?? Thanks!

Doug Tarico
dtarico@ccit.arizona.edu
doug@sie.arizona.edu

3217. Use of SC1424 with another computer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 06:59:43 UTC
From: mangane@SOLEIL.matra-espace.fr
Message-ID: <9208190659.AA27432@SOLEIL.matra-espace.fr>
Source record: 43066

I would like to use my SC1424 to receive PERITEL signal output
from another computer's video adapter. Who has ever succeed in such
a HARD challenge (because I am sure I have to use my solding-iron) ?
I may insist on THIS type of signal which level is around 12 V and
not TTL in order to avoid answers from PC and compatibles users who
can easily use the SC1424 as a CGA monitor.

PLEASE, ANSWER BY E-MAIL AS I CANNOT READ NEWS.

My addresses are: mangane@soleil.matra-espace.fr or
mangane@mms.matra-espace.fr
If you can use X-400, you can also answer to
S=MANGANE ; P=MATES400 ; C=FR.

Thanks in advance for your help.

;;; Laurent MANGANE

3218. ATARI 1040ST died: power supply question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 07:35:17 UTC
From: ca@informatik.uni-kiel.dbp.de
Message-ID: <10671@idefix.informatik.uni-kiel.dbp.de>
Source record: 43059
Cross-posted to: comp.sys.atari.st.tech,sci.electronics

A few days ago I got an ATARI 1040ST for free. Unfortunately it died yesterday.
My first guess was a failure of the power supply, since neither the floppy disk
drive starts nor the LED flashes. After opening up the case, I found a power
supply made by 'TAIWAN LITON', 'MODEL NO: PE-2350-2'. One IC
(labeled GE, H11AV, 1A, 8836) misses pin no. 6. Now my question: is this
correct ? Or could this happened during transportation ?
Are there any other things I should check ?

Thanks in advance,

Claus
PS: Please answer by email, since I don't read this group.
(ca@informatik.uni-kiel.dbp.de)

Experience varies directly with equipment ruined.

3219. cts/rts fix for tos1.0?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 09:16:00 UTC
From: pjc@jet.uk
Message-ID: <1992Aug19.091600.29603@jet.uk>
Source record: 43063

The title says it all. I have a v32bis modem and an old tos1.0 ST.
Which cts/rts patch program is best used with this pairing. Am I
correct in thinking that the ST cannot run its rs232 port above 9600
baud under any circumstances?

Is hardware flow control properly implemented on the Falcon, I wonder?

--

__·_____·___·_____·__·____
__|_. ._| ._|_._._|__| Peter Card, Joint European Torus, Abingdon
| | | |_. | | | Oxfordshire OX14 3EA UK. tel 0235-464867 FAX 464404
| | | _| | | | email pjc@jet.uk or compuserve 100010,366
._| | | |_. | | | GLASGOW `95 - The SF Worldcon of the (possible) future
--`--~'-+---+-+-+----+--
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3220. MFM RLL drives on Ataris

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 09:48:32 UTC
From: M.P.Wood@lut.ac.uk
Message-ID: <1992Aug19.094832.27001@lut.ac.uk>
Source record: 43060

I saw the recent topic of PC disk for ataris.
I was told by many vendors in the UK that it was not possible.

Please could the relavent people post their replies as I would
love to be able to connect my RLL/MFM Priam 519 drive up.

Thanks,
Mike.

3221. Falcon Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 11:17:53 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <24969@castle.ed.ac.uk>
Source record: 43062

From the specs of the Falcon which have just been published in
Brittish magazines I understand the thing will have a SCSI 2 port.
As I understand it it should be possible to hack a current DMA
port Atari hard drive so it fits in this but does anyone know for sure ?
Might there also be trouble with the current hard disk drivers ?

--
Simon Kinahan simonk@castle.ed.ac.uk "Only in our dreams are we truly free.
scgk@dcs.ed.ac.uk The rest of the time we need wages."
--Terry Pratchett, Wyrd Sisters

3222. Re: Interrupt interference

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 13:36:16 UTC
From: nox@jelal.north.de
Message-ID: <2286.08.92@jelal.north.de>
Source record: 43093

In <sourada.714027685@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:

>I'm writing a routine to hang off the 50Hz interrupt. This routine often
>takes as much as 2 ms (long, yes, but unavoidable). The problem is, this
>seems to interfere pretty badly with timing-intensive things like serial
>and disk access. ...

yes no wonder, the 50 Hz interrupt is level 6 (MFP)... if you run
there for too long you sooner or later get receiver overruns on serial
ports and other nasty things. (even atari themselves didn't get that
right: try reading a midi dump whild moving the mouse... :-(:-(btw,
does anyone know if `multitos' has that fixed?)

>Finally, the obvious question: What can I do to ensure that my routine
>gets the time it needs without bringing down the whole system? Is there
>a uniform way to see if some time-critical operations are going on? Is
>there a way to allow these to go on without my routine interfering too
>badly?

well do you really _need_ the high priority? i mean would something
seriously break if the routine wouldn't be executed exactly every 20ms?
if not the solution is simple: use MiNT and make the thing a daemon...
(timing with usleep()/select() and maybe clock().)

otherwise you probably need a real-time OS... :-(

> Later,
> Steven Ourada
anyway, have fun
Juergen
--
J"urgen Lock / nox@jelal.north.de / UUCP: ..!uunet!unido!uniol!jelal!nox
...ohne Gewehr

3223. Ajax chip upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 14:51:12 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Aug19.145112.2596@newton.ccs.tuns.ca>
Source record: 43068

I'm posting the following message for George Seto:

------------------------------ cut here --------------------------------

Does anyone know what sort of mods are going to be needed to get the
Ajax chips to work with a 520 or 1040 upgraded to the TOS 2.06?

Seems to me it's not just a simple plug in the Ajax to replace the
1772 and replace the 720K drive with a 1.44M mechanism.

Any ideas on what's needed for this upgrade? Thanks in advance....

Please post (email if you want), so that it can be saved for the FAQ

BTW for that FAQ, I have one thing.....

If you want to BOOT from drive B, just set memory location $446 to the
number 1. It is normally a 0 for drive A. This location does NOT get
wiped with a push of the RESET button. This was picked up from an old
UK magazine circa 1989. Don't remember whether it was ST User or ST World.

--
George Seto (gseto@biome.bio.ns.ca)

3224. Re: Trapping ^C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 17:21:55 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <7876@lee.SEAS.UCLA.EDU>
Source record: 43067

In article <1992Aug17.172819.7279@pbhya.PacBell.COM> dbsuthe@PacBell.COM (Daniel B. Suthers) writes:
>In article <1992Aug15.220008.22145@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>>
>> Yeah ::sigh:: unfortunately what I'm doing is trying to build a signal()
>>system for dlibs, for folks not running under MiNT.
>>
>>
>> Aw sh*t you're kidding! I hadn't checked it, I just assumed GEMDOS would
>>be bright enough to manage the pterm vector on a per-process basis.
>>
>> Actually, I had about given up on implementing SIGINT at all, but I was
>>gonna implement the ANSI-defined SIGTERM and tie it to the termination
>>vector. I was also going to use the termination vector to clean up hooks
>>in other vectors (for handling SIGSEGV and stuff). It looks like this is
>
>This is just an idea as I have no docs to check...
>
>After intercepting the call, could you not check the keyboard to see what the
>last character was? It should still be there (somewhere) to tell you what
>had happened.

Sorry, but I don't think that will work. I was hacking around at one time on the MiNT kernel and attempting something similar. I hooked into the keyboard vector, trying to delete ^C from the keyboard buffer before Cconws(), etc. could detect it. Although I never disassembled the BIOS to verify this, it appears that the ^C often never gets into the keyboard buffer. I suspect that the keyboard interrupt handler takes action on the ^C as soon as it comes in (this must be flagged to occur only when higher level I/O routines are active...). Perhaps I screwed up in my code somewhere, but I could never find a ^C anywhere in the buffer.

Scott Willingham // willing@icsl.ucla.edu
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.
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.
.

3225. Re: Sprite code (Re: Second&last time: Hacking Contest)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 18:21:54 UTC
From: eker@loria.crin.fr
Message-ID: <446@muller.loria.fr>
Source record: 43069

In article <9817@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:

```
|> Complicated? All you do is push them onto a stack when you draw then,
|> and pull them off to get the wiping order. Usually, it is sufficient
|> to just do it with code, rather than doing it dynamically:
|>
|> while (1) {
|> Sprite1.Wipe();
|> Sprite2.Wipe();
|> Sprite3.Wipe();
|>
|> Sprite3.Draw();
|> Sprite2.Draw();
|> Sprite1.Draw();
|>
|> Pages->Flip();
|> }
```

This is fine. but is a previous post you mentioned that sprites could be updated
at different speeds which made me think you were using some arbitrary interleaving
of draws & wipes.

```
|> >How about:
|> > 4. Wipe all sprites, Save under new positions, draw all sprites etc.
|>
|> This is exactly my #1 method, except mine is encapsulated.
|>
|> You are saying:
|> for each sprite 1..n { sprite.Wipe }
|> for each sprite 1..n { sprite.SaveUnder }
|> for each sprite 1..n { sprite.Draw }
|>
|> I am saying:
|> for each sprite 1..n { sprite.Wipe }
|> for each sprite n..1 { sprite.DrawAndSaveUnder }
|>
|> My method is superior, simply because I get the sprite.SaveUnder almost
|> for free: YOU ALREADY HAVE TO READ THE SCREEN IN ORDER TO DRAW THE SPRITE,
|> so you may as well store that read data as you draw, saves reading twice.
```

Maybe, maybe not - it depends on your sprite drawing method. The code I originally
posted only read the screen implicity with
or.w d0,(a0)+
type instructions. Now if you do it explicity you need an extra 4cy (canceling out any
saving combining your save under code) and you need and an extra reg

which could slow down the rest of your code.

BTW the code I posted is (slightly) faster than the 32x32 sprite code in
your GNUchess port even under the most pessimistic assumptions (you did a great
job on the port though...).

|> Which reminds me - was this a competition? I wrote some VERY fast
|> sprite routines in a furious discussion with Dave B. - 60 or so
|> single-bitplane 16x16 sprites at arbitrary positions on an arbitrary
|> background was I believe my limit...

No, it was just a sugestion for a better competition goal than the rather
pointless TOS hacking in Nat!'s competion.
60 sprites at 50Hz is quite amazing on a non-blitter ST. At 25Hz rather less so.
Still I can't resist the challenge...

Steven

```
* One plane 16x16 sprites (draw code only)
*
* Entry:
* a0 pointer to sprite
* a1 pointer to where to draw it
* d7 shift (0 - 15)
*

moveq #4,d6 ; (4+1)*3+1 = 16 lines
loop:
moveq #0,d0
moveq #0,d1
moveq #0,d2
moveq #0,d3
moveq #0,d4
moveq #0,d5
movem.w (a0)+,d0-d5 ; get three lines of mask & sprite

ror.l d7,d0 ; rotate mask
and.w (a1),d0 ; combine with bgnd
ror.l d7,d1 ; rotate sprite
or.w d1,d0 ; combine
move.w d0,(a1) ; replace
addq.w #8,a1 ; next word
swap d0 ; low part of mask
and.w (a1),d0 ; combine with bgnd
swap d1 ; low part of sprite
or.w d1,d0 ; combine
move.w d0,(a1) ; replace
lea 152(a1),a1 ; next line

ror.l d7,d2 ; rotate mask
and.w (a1),d2 ; combine with bgnd
ror.l d7,d3 ; rotate sprite
or.w d3,d2 ; combine
```

```
move.w d2,(a1) ; replace
addq.w #8,a1 ; next word
swap d2 ; low part of mask
and.w (a1),d2 ; combine with bgnd
swap d3 ; low part of sprite
or.w d3,d2 ; combine
move.w d2,(a1) ; replace
lea 152(a1),a1 ; next line

ror.l d7,d4 ; rotate mask
and.w (a1),d4 ; combine with bgnd
ror.l d7,d5 ; rotate sprite
or.w d5,d4 ; combine
move.w d4,(a1) ; replace
addq.w #8,a1 ; next word
swap d4 ; low part of mask
and.w (a1),d4 ; combine with bgnd
swap d5 ; low part of sprite
or.w d5,d4 ; combine
move.w d4,(a1) ; replace
lea 152(a1),a1 ; next line

dbra d6,loop
moveq #0,d0
moveq #0,d1

ror.l d7,d0 ; rotate mask
and.w (a1),d0 ; combine with bgnd
ror.l d7,d1 ; rotate sprite
or.w d1,d0 ; combine
move.w d0,(a1) ; replace
addq.w #8,a1 ; next word
swap d0 ; low part of mask
and.w (a1),d0 ; combine with bgnd
swap d1 ; low part of sprite
or.w d1,d0 ; combine
move.w d0,(a1) ; replace
```

Come to think of it, if the sprites are only one pixel deep why not preshift the blighters???

3226. How to detect imminent DA activation ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 18:32:09 UTC
From: eker@loria.crin.fr
Message-ID: <447@muller.loria.fr>
Source record: 43071

Is there a clean way of detecting that a DA is about to become active so that I can replace vectors and clean up any other mess that might cause incompatibility?

Also is there a reliable way of knowing when the DA has become inactive and its safe to grab the vectors back (I know I could wait for th inevitable redraw messages but this seems hacky).

I ask because my application (a sequencer) needs to steal a number of vectors (incl MIDI/IKBD, timerA) that the DA (maybe another MIDI prog) might also want.

Steven

3227. How to hook into GEM?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 18:39:35 UTC
From: eker@loria.crin.fr
Message-ID: <448@muller.loria.fr>
Source record: 43072

Suppose I write a snazzy motif-like GUI, how do I hook into GEM so that I can run GEM DAs from my snazzy 3D menu? More particularly

1. How do I find the full (menu entry) names of the available DAs?

2. How do I find the 8 char names for appl_find()?

3. Is it sufficient to just to send the DA a suitable message thru its pipe or does more need to be done to get it active?

TIA

Steven

3228. why does rsrc_load() always rev up the floppy drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 18:44:06 UTC
From: eker@loria.crin.fr
Message-ID: <449@muller.loria.fr>
Source record: 43073

I notice that when I'm loading resources from a RAM disk the floppy always revs ups. Am I doing something wrong or is AES just dumb?

TIA

Steven

3229. 520ST(inherited, dead??)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 19:22:06 UTC
From: cfpezzee@athena.mit.edu
Message-ID: <1992Aug19.192206.10144@athena.mit.edu>
Source record: 43070

Hello, Atarians,
As a recent poster just described, I also have just gotten a possibly dead machine. A 520 ST and a single-sided drive, both with out power cables. Is there a source for these items? I don't want to spend too much money, because it's working condition is unknown, but it has a load of software that I want to check out. Thanks for your time/bandwith.
Email or post is fine.

Chris Pz. <cfpezzee@athena.mit.edu>

--
the man (*) (*) |"If this is Paradise, I wish I had a lawn-mower" D.Byrne
behind / |
you. <===> |

3230. Re: cts/rts fix for tos1.0?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 19:54:59 UTC
From: hunt@hal.gnu.ai.mit.edu
Message-ID: <1992Aug19.195459.850@mintaka.lcs.mit.edu>
Source record: 43075

In article <1992Aug19.091600.29603@jet.uk> pjc@jet.uk (Peter J Card) writes:
>The title says it all. I have a v32bis modem and an old tos1.0 ST.
>Which cts/rts patch program is best used with this pairing. Am I
>correct in thinking that the ST cannot run its rs232 port above 9600
>baud under any circumstances?
>
>Is hardware flow control properly implemented on the Falcon, I wonder?
>

I don't know about anyone else, but I have an old 1040ST with v1.0 roms,
and I have done file transfers at 19.2K with no problems whatsoever.
This was using one of the "rz" programs from a commandline.
It got decent CPS as well. (don't remember exactly, was a while ago.)
Tad

3231. is it possible to change the font in hi res?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 20:09:00 UTC
From: ugafence@ubvmsd.cc.buffalo.edu
Message-ID: <Bt8vvD.4G@acsu.buffalo.edu>
Source record: 43074

Ok, now I don't really know what I'm talking about here, so bear with me...

I'm fond of my mono monitor, BUT, the font sucks. Plain and simple. Is there any way to change it to something a little bit smoother around the corners? I'm primarily using wordwriter & flash.

Any help would be greatly appreciated, thanks..

.Philip

3232. Re: Continuing 1.44 Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 21:22:06 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l95eruINNb3n@aludra.usc.edu>
Source record: 43076

Hi,

I've been watching the problems with the 1.44 drive in a MSTe, and
I was wondering if anyone tried replacing the floppy drive, and if they
tried the connecting-all-grounds-to-earth-ground trick that someone posted?

-Mike

3233. Re: cts/rts fix for tos1.0?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 21:47:55 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l95gcbINNc5v@aludra.usc.edu>
Source record: 43077

In article <1992Aug19.091600.29603@jet.uk> pjc@jet.uk (Peter J Card) writes:
>The title says it all. I have a v32bis modem and an old tos1.0 ST.
>Which cts/rts patch program is best used with this pairing. Am I
>correct in thinking that the ST cannot run its rs232 port above 9600
>baud under any circumstances?

Try serialfx up on atari.archive - that should fix it. All ataris can
get up to 19.2kbps, but if you are communicating with modem, you have to
have the CTS patched. I think there was some commercial software called
intercomm that supposedly worked at 38.4kbps without special hardware, but
I never got it to work (with a friend's Amiga) so I don't know if it really
works - but now that I think about it, I had tried it before I knew about
the RTS/CTS bug, so that may have been the problem...I'll have to check that
out sometime.

>
>Is hardware flow control properly implemented on the Falcon, I wonder?
>

Good question - Atari hasn't had such a good track record - only
3 of 10 work without patches (actually 2/8 as 2.XX and 3.XX are basically
the same).

>--
>__.-----.---.-----.--.---
>__|_. ._| ._|_._._|__| Peter Card, Joint European Torus, Abingdon
> | | | |_. | | | Oxfordshire OX14 3EA UK. tel 0235-464867 FAX 464404
> | | | _| | | | email pjc@jet.uk or compuserve 100010,366
> ._| | | |_. | | | GLASGOW `95 - The SF Worldcon of the (possible) future
>--`--~'-+---+-+-+----+---
>- Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

-Mike

3234. Re: Continuing 1.44 Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 22:23:00 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <92232.182300JJL101@psuvm.psu.edu>
Source record: 43079

In article <l95eruINNb3n@aludra.usc.edu>, baffoni@aludra.usc.edu (Juxtaposer) says:

> Hi,
>
> I've been watching the problems with the 1.44 drive in a MSTe, and
>I was wondering if anyone tried replacing the floppy drive, and if they
>tried the connecting-all-grounds-to-earth-ground trick that someone posted?
>
> -Mike
>
>

Trying a different mech is my next step, since it always err's on track 45 while formatting any HD disk, this may be from a defect in the 'head rails'\ of the drive(?) Now to look for a place that sells these drives with the best price (or will any 1.44 drive work with correct jumpers?).

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
GEnie: J.LEHETT2 Delphi: JLEHETT@delphi.com

3235. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 22:38:28 UTC
From: UweKloss@lionbbs.bs.open.de
Message-ID: <H.ochUJiy12Xc@lionbbs.bs.open.de>
Source record: 43116
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <l90309INN6q5@aludra.usc.edu>, Juxtaposer writes:

> This sounds like a good idea, except:
> 1) The 68ks were not built for multiprocessing (big surprise) - you are not
> only talking about totally (almost) re-writing TOS to handle the multiple
> processors (which sounds like a good idea to me anyway), but you would have
> to implement some impressive glue-logic to get the multiple processors to
> work cooperatively since they

> a) don't know that they don't own the bus,
Which is definitely wrong!
Even for the simple 68000!
What do you think are the pins ~BR(bus request),
~BG (bus grant) and ~BGACK (bus grant acknowlege) for?

> b) don't understand any kind of memory but super/user,
They understand:
supervisor program
supervisor data
user program
user data
That can enhance the 16 MB limit (see below) to 64 MB,
but what does that do WRONG????

> c) only have 24bits address line
Which means 16 MegaByte and should be enough on a multiprocessor system
where you have, say 8 MB private an 8 MB shared RAM for each processor.
That's 27 * 8(private) + 8(shared) = 224 MB main memory. Not enough?
Boy, your last name is croesus isn't it?

> 2) Related to the last point of 1), you really want to have a distributed
> multiprocessor-system - how many times do you run 27 applications simul-
> taneously?
Why? you can split ONE application into several THREADS!

> Not to mention that each processor would have to have its own
> memory - and it doesn't sound too appealing or marketable to have to buy
> 27MB so you can have 27 1-MB virtual machines.
Make it upgradeble at least one and at most (as much as you want).
1MB is much for that task.
Even 8MB (shared) main memory and 128KB (private) cache may be enough
with a hardware supporting virtual memory.

> [...] a distributed multiprocessor system, you distribute tasks over the multiple
> would still be going at the original (single processor) speed.

There you address the one and only problem: THE SOFTWARE!
You need a distributed environment!
A parallel OS and parallel Applications which means
parallelising (? ;-) developement tools.

THAT'S THE REAL PROBLEM AT ALL!

At least with ATARI! ;-)

Uwe
--
Eliminiere das Unmoegliche. Was immer uebrig bleibt, so
unwahrscheinlich es auch wirkt, muss die Wahrheit sein.
Aber was ist, wenn einmal NICHTS mehr uebrig bleibt?
(nach: John Brunner - Mehr Dinge zwischen Himmel und Erde)
- -
Uwe Kloss UUCP: UweKloss@lionbbs.bs.open.de
Fasanenstrasse 65 BTX: 0531336908 0001
3300 Braunschweig FIDO: not connected

3236. Re: MFM RLL drives on Ataris

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-19 22:51:50 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Aug19.225150.14533@msuinfo.cl.msu.edu>
Source record: 43078

M.P.Wood@lut.ac.uk (Michael Wood) writes:

>I saw the recent topic of PC disk for ataris.
>I was told by many vendors in the UK that it was not possible.

>Please could the relavent people post their replies as I would
>love to be able to connect my RLL/MFM Priam 519 drive up.

1st: You will need to have a host adapter to translate the ST's ACSI into SCSI. Supra, ICD and others? are manufacturers of such a board. ICD seems to support the widest variety of hard disk mechanisms.

2nd: You will need to have a SCSI to RLL or SCSI to MFM controller. Omti and Adaptec were manufacturing these, but I don't know for sure if either of them made a controller to work with your drive. Omti at least is no longer manufacturing these and I don't know about adaptec. If you really are insistent on this you might want to contact ICD at (815) 968-8550 or fax them at (815) 968-6888 in the USA.

3rd: You will need a power supply and enclosure along with the necessary cabling.

Unless your drive is very large and very fast or you have some particular emotional attachment to it, you probably will be better off using a SCSI drive as it will be faster and cheaper to connect. You may find it very difficult to obtain the SCSI to RLL/MFM controller.
--
Dan Cable e-mail cable@crs.cl.msu.edu
Canton MI USA planet Earth Compuserve 75266.353

3237. Re: format of object files in gcc

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-20 01:29:00 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9889@uqcspe.cs.uq.oz.au>
Source record: 43080

In <bnell.714159659@ferrari> bnell@siemens.com. (Bill Nell) writes:

>Can anyone tell me where to find the format of the .o files used by gcc?
>I don't feel like wading through the source or anything like that. I would
>prefer some simple docs. I want to write a program to convert them to DRI
>or GST format so I can link them with object files from my assembler (and
>yes I know gcc can do inline asm but I hate the syntax). Also, I guess I
>should ask if anyone has already made such a program already to save myself
>the trouble.

If the MIT 68000 syntax is the problem, I believe GCC has a compiler-time
option (ie. when making gcc) to support Motorola syntax. Personally, I
prefer MIT now anyway (probably because I never got into Motorola much).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

3238. Re: Sprite code (Re: Second&last time: Hacking Contest)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-20 01:48:51 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9890@uqcspe.cs.uq.oz.au>
Source record: 43081

eker@loria.crin.fr (Steven Eker) writes:
>warwick@cs.uq.oz.au (Warwick Allison) writes:

>This is fine. but is a previous post you mentioned that sprites could
>be updated at different speeds which made me think you were using some
>arbitrary interleaving of draws & wipes.

Oops, poor qualification by me. Obviously, it is DAMNED HARD to give
arbitrary sprite priorities, AND arbitrary update rates. (Although
possible - using full-screen masks, which are also useful for clipping,
moving "behind" playfield objects, etc.) If I even need such Sprite
classes, I'll have my head examined.

>Maybe, maybe not - it depends on your sprite drawing method. The code
>I originally posted only read the screen implicity with
> or.w d0,(a0)+

Hardly useful for anything but UNMASKED single-bitplane graphics, which
is next-to-useless (at he very least, you usually want to have black
and white sprites (like the ST mouse pointer), rather than just black
sprites (like the Sun SunView mouse pointer)). Of course, in the
interests of competition, anything is "useful" :-).

>BTW the code I posted is (slightly) faster than the 32x32 sprite code in
>your GNUchess port even under the most pessimistic assumptions (you did a great
>job on the port though...).

<delight> if you can mail me code-for-code patches, I'll put them into
my library (which will be free-to-all one of these days).

>|> Which reminds me - was this a competition? I wrote some VERY fast
>|> sprite routines in a furious discussion with Dave B. - 60 or so
>|> single-bitplane 16x16 sprites at arbitrary positions on an arbitrary
>|> background was I believe my limit...

>No, it was just a sugestion for a better competition goal than the
>rather pointless TOS hacking in Nat!'s competion. 60 sprites at 50Hz
>is quite amazing on a non-blitter ST. At 25Hz rather less so.

Actually, I think it was more like 50 at 72Hz (ie. mono).

>Still I can't resist the challenge...

You didn't post performance stats! How well does it BURN?

Let's make some categories:

1. Preshifted / Unshifted
2. 16x16 / 32x32
3. Masked / Unmasked (ie. black&white / black)

>Come to think of it, if the sprites are only one pixel deep why not preshift
>the blighters???

Yep. One better: with unmasked sprite, why even HAVE sprite data?
it uses only 100% more RAM to have the sprite data be the CODE ITSELF,
ie. automatically generate the

orl #....,(a0) (3 words)
addl d0,a0 (1 word)

instructions from the 2-word sprite-data!

(Of course, this is only acceptable for HACK CONTESTS. Anyone who seriously
considers this a "programming technique" is a beauxault)

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

3239. Re: why does rsrc_load() always rev up the floppy drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-20 01:50:44 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9891@uqcspe.cs.uq.oz.au>
Source record: 43083

eker@loria.crin.fr (Steven Eker) writes:

>I notice that when I'm loading resources from a RAM disk the floppy always
>revs ups. Am I doing something wrong or is AES just dumb?

Perhaps "A:/" is in your $PATH? You are chdir'ing to A:/ before the
rsrc_load()? It certainly never happens to me, or anyone I know. Do
non-local programs have such problems? Have you watched with SYSMON?

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

3240. Re: How to hook into GEM?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-20 06:33:04 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.JYEssDVyQBY@jonh.wimsey.bc.ca>
Source record: 43092

In <448@muller.loria.fr>, Steven Eker writes:
>
>Suppose I write a snazzy motif-like GUI, how do I hook into GEM so that I
>can run GEM DAs from my snazzy 3D menu? More particularly
>
>1. How do I find the full (menu entry) names of the available DAs?
>
>2. How do I find the 8 char names for appl_find()?

I've never tried to do this, but you'd have to hook into the trap #2
call, i think, and look for the menuregister call from the desk accessory.
The main problem is that appearantly Gem replaces it's own vector in
the trap #2 vector handler after certain calls, so you have to recheck it
and re-replace it. There was a text file from Charles Johnson that I seem
to remember described the process, but I don't have it. Maybe someone else
does. You'd only need to hang onto it until the accessorys had all
registered, I'd imagine. Also, you'd probably want to pass the menu
register on to the AES when your done so the accessories could receive the
messages you then send down the message pipe.
>
>3. Is it sufficient to just to send the DA a suitable message thru its pipe
>or does more need to be done to get it active?
>
Once you know the id and name, it should be possible to send acc_open
messages. Harlekin allows keyboard macros to send open messages, so it
should be possible, though of course Harlekin manages it's own protocals.

These tricks are probably likely to break on various versions of the
os as well.

--
jhenders@jonh.wimsey.bc.ca

3241. Re: Continuing 1.44 Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-20 07:43:40 UTC
From: boris@sys6626.bison.mb.ca
Message-ID: <H8TsPB1w164w@sys6626.bison.mb.ca>
Source record: 43086

baffoni@aludra.usc.edu (Juxtaposer) writes:

> Hi,
>
> I've been watching the problems with the 1.44 drive in a MSTe, and
> I was wondering if anyone tried replacing the floppy drive, and if they
> tried the connecting-all-grounds-to-earth-ground trick that someone posted?
>
> -Mike
>
>

Also I recieved this in reply to one of my suggestions. I assume th
author doesn't want his name know or he would have posted this himself.

From:??????@eos.ncsu.edu
To: boris@sys6626.bison.mb.ca
Subject: Continuing 1.44 Drive Woes
Date: Tue, 18 Aug 92 10:26:53 EDT

In order to use 2MB drives you will need:

1. A 2MB drive
2. The new floppy controller chip (not the 1774)
3. Dip switch 7 turned on (in the drive bay, near front of machine)
4. TOS 2.06 (or 3.06 if you have a TT030)
5. Space between your monitor and your floppy drive (a monitor stand
will
suffice) because of interference.
6. The removal of the central screw (near transformer) in power supply
to reduce monitor jaggies (this is not really necessary, but helps)

I have set up many systems for customers of Computer STudio (Asheville,
NC)
and have a MegaSTe myself with a HD upgrade.

Hope it helps.

;--- (boris) a user of sys6626, running waffle 1.64
;E-mail: boris@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

3242. Re: my floppy drive lies to me: a cry for help...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-20 13:09:45 UTC
From: pjc@cc.ic.ac.uk
Message-ID: <1992Aug20.140945.20574@cc.ic.ac.uk>
Source record: 43099

Check that you are not using the wrong type of Diskette!

Check to see if you have a disk cache caching the floppy stuff.

Try write protecting the drive and make sure you get the Drive is
Write protected..

Scan for Viri

3243. spectrum 512 + mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-20 13:32:28 UTC
From: amos@prl.dec.com
Message-ID: <1992Aug20.133228.1616@prl.dec.com>
Source record: 43088

Well, I manage to print on screen a spectrum 512 picture (easy I know..), but the one who manages to include there (as the spectrum programmer) a mouse management to move the mouse ON a spectrum picture is very good.
I mean that you have 2 or 3 nops at each end of line to read fffc02, and to synchronize yourself.. so please HEEEEEEEEEELLLLLLLLLLLLPPPPPPPPPPPPPPP !

Samos..

ps: the snork demo is available.. get it at the atari messe !

3244. Snork Demo

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-20 13:45:39 UTC
From: amos@prl.dec.com
Message-ID: <1992Aug20.134539.2011@prl.dec.com>
Source record: 43089

SI quelqu'un est interesse par une nouvelle demo, d'une quqlite plus
qu'exceptionnelle, contactez moi..
This is the most beautiful demo ever made, so .. why waiting more time ?

IT IS FREE !

Samos.

3245. Re: is it possible to change the font in hi res?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-20 14:17:53 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Aug20.141753.6428@digi.lonestar.org>
Source record: 43091

In article <Bt8vvD.4G@acsu.buffalo.edu> ugafence@ubvmsd.cc.buffalo.edu (UB FENCING CLUB) writes:
>
> I'm fond of my mono monitor, BUT, the font sucks. Plain and simple. Is
>there any way to change it to something a little bit smoother around the
>corners? I'm primarily using wordwriter & flash.

The Warp 9 Control Panel (accessory) allows you to load any font you want (and it comes with a lot of them). I just received my Warp 9 the other day and happened to be playing with this last night. (Actually, the 3270 font looks nice :-) But since I just started using this package (used to use Turbo ST), I can't point out any caveats, etc..

Good luck.

Roy C. Gosewehr
--

| GEnie: R.C.Gosewehr | rgoseweh@digi.lonestar.org | uunet!digi!rgoseweh |

3246. DMA Sound playing

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-20 16:10:37 UTC
From: vicb@clark.edu
Message-ID: <1992Aug20.161037.19742@clark.edu>
Source record: 43090

Can anyone tell me any information about playing sound samples on an STe through the DMA? Information for C or Assembly language preferred. It must be a pretty well guarded secret, as I can't seem to find any text files anywhere on this subject. HELP!!!

Victor Bruhn
vicb@clark.edu

3247. Re: is it possible to change the font in hi res?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-20 21:29:10 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Aug20.212910.190623@rrz.uni-koeln.de>
Source record: 43094

In <1992Aug20.141753.6428@digi.lonestar.org> rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:

>In article <Bt8vvD.4G@acsu.buffalo.edu> ugafence@ubvmsd.cc.buffalo.edu (UB FENCING CLUB) writes:
>>
>> I'm fond of my mono monitor, BUT, the font sucks. Plain and simple. Is
>>there any way to change it to something a little bit smoother around the
>>corners? I'm primarily using wordwriter & flash.

>The Warp 9 Control Panel (accessory) allows you to load any font you
>want (and it comes with a lot of them). I just received my Warp 9 the
>other day and happened to be playing with this last night. (Actually,
>the 3270 font looks nice :-) But since I just started using this
>package (used to use Turbo ST), I can't point out any caveats, etc..

Another possibility is to get NVDI. The GDOS integrated into NVDI
has a special feature, namely that the names of fonts in the
ASSIGN.SYS file may be preceded by an s, in which case the system
font is replaced with that GDOS font. NVDI comes with some
alternate fonts, and if you don't like any of them you can use
any GDOS font.

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3248. How can I "redirect" VDI graphics?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-20 21:47:41 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Aug20.214741.191331@rrz.uni-koeln.de>
Source record: 43095

Hi all Atari technicians,

one or two months ago it was mentioned in some context that I
don't quite remember that one should not u the setscreen()
function (XBIOS 5) in GEM progams at a all, as well as other
tricks to direct the graphics generated by VDI calls to somewhere
else than the "real screen". There certainly are good reasons to
refrain from using such techniques, but then again, they can be
very handy and useful too. For example, it is possible to make
the VDI draw in a virtual screen of an (almost) arbitrary size,
and then one can e.g. display this masterpiece in a window with
scroll elements by blitting parts of the picture into the window.
There has been a demo program doing this in the c't mag, issue
jan. '91 if I'm not mistaken.
Anyway, my question is if such a redirection can be done in a
"clean" way. The only thing I can think of right now is writing a
GDOS screen driver for that purpose but that is not only much too
laborious for me to do, but it would also be unelegant as it
would mean to re-invent all those VDI functions that are already
there in the ROMs...

curiously waiting for replies,

Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3249. Re: access to the screen using C?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-21 02:03:31 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug21.020331.5959@mnemosyne.cs.du.edu>
Source record: 43096

```
Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

> how do I get a pointer to the screen?

void *screen = (void *)Logbase();

That's all there is to it. Oh, you've got to #include <osbind.h>. The
pointer type doesn't have to be void*; char* or short* or whatever you
want will work fine. Details of accessing screen memory are semi-complex,
due to the interleaved bitplane pixel organization.

--
- Ian
(void *) where prohibited by law
```

3250. Re: Detecting GDOS presence

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-21 02:08:58 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug21.020858.6187@mnemosyne.cs.du.edu>
Source record: 43097

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

> detecting GDOS...works from HSC/Sozobon

There's a function for it in GemFast (v1.7 and up):

```
long vgd_detect(void);
```

If it returns non-zero, GDOS is present.
--
- Ian
(void *) where prohibited by law

3251. Re: Continuing 1.44 Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-21 04:23:58 UTC
From: as423@cleveland.Freenet.Edu
Message-ID: <1992Aug21.042358.832@usenet.ins.cwru.edu>
Source record: 43100

The MegaSTE I have came with the 1.44 drive, made by Atari.
It was purchased from a Software and Hardware Wholesaler on
the central coast of California, where I happen to live. I can
live with the incompatibility problems, but the 1.44 drives I
feel there is no excuse..

Ken Wallace

3252. Help with prog. Execption handlers on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-21 06:51:36 UTC
From: 8918927y@levels.unisa.edu.au
Message-ID: <18373.2a951810@levels.unisa.edu.au>
Source record: 43106

```
Gday,
I'm working on a project that involves making an expansion card
for a MEGA st, and I'm trying to write a small assembler program to
detect whether the card is installed in one of two possible addresses. I
know that the card works correctly, so the hardware is not a problem. I
would like to write a program that attempts to write to the io address
of the card, and if it finds the hardware the read cycle will terminate
correctly, otherwise a bus error will occur & a handler will notify the
program that the hardware is not present.

My problem is that I get an address error when I execute a RTE
from the exeception processing routine, ala here is portions of my code

BusErrFlag dc.b 1 * flag variable for exception routine

MAIN pea.l BusErrHandler * Bus error handler routine
move.w #2,-(sp) * bus error exception number
move.w #setexc,-(sp) * set exception routine
trap #1

{... miscellaneous code here...}

move.b #$00,$CF0001 * try to write to my hardware
( this should cause a bus error exception if no hardware )

{ .... rest of program }

* this is the exception processing routine
BusErrHandler move.b #$FF,BusErrFlag * set flag for Bus error
rte
*** this is where i get "address errors" when I try to execute a
RTE from the exeception handler.

My question is, do I need to do anything special in the execption
handler before i execute an RTE ??

Thanks
Kym
--------------------------------------------------------------------------------
"`Get back' I screamed, `I'm an Australian!'.I new this was a pretty
lame excuse and prepared myself for the truth. `Australia is merely an
Island of Antarctica' came the voice,`and of no further significance.'
Suddenly I understood the secret of Atlantis."
--`What's Rangoon to you is Grafton to me' by Russell Guy. JJJ-FM circa 1978--
Kym B Newbery : 8918927y@lux.levels.UniSA.edu.au : 4th Year electronic eng.
```

3253. Falcon 030 ? nah wait the 040 !

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-21 08:31:42 UTC
From: amos@prl.dec.com
Message-ID: <1992Aug21.083142.16355@prl.dec.com>
Source record: 43101

I think there is a large step between the 68030 and the 040,
the programmation is being more interesting, and I even could
say that the 040 is a microprocessor half CISC half RISC..
and to buy a falcon at 16Mhz 030 is to buy an 'under-TT device'..
so wait for the high technology, and buy the falcon 040 !

Samos.

3254. FAQ

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-21 09:31:56 UTC
From: mintha@geog.ubc.ca
Message-ID: <1992Aug21.093156.15376@unixg.ubc.ca>
Source record: 43102

If anyone is wondering what has become of the comp.sys.atari.st.tech FAQ, its still alive. I've been fairly busy, and everytime it gets close to completion, somebody comes out with a new version of software (i.e. Mint 0.95), so I'll hopefully have something next week.

If any of you have any enlightening experiences with the new MiNT, I'd much appreciate hearing from you, especially if your running MGR as I don't.

Jim

--
Jim Mintha Home: (604) 467-2148
mintha@geog.ubc.ca Work: (604) 465-5074

3255. Re: Falcon 030 ? nah wait the 040 !

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-21 10:15:07 UTC
From: r0mill01@ulkyvx.louisville.edu
Message-ID: <1992Aug21.101507.12090@vlsi.louisville.edu>
Source record: 43103

In article <1992Aug21.083142.16355@prl.dec.com>, amos@prl.dec.com (Samos) writes:
>I think there is a large step between the 68030 and the 040,
>the programmation is being more interesting, and I even could
>say that the 040 is a microprocessor half CISC half RISC..
>and to buy a falcon at 16Mhz 030 is to buy an 'under-TT device'..
>so wait for the high technology, and buy the falcon 040 !
>
>Samos.
>
The Mac Quadra uses a 40, and I understood that everything has to be
rewritten to run on it. Doesn't the 40 have some very different ways of
doing things, and aren't some instructions just gone and others added?
Wouldn't that mean the 40 machine would be a "from-the-ground-up" kind of
thing like the quadra is supposed to be?

Just wondering.

r. royar

3256. Re: Re: Falcon 030 ? nah wait the 040 !

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-21 12:32:17 UTC
From: amos@prl.dec.com
Message-ID: <1992Aug21.123217.20181@prl.dec.com>
Source record: 43104

Well, there is an evolution between the falcon and the ST isn,t it ?
so why would ATARI not make a complete evolution, and go to a real
class a microprossessor (68040);
you're right, some instructions are missing, but that's for the speed,
less instructions, more speed..
so the Falcon 040 will really open new horizons..

3257. Re: Falcon 030 ? nah wait the 040 !

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-21 12:56:50 UTC
From: chu@acsu.buffalo.edu
Message-ID: <BtC3yq.552@acsu.buffalo.edu>
Source record: 43105

In article <1992Aug21.083142.16355@prl.dec.com> amos@prl.dec.com (Samos) writes:
>and to buy a falcon at 16Mhz 030 is to buy an 'under-TT device'..
>so wait for the high technology, and buy the falcon 040 !
^^^^^^^^^^

Do we *know* there will even be one? (Rumors don't count.)

Frankly, I don't think a Falcon 040 will come it at the "right" price
point for a while...

john
chu@acsu.buffalo.edu

3258. Calling Fdfmt (the floppy formatter)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-21 15:58:27 UTC
From: azog@world.std.com
Message-ID: <BtCCDH.Lqt@world.std.com>
Source record: 43107

In the MiNT libraries, in osbind.h, I found the Fdfmt function, but its got like 9 parameters. Some of them seem obvious, such as drive, tracks, but can someone offer me an explanation of all the parameters?

Thanx

--
Billy D'augustine
azog@world.std.com

"Obliteration of mankind. Under a pale grey sky. We shall arise!"

3259. Re: Falcon 030 ? nah wait the 040 !

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-21 17:02:47 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l9a8dnINN3oa@aludra.usc.edu>
Source record: 43108

In article <1992Aug21.083142.16355@prl.dec.com> amos@prl.dec.com (Samos) writes:
>I think there is a large step between the 68030 and the 040,
>the programmation is being more interesting, and I even could
>say that the 040 is a microprocessor half CISC half RISC..
>and to buy a falcon at 16Mhz 030 is to buy an 'under-TT device'..
>so wait for the high technology, and buy the falcon 040 !

I don't think this is such a good idea, for several reasons.

First, not everyone needs a high-speed machine. You don't need more
than say an 8MHz 68k to do basic WP. Musicians all over the world seem to have
been quite happy with the slow ST for quite some time - and the falcon offers
more speed and certainly more features than any ST has had.

Second, not everyone could afford a higher-speed machine. The Falcon
offers a LOT of good features that make it more than just a ST replacement -its
more like getting a slightly slower TT but with special cards already installed
(ie sound, video, SCSI-2). Not to mention multi-TOS. And the Falcon is cheap - especially
when you consider that you won't have to buy another monitor to
make it run (but is recommended) unless all you have is a mono monitor.

Third, Atari has put a lot of money into producing and developing this
product. If it doesn't sell, what makes you think they will put more
development money into an '040 machine? What makes you think they would have
the cash to do so, even if they wanted to? By urging other not to buy and thus
reduce revenues would cause them to be tighter with the cash - and who wants
them to skimp when designing an '040 version? Not me!!!

Besides, you are assuming that an '040 version will be out anytime
soon. Maybe some of those people need a computer in the next few months, not
the next couple of years.

I am not saying that an '040 version would not be right for you, and
you may be able to wait, but I don't think you should neccessarily say that
it is not right for someone else. I know that if I was serious into the
music business, I'd jump at the deal. Even though I'm not, if I didn't have
a TT, I would seriously have considered buying it anyway.

>Samos.

-Mike

3260. How to steal a vector?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-21 17:04:12 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Aug21.170412.15442@u.washington.edu>
Source record: 43109

Is there a "correct" way to replace, for instance, a BIOS routine
with one of my own? If so, please describe it.

Many thanks in advance.

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

3261. wanted: help with TT SCSI bus

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-21 18:46:38 UTC
From: vspicer@ccu.umanitoba.ca
Message-ID: <1992Aug21.184846.7272@ccu.umanitoba.ca>
Source record: 43111

request for help again....

i'm trying to make klaus pedersen's TT SCSI routines work on
our TT. does anyone have experience with this, or any other set of
"generic" SCSI drivers for the TT? the code fails to do a proper device
selection so it's all down hill from there :(

thanks in advance
vic spicer

---
vic spicer, recent PERL convert/ data systems,instrument electronics and
software person with the Time of Flight Mass Spec. Lab
at the University of Manitoba Dept. of Physics

3262. Re: Help with prog. Execption handlers on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-21 18:58:09 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug21.185809.6263@mnemosyne.cs.du.edu>
Source record: 43110

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

> * this is the exception processing routine
> BusErrHandler move.b #$FF,BusErrFlag * set flag for Bus error
> rte
>*** this is where i get "address errors" when I try to execute a
> RTE from the exeception handler.

For exceptions 2 & 3, there's an extra 8 bytes of info on the stack on
entry to the exception handler. The extra bytes provide info on what type
of memory access was happening (instruction/data fetch, etc). You have to
clean them off the stack before you can RTE. Another issue, one I'm not
as familiar with, is that the return address on the stack may point into
the middle of the instruction that failed, depending on what type of
failure occurred. Logic for returning to the next instruction after the
failure would be complex for a general solution, but I think you can cheat,
since you know the exact place you're expecting the failure, and the exact
instruction that you expect to fail.

Try something like this:

```
BusErrHandler: move.b #$FF,BusErrFlag ; set local flag
addq.l #8,sp ; clean extra info off stack
addq.l #nnnn,2(sp) ; adjust return address
rte ; return from exception
```

You'll need to do a little trial-and-error to get the right value for
#nnnn for adjusting the return address. (Or, get better info from someone
who knows this stuff better than I do. My exception-handling experience
has never included returning to the fail code in this way.)

One other issue is processor type: I have this vague notion that chips
upwards in the 68k family may put even more than 8 bytes of extra info
on the stack -- you may need a couple different exception handlers, and
install the right one for the chip type you're running on.

--
- Ian
(void *) where prohibited by law

3263. Adding a hard drive to a MSTe

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-21 21:05:26 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92234.170526JJL101@psuvm.psu.edu>
Source record: 43112

I have a MegaSTe with the standard Seagate 157N and got a conner 3040a
40 meg drive to add to this. I have a 2 way SCSI cable and power is no
problem. At first I simply replaced the Seagate with the conner and
powered it up. It found it at ID 0 and allowed a forat. However, I cannot
figure out how to get either the Seagate or the Conner 3040a out of
SCSI 0 so that the both can be online at once. The Conner which is last
in the chain has its terminators in and the Seagate never had them in.
I have tried the jumpers on the back of the Seagate no no apparent affect.
The conner has jumpers on the back and also some labled e1-e4 underneath,
and I must have the e4 jumper in to allow it to be formatted (wonder why?).
Do I have to do something with DIP switches in the MSTe to get another
ID available? (I am using AHDI 5.0) Anyone have exactly which jumpers should
be set on the Seagate or Conner to change the ID number?
Any help greatly appreciated!

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
GEnie: J.LEHETT2 Delphi: JLEHETT@delphi.com

3264. Getting MiNT/KSH/MW2/GNU C To Work

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-21 22:08:46 UTC
From: scotty@verdix.com
Message-ID: <1992Aug21.220846.26746@verdix.com>
Source record: 43113

I've been trying to put together a development environment based on MiNT 0.95, KSH 04A, MW2, and GNU CC, in order to write an application. While I've printed reams of documentation, I'm having some trouble getting everything to cooperate, and I'd really appreciate it if some of the more experienced users would help me get past some problems.

1. I'd like to start up GEM from MiNT first off, so I can choose between TOSWIN and MW2, or use Uniterm. I achieve this by not having an INIT.PRG, since GEM.PRG is no longer included in MiNT 0.95. Should I be using the old GEM.PRG instead? If I run it, do my environmental variables get stomped on by GEM, or will they be accessible by later shells?

In any case, after MiNT boots GEM, I start MW2 using KSH.TOS -- and it doesn't recognize that it is a login shell -- so I have no environment. I must then manually load PROFILE.KSH and KSHRC.KSH. Is there a better way to set this up? Having to manually load these for each new shell is a pain!

2. When I run GNU Make, all I get is an "Out of memory" message. This is true even when I have nothing loaded besides MiNT and KSH; this is a Mega ST4. Is there another reason for getting this message?

3. Where in the GNU archives on atari.archive is the startup module crt0? I have the GNU libraries and GCC binaries, but didn't get this piece.

4. I'm assuming that I can use these programs without going to a MINIX file-system. Is this still true?

5. How do I start MiNT BASH properly? Will Ver 1.10 work with TOS filesystems? When I ran BASH.TTP from GEM (after starting with MiNT), I had an /etc/PROFILE and used a -rcfile BASHRC (both of these files were defined) in order to bypass the UNIXMODE filenames. What I got was lots of error messages, and only the last several characters of each line in the PROFILE file were displayed. Any ideas what went wrong?

If all of this seems too muddled, I apologize. I've spent a couple of weeks printing out the GNU documentation using CS TEX (great package) and I've dutifully read everything else I could print out... No luck. So far I've just had tantalizing glimpses of what might be possible.

I'd really enjoy seeing someone else's functional setup using some of these programs. All I've had so far is Mark William's C, and I want to start using ANSI C, MiNT, and C++ soon.

Heartfelt thanks for any help straightening this out!

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

3265. Update on MSTe SCSI 1 id

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-21 22:46:43 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <92234.184643JJL101@psuvm.psu.edu>
Source record: 43114

OK, well in adding another drive to the SCSI chain, I have found it impossible (now I know exactly which jumpers to set for the HD's for proper SCSI ID's) to get anything recognized as other that ID 0 on the onboard SCSI adaptor in the MSTe. Has anyone had success with this? Once again, I added a SCSI 2 way cable to to the adaptor board inside the MSTe, and added the conner in that line, but irrelevant of that, neither the Seagate nor the Conner when appropraitely jumpered will be recogized unless it is at SCSI 0. Is it impossible to actually use 2 'internal' drives this way in the MSTe without resorting to using the DMA port?

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop

GEnie: J.LEHETT2 Delphi: JLEHETT@delphi.com

3266. Re: access to the screen using C?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-22 04:40:31 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <0eZQIze00awKQ97kxx@andrew.cmu.edu>
Source record: 43115

> how would I get a pointer to (or suitable handle) to allow direct
> writing to the screen?
> i'm using sozobon, are there books on this subject?

Just never try to access screen directly: it is not compatible to new machines and it is not nice (comfortable) to do. Finally, you never take profit of all the work of OS programmers (or better of NVDI programmers) !

VDI is here to be used ! it may not be the fastest way to draw something but it is convenient !

Stefan Monier

-- On the average, people seem to be acting normal --

3267. Re: Falcon 030 ? nah wait the 040 !

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-22 07:42:23 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <64435@cup.portal.com>
Source record: 43117

You can always just wait for the "next generation" of computers
or the next generation beyond that...

Or you can have today's computer and use it, while everyone else
waits (and waits, and waits) for the "next generation"...

BobR

3268. Re: cts/rts fix for tos1.0?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-22 15:23:23 UTC
From: m_adlard@csd.brispoly.ac.uk
Message-ID: <1992Aug22.152323.23816@csd.brispoly.ac.uk>
Source record: 43119

Peter J Card (pjc@jet.uk) wrote:
: The title says it all. I have a v32bis modem and an old tos1.0 ST.
: Which cts/rts patch program is best used with this pairing. Am I
: correct in thinking that the ST cannot run its rs232 port above 9600
: baud under any circumstances?

I used to run a BBS using an HST modem running at 19200 baud, using tos 1.0
and it worked fine. The patch I used to fix the RTS/CTS was TOSFIX 2.2.
The best way to fix this would be to update to at least tos 1.4. then use
the RAINBOW tosfix from atari. The tos upgrade here in the uk is not too
bad (cost wise)

:
: Is hardware flow control properly implemented on the Falcon, I wonder?
:
I am not sure about the Falcon, its weird that its not been fixed in other
versions of TOS.. hohum...

MAT.A.
--
Matthew Adlard | m_adlard@csd.brispoly.ac.uk

Any remarks made are my own views only.

3269. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-22 15:31:09 UTC
From: Stefan Monnier <sm86+@andrew.cmu.edu>
Message-ID: <oeZZqx200awNQ66F0C@andrew.cmu.edu>
Source record: 43118
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Which is definitely wrong!
> Even for the simple 68000!
> What do you think are the pins ~BR(bus request),
> ~BG (bus grant) and ~BGACK (bus grant acknowlege) for?

Just a precision: with caches, you generally don't use BG and the likes
to solve the problem of simultaneous access to shared memory: each
processor has his own local bus!

The main problem with 27 processors is that shared memory is not applicable:
this memory would be too of a bottleneck!
but until 10 or so processors, it is definetely 'makable' although
surely (much) more expensive than a 68030 (or even 68040) monoprocessor
system!

That's the whole point: the processor price doesn't decide the system price !

Cheers,

Stefan Monnier

```
-------------------------------------------------------
-- On the average, people seem to be acting normal --
-------------------------------------------------------
```

3270. NEC Multisync Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-22 18:36:22 UTC
From: NCOYNE@ESOC.BITNET
Message-ID: <92235.183622NCOYNE@ESOC.BITNET>
Source record: 43122

I have a NEC Multisync monitor and the question you are waiting for is
can I use this with my Atari 1040 STfm.
This question has probably been asked in the past but I didn't have the
monitor then.
If the answer is yes then please could send me some technical directions
such as pin outs and such like.

Until now I have only been using a TV and I am very excited to have a colour
monitor, so is my son.

Thanks in advance

Nick Coyne
NCOYNE @ ESOC.BITNET
DARMSTADT GERMANY

3271. Re: Falcon 030 ? nah wait the 040 !

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-22 18:45:36 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Aug22.184536.159838@rrz.uni-koeln.de>
Source record: 43120

In <BtC3yq.552@acsu.buffalo.edu> chu@acsu.buffalo.edu (John C. Chu) writes:

>In article <1992Aug21.083142.16355@prl.dec.com> amos@prl.dec.com (Samos) writes:
>>and to buy a falcon at 16Mhz 030 is to buy an 'under-TT device'..
>>so wait for the high technology, and buy the falcon 040 !
> ^^^^^^^^^^

>Do we *know* there will even be one? (Rumors don't count.)

Well, at the Atari Messe in Duesseldorf a guy (his name was
Kreidl or Kreindl) gave a talk about the Falcon. He said that the
Falcon 030 was the first one of a whole family of machines. The
development of the Falcon 040, he added, is well under way.

>Frankly, I don't think a Falcon 040 will come it at the "right" price
>point for a while...

We can only speculate on the price of the Falcon 040, but it
seems to me that Atari has successfully returned to their "power
without the price" slogan after the TT. Let's hope they continue
to do so.

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

3272. Re: NEC Multisync Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-23 03:49:59 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Aug23.034959.6943@msuinfo.cl.msu.edu>
Source record: 43123

<NCOYNE@ESOC.BITNET> writes:

>I have a NEC Multisync monitor and the question you are waiting for is
>can I use this with my Atari 1040 STfm.
>This question has probably been asked in the past but I didn't have the
>monitor then.
>If the answer is yes then please could send me some technical directions
>such as pin outs and such like.

>Until now I have only been using a TV and I am very excited to have a colour
>monitor, so is my son.

The first question to answer your question is: What scan rate is the monitor capable of? ST low res requires 15.75 and most newer multisynch monitors might not go this low. If yours won't you can still get medium and hi-rez. In any event you'll like it ever so much better than the TV.

Pinouts: Looking at the connector from the rear of the computer pin 1 is the upper right hand; pin 4 is the upper left hand; pin 9 is the lower right hand; pin 12 is the lower left hand. If you have the book that came with your ST these should be shown in a diagram at the back of the book. Pin 1 is Audio Out. Pin 2 is Composite Video. Pin 3 is Clock Select. Pin 4 is Mononchrome Detect/Clock In. Pin 5 is Audio IN. Pin 6 is Green. Pin 7 is Red. Pin 8 is Reserved. Pin 9 is Horizontal Synch. Pin 10 is Blue. Pin 11 is Monochrome. Pin 12 is Vertical Synch. Pin 13 which is all by itself at the bottom of the connector is Ground.

I don't know what your level of expertise with electronics is but if you make a wrong connection you could do serious damage to your monitor or computer or both. So please be careful and check your connections twice. This isn't the same as plugging in a drive or some such where it just doesn't work if you make a mistake, so be forewarned.

--
Dan Cable e-mail cable@crs.cl.msu.edu
Canton MI USA planet Earth Compuserve 75266.353

3273. Re: cts/rts fix for tos1.0?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-23 08:33:17 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Aug23.083317.1459@peponi.wcc.govt.nz>
Source record: 43124

In article <1992Aug19.195459.850@mintaka.lcs.mit.edu>, hunt@hal.gnu.ai.mit.edu (Hunt) writes:
>In article <1992Aug19.091600.29603@jet.uk> pjc@jet.uk (Peter J Card) writes:
>>The title says it all. I have a v32bis modem and an old tos1.0 ST.
>>Which cts/rts patch program is best used with this pairing. Am I
>>correct in thinking that the ST cannot run its rs232 port above 9600
>>baud under any circumstances?
>>
>>Is hardware flow control properly implemented on the Falcon, I wonder?
>>
>
>I don't know about anyone else, but I have an old 1040ST with v1.0 roms,
>and I have done file transfers at 19.2K with no problems whatsoever.
>This was using one of the "rz" programs from a commandline.
>It got decent CPS as well. (don't remember exactly, was a while ago.)
>Tad

NOTE: Flow control is only a problem with uploading, not with dnloading,
so you would never get it with a rz program...

Roger.......... sheppard_r@kosmos.wcc.govt.nz

3274. Re: 520 ST problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-23 08:42:06 UTC
From: boris@sys6626.bison.mb.ca
Message-ID: <VwgyPB2w164w@sys6626.bison.mb.ca>
Source record: 43126

jeffh@oakhill.sps.mot.com (Jeff Hunsinger-MUX_Tech) writes:

> Over the weekend, I picked up a 520 ST. When I turn it on, the screen flashes
> white for a fraction of a second, then goes black. The computer doesn't seem
> to be looking at the drive (looking for a boot disk), so I assume TOS exists
> in ROM (this is my first experience with an ST.) Shouldn't I get some sort
> of display here? I opened the case and checked all the voltages. Everything
> checks out. I noticed a bunch of empty sockets off to the right. There were
> 2 ROM (?) chips installed, but I suspect there may be more necessary (?)
>
To help we probably need more info.
Ie, do you have an internal or external disk drive?
What kind of monitor are you using?
can you hear the drive at all?
Put a formatted disk in before you turn the machine on,
hold your finger just touching the disk. Can you feel the drive
vibrate?
Hav you checked all the trivial little things, like connections
the monitor brightness dial at the back, etc.?
What exactly does it say just above your numeric keypad?

If you have just 520st over the keypad, And an external disk drive then
it's one of the earlier machines and may need tos on disk to run.
There should be a label on the underside of the 520. What does it say
as far as the model number goes?
Did you get a grey labeled disk with the machine with the word "TOS" on
it? if so you need to boot with that.
If the label underneath says 520STm then you can hook it up to your TV
with a connoector like those that came with the old 'Pong' games. Try
that. Maybe the monitor is fried.

Give full details of your system when posting messages for help.

good luck.
boris

;--- (boris) a user of sys6626, running waffle 1.64
;E-mail: boris@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

3275. Atari Bitching

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-23 08:57:04 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Aug23.085704.1711@peponi.wcc.govt.nz>
Source record: 43125

Well this is the reason why I have been bitching about Atari..

We no longer have any active shops selling Atari Computers and no
software sales at all, and this is in ALL New Zealand..

You are also unable to get you computer serviced as there is no one
providing parts any more..

There is one group of shops selling the Lynx game console,
but that does not sell to well here, the Game Boy has it all over
the Lynx here, sold in more shops and is Advertized on TV..

I have also been told that Atari OZZ will no longer be selling
the Atari computer range, only the Lynx.

Note: There is still a lot of shops selling the Amigas and even
the new A600, plus you can get all the latest software for the Amigas here.

The level 2 of the Falcon will be some two times the price of good 386
clone, and with monitor, so I can't see the Falcon selling here at all..

PC clones are very cheap here, but the software is very dear, some 5 times the
USA price...

..Any body wan't to lend me some the moneny so that I can get a PC Clone..:-)..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3276. Re: 520 ST problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-23 12:07:18 UTC
From: jarleb@athena.uio.no
Message-ID: <1992Aug23.120718.5662@ulrik.uio.no>
Source record: 43127

In article <VwgyPB2w164w@sys6626.bison.mb.ca>, boris@sys6626.bison.mb.ca (boris) writes:
> jeffh@oakhill.sps.mot.com (Jeff Hunsinger-MUX_Tech) writes:
>
> > Over the weekend, I picked up a 520 ST. When I turn it on, the screen flashes
> > white for a fraction of a second, then goes black. The computer doesn't seem
> > to be looking at the drive (looking for a boot disk), so I assume TOS exists
> > in ROM (this is my first experience with an ST.) Shouldn't I get some sort
> > of display here? I opened the case and checked all the voltages. Everything
> > checks out. I noticed a bunch of empty sockets off to the right. There were
> > 2 ROM (?) chips installed, but I suspect there may be more necessary (?)
> >
> To help we probably need more info.
> Ie, do you have an internal or external disk drive?
> What kind of monitor are you using?
.
.
.
>
> If you have just 520st over the keypad, And an external disk drive then
> it's one of the earlier machines and may need tos on disk to run.

That's no question if the monitor is working, 'cos then you get a screen filled
with atari symbols and colours flowing down the screen. That's an indication
to whether you have to use a boot-TOS or not.

Jarle.

3277. ??? 10 Meg Bernoulli : Anyone using one on STf

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-23 12:37:24 UTC
From: jrwyatt@bmerh136.bnr.ca
Message-ID: <1992Aug23.123724.21690@bmers95.bnr.ca>
Source record: 43128

Does anyone out there have experience hooking up a bernoulli 10 Meg
removable harddrive system to an STf???

I wonder if the standard host adapter to SCSI is enough?

Will it boot (does any hard drive "boot" on an ST, or do you use a boot disk)?

Thanks,

Robert

J. Robert Wyatt 613-763-9665 |E-Mail --------->>>> jrwyatt@bnr.ca
Bell-Northern Research Ltd. |-------------------------------------
P.O. Box 3511, Station C |My views are my own; no one
Ottawa, Ontario |else would own up to them.
Canada, K1Y-4H7 |Don't take offence, its not intended!
==========

3278. Re: Opening aux1

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-23 16:00:16 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.WwXVgvhrFoc@jonh.wimsey.bc.ca>
Source record: 43129

Julian_Reschke@ms.maus.de (Julian Reschke) writes:
>Christopher Browne (cbbrowne@csi.uottawa.ca) wrote:
>>How do I open a file to aux (a.k.a. modem1, a.k.a. com1: ...)?
>Try "AUX:".
Don't you also have to use Fforce and Fdup to create handles to
attach the files to the ports?

--
jhenders@jonh.wimsey.bc.ca

3279. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-23 22:28:36 UTC
From: UweKloss@lionbbs.bs.open.de
Message-ID: <H.rmGpWKv8&K2@lionbbs.bs.open.de>
Source record: 43134
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <oeZZqx200awNQ66F0C@andrew.cmu.edu>, Stefan Monnier writes:
> > Which is definitely wrong! Even for the simple 68000!
> > What do you think are the pins ~BR(bus request),
> > ~BG (bus grant) and ~BGACK (bus grant acknowlege) for?

> Just a precision: with caches, you generally don't use BG and the likes
> to solve the problem of simultaneous access to shared memory: each
> processor has his own local bus!
Right!
But with caching the cache controller should use bus arbitration.

> The main problem with 27 processors is that shared memory is not applicable:
> this memory would be too of a bottleneck!
> but until 10 or so processors, it is definetely 'makable' although
Jep! This ist the number I remember from my CS lectures.

> surely (much) more expensive than a 68030 (or even 68040) monoprocessor
> system!
Power has it's price! ;-)

> That's the whole point: the processor price doesn't decide the system price !
Right!

Uwe
--
Eliminiere das Unmoegliche. Was immer uebrig bleibt, so
unwahrscheinlich es auch wirkt, muss die Wahrheit sein.
Aber was ist, wenn einmal NICHTS mehr uebrig bleibt?
(nach: John Brunner - Mehr Dinge zwischen Himmel und Erde)
- -
Uwe Kloss UUCP: UweKloss@lionbbs.bs.open.de
Fasanenstrasse 65 BTX: 0531336908 0001
3300 Braunschweig FIDO: not connected

3280. argv

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-24 00:47:56 UTC
From: marshall@cs.uq.oz.au
Message-ID: <9939@uqcspe.cs.uq.oz.au>
Source record: 43130

I can't work out how to use argv on my Ste (can it be used at all?).
Can anyone enlighten me on how to access a C program's own name from within
the program?

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

3281. Re: Getting MiNT/KSH/MW2/GNU C To

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-24 14:46:00 UTC
From: Christof_Stadler@s.maus.de
Message-ID: <A4598@S.maus.de>
Source record: 43132

s>1. I'd like to start up GEM from MiNT first off, so I can choose between
s> TOSWIN
s> and MW2, or use Uniterm. I achieve this by not having an INIT.PRG, since
s> GEM.PRG is no longer included in MiNT 0.95. Should I be using the old
s> GEM.PRG instead? If I run it, do my environmental variables get stomped
s> on by GEM, or will they be accessible by later shells?
You won't need GEM.PRG any more. If you have no INIT in MINT.CNF, MiNT will
start GEM. Your environment variables will be accessible by later shells.

s> In any case, after MiNT boots GEM, I start MW2 using KSH.TOS -- and it
s> doesn't recognize that it is a login shell -- so I have no environment.
s> I
s> must then manually load PROFILE.KSH and KSHRC.KSH. Is there a better way
s> to set this up? Having to manually load these for each new shell is a
s> pain!
Just put something like
setenv ENV c:\mint\kshrc.ksh
in your MINT.CNF. KSH will load this file every time you launch it.

s>3. Where in the GNU archives on atari.archive is the startup module crt0? I
s> have the GNU libraries and GCC binaries, but didn't get this piece.
You need the sources for the GNU Binaries; there you will find crt0.

s>4. I'm assuming that I can use these programs without going to a MINIX file-
s> system. Is this still true?
Yes!

Bye

Christof

3282. Re: argv

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-24 21:19:00 UTC
From: Ulf_Moeller@hh2.maus.de
Message-ID: <A11876@HH2.maus.de>
Source record: 42951

marshall@cs.uq.oz.au (Marshall Harris) wrote:

>I can't work out how to use argv on my Ste (can it be used at all?).

Any decent library should use ARGV. The gcc and mint libs do, and the Pure C lib does if you use the pcvstart.o startup code.

>Can anyone enlighten me on how to access a C program's own name from within
>the program?

```
main(int argc, char *argv[])
{
char *progname = "unknown";
if (argv[0][0] != '\0')
progname = argv[0];
/* ... */
}
```

3283. 1.44Mb floppy problem on TT, problem solved

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-25 10:22:11 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1992Aug25.112211.131002@mswe.dnet.ms.philips.nl>
Source record: 42965

I wrote:
> Keyword: Help needed with 1.44 Mb floppy in TT
>
> The problem is that the TT is not able to write a 1.44Mb floppy but it
> can read one. I have already replaced the WD1772 chip with a AJAX one,
> which didn't solve the problem.
>
> Anyone?

I bought an external 1.44Mb drive on the Atari Messe last weekend and it worked!
I then concluded that it must be the drive it self which was the problem.

After a long time of discussions with a friend of mine, I reopened the TT's case
and replaced the drive. It still wouldn't work, which gives me the creeps,
because the external one did. When we looked at the time, around 1:30 AM :-(,
we gave up and closed everything again. We couldn't resist a last try, and.....

it worked. It seems that it is very important to close the case. Interference
of the monitor? who knows,

Anyway, I am now the happy owner of two 1.44Mb drives.

Thanks to everyone who posted or mailed some help.

Marcel Boom

email: mboom@mswe.dnet.ms.philips.nl
voice: +31 40 762007 / +31 4408 3531

3284. Vanishing partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-25 17:03:13 UTC
From: ken@isgtec.com
Message-ID: <3173@isgtec.isgtec.com>
Source record: 43131

Well, after thinking "it'll never happen to me", it has. I can't access
any partitions on my hard disk. I was working on a program for a few
hours (of course), compiled it, ran it, and boom, 4 bombs, machine reboots,
and I'm looking at just drive A and B icons. I tried some obvious things,
cold boot, turning computer off and on after a while, no go. Ok, powered
down everything for 1 minute, then hard drive on, then computer on, same
thing, just A and B icons. So I figured the boot sectors on drive C must
have been zapped, so I ran ICDBOOT.PRG from a floppy, it seems happy,
I install a drive C icon, click on it, get "Drive does not exist...".

So, in summary, I can't get at any partitions on the drive. Can anybody
suggest something? Surely I haven't lost all the partitions? I don't care
if I lose the C partition, it's backed up. But the whole drive? I don't
want to start repair/recover utilities until I try some other alternatives.

Hardware: ICD ADSCSI+ adaptor, ICD software, Maxtor 120 meg scsi disk.

advTHANKSance.
- kn
--

Old programmers never die, they just log off.

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

3285. I've an odd little problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-25 21:23:58 UTC
From: lfoul@terapin.com
Message-ID: <lfoul.19d4@terapin.com>
Source record: 43133

When booting up one's ST, doesn't one usually switch the monitor on first? I've been doing this for quite a long time now, but it doesn't seem to work anymore. Let me explain. If I switch on my monitor, then my 1040st, the screen will stay totally black, and when the desktop appears, it will be colored some odd purple, be totally twisted an bent looking, and after about half a second, will dissapear altogether. BUT, if I then proceed to switch the monitor off, and then on again, everything looks peachy-keen. Argh.
I've got a 1040st, SC1224 color monitor, a DS internal drive, and a SF314 hooked up as a second drive. Any ideas on what's up with my ever-so-odd monitor problem?

lfoul@terapin.com

3286. Re: Detecting GDOS presence

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-26 08:37:40 UTC
From: zxmkr08@mailserv.zdv.uni-tuebingen.de
Message-ID: <zxmkr08.714818260@mailserv>
Source record: 43136

In <1992Aug24.234940.17098@newton.ccs.tuns.ca> hartlenk@newton.ccs.tuns.ca (Kenneth W Hartlen) writes:

> Thanks. The routines for detecting GDOS is working fine as
>long as Dan Wilga's FORMDOIT.PRG is not in my AUTO folder. My
>machine was crashing everytime I tested for GDOS. The assembly
>code in the G+plus manual to detect GDOS/G+plus worked fine, so
>does Lattice C and the method Ian Lepore uses for vgd_detect() in
>his GEMFAST v1.7 library. But, not with FORMDOIT installed!! Too
>bad, I was really getting used to pressing an Alt+key combination
>to respond to dialog boxes.

> I looked at the assembly code for each of these GDOS
>detection functions and vq_gdos() and vgd_detect() both use the
>same method of moving -2 to d0 and calling trap #2. The
>Codehead's solution moves $472b to d0 and then calling trap #2. I
>wonder why these routines crash the system with FORMDOIT
>installed?

If memory serves me right, GEM uses trap #2 for AES and VDI calls.
If FORMDOIT (which makes fly-dials, I think) would mess trap #2 up
somehow, this would serve as an explanation.

--Cornelius.
--
/* Cornelius Krasel, Department of Physiological Chemistry, U Tuebingen */
/* email: krasel@mailserv.zdv.uni-tuebingen.de (Internet) */
/* krasel@chemie.uni-tuebingen.dbp.de (WIN/X400) */
/* "People are DNA's way of making more DNA." (anonymous) */

3287. Re: Atari Messe News

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-26 08:55:29 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Aug26.085529.20015@cs.hw.ac.uk>
Source record: 43137

In article <1992Aug25.111751.190949@rrz.uni-koeln.de>
aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>(WRT Falcon030)
>and the bad news: The ACSI port is gone. But then, I'd speculate
>it won't be too difficult to construct an adaptor for using ACSI
>devices from the SCSI port of the Falcon.

Why would you need an adaptor to put an Atari hard disk on a SCSI port?
Just remove the host card and connect the drive (or SCSI controller+ST506
drive) directly to the Falcon SCSI II port.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "It's not much of a Cheese Shop is it?" !
+---+

3288. Re: Intterrupts for screen saver ... OOOOOOPS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-26 09:06:14 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Aug26.090614.20140@cs.hw.ac.uk>
Source record: 43138

```
In article <1992Aug25.114326.2044@prl.dec.com> amos@prl.dec.com (Samos) writes:
>For the keyboard test, replace the tst.b $fffffc02.w by
> tst.b $fffffc02.w
> bmi.s .No_key
> clr.l pointer
>.No_key:
> addq #1,pointer
>
>because when you bash a key, a byte between 0 and $7f is sent back
>and when you remove your hand from the key (!) the same code+$80
>is sent back..

What is going on here? If you want to write a screen saver you should
intercept the IKBD vetcor at $118 but the code that does so should not touch
$FFFFFC02 at all! The fact that the interrupt has occurred is all the
information that is required. Basically you could intercept the 200Hz clock
vector ($114?) and just add 1 to your own private clock variable. When your
clock var hits a predetermined limit you blank the screen. The IKBD intercept
code just needs to zero the clock var and restore the screen if it's
currently blanked. As long as there is IKBD activity (mouse or keyboard) then
the clock will never reach the limit.

Bung in XBRA's before your intercepts and put a cookie in the Cookie Jar so
that the delay can be altered and well you've got something very similar to
Ken Badertscher's Maccel3.

+---------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---------------------------------------------------------------------------+
```

3289. Detecting 'Carrier Detect' line

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-26 09:21:10 UTC
From: andre@cix.compulink.co.uk
Message-ID: <memo.594261@cix.compulink.co.uk>
Source record: 43135

Can someone tell me a *legal* way to test the 'Carrier Detect' status of a modem on an RS232 serial port? The method must be able to work for all serial ports which support the DCD line (including the additional Mega-STE/TT ones). I assume this rules out using the MFP interrupt - and anyway, I just want to test for it periodically, rather than have an interrupt handler continuously monitoring it.

Thanks,

Andre

Andre Willey | Email: andre@cix.compulink.co.uk
7 Oaklands Road, Sutton Coldfield, | andre@cix.uucp
West Midlands, B74 2TB, England. | ...{mcsun}!uknet!cix!andre
Phone: (UK) 021-308-5251 | "Il est mort, Jean Luc..."

3290. $118 ..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-26 11:43:26 UTC
From: amos@prl.dec.com
Message-ID: <1992Aug26.114326.25188@prl.dec.com>
Source record: 43139

What is bad in touching to $fffc02 ?
you do not need to write 2 or 3 differents routines
in the 200Hz vector, keyboard vector and I don't know what else..

3291. Minix/MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-26 12:35:10 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1112@usdtsg.DaytonOH.NCR.COM>
Source record: 42945

I have a very basic question regarding Minix/Mint. First what exactly is Minix (my assumption is it gets you around the filename.ext filename limit, but what else). Also, is it shareware/pd or commercial? And how would one create a "minix partition" and access it? Thanks...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

3292. Re: dialog boxes (was: Detecting G

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-26 14:27:00 UTC
From: Ulf_Moeller@hh2.maus.de
Message-ID: <A11916@HH2.maus.de>
Source record: 42964

hartlenk@newton.ccs.tuns.ca (Kenneth W Hartlen) wrote:

>bad, I was really getting used to pressing an Alt+key combination
>to respond to dialog boxes.

Why don't you use Let'Em Fly? Most dialog boxes will behave like Flydials,
i.e. you can move them and use Alt+key combinations instead of mouse clicks.
You can get it from a.a.u.e. (I think the docs are German, but the CPX is
English, so you won't have too many problems using it).

>wonder why these routines crash the system with FORMDOIT
>installed?

I don't know, but obviously it's a bug in the trap dispatcher.

Ulf

3293. Re: I've an odd little problem... (with a color monitor)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-26 15:01:51 UTC
From: winfrvk@dutiws.tudelft.nl
Message-ID: <2029@dutiws.tudelft.nl>
Source record: 42941

Hi,

All I can say about the problem (SC1224 has a dark purple picture when switched on before the ST) is that I have had exactly the same problem for a year and a half now.
It seems that the monitor doesn't like it when it gets no sync signals.
This I found out when I tried a 'smart' screen-saver which just stopped the sync. This type of program is no fun, as I don't know if it can permanently damage the monitor.

Something which works for me is switching the monitor and computer (and HD) on at the same time (I use a large power strip with its own switch).

Good luck,
Bart Schuller

-no, no, get that .sig away from me!- schuller@dutiea.twi.tudelft.nl

3294. MiNTSHEL bombs on ESC-T (was: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-26 15:34:21 UTC
From: omerzu@quando.quantum.de
Message-ID: <1992Aug26.153421.20664@quando.quantum.de>
Source record: 42955
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug8.122634.1@uwovax.uwo.ca>
7103_2622@uwovax.uwo.ca (Eric Smith) writes:

>The correct termcap entry for tw52 is the one put into the TERMCAP=
>environment variable by TOSWIN. You can also retrieve it by sending
>ESC T to TOSWIN from one of the windows.

If I open a TOSWIN window with MINTSHEL running inside, 'echo ESC-T' bombs out
the shell; I finally tried it on a minimal system; nevertheless the
problem didn't disappear:

This is a MEGA-ST1 with (German) TOS1.4.
I prepared a disk with only the following files on it:

AUTO\MINT.PRG
TOSWIN.ACC
TOSWIN.RSC
MINTSHEL.TTP

After system startup, open TOSWIN, create a std window with MINTSHEL in
it (no args) and enter 'echo ESC-T'.
In response, I get something like
pid 3 (MINTSHEL): BUS ERROR: PC=456205c (basepage=759d0)
The TERMCAP string gets printed, then MINTSHEL exits.

--
--
Thomas Omerzu. Internet: omerzu@quantum.de
Quantum Software GmbH Bitnet: omerzu%quando@UNIDO.bitnet
Dortmund,Germany UUCP: ...!unido!quando!omerzu

3295. Minit and echo * problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-26 15:49:25 UTC
From: bq035@cleveland.Freenet.Edu
Message-ID: <1992Aug26.154925.6753@usenet.ins.cwru.edu>
Source record: 43140

Hi. I've just experimented with minit.ttp on one of my small partitions to see if it was something I'd like. But I'm having trouble getting all the filenames recognized by a shell. I've used init, ksh, bash, and tcsh, and so far, the only shell that will correctly return all the full length filenames when I echo * is tcsh. Using ls from the futils is no problem, I get all the files listed. But if I were to ls *, I would have a problem. The expansion seems to only be correct in tcsh. However, I have noticed that in the root directory, the shells seem to do ok, and even with init, bash, and ksh, *some* filenames get expanded okay, even in subdirs. I use mfsconf to set all short name replacements to neither (-l n -s n -d n -x n ? I can't remember if it's a n, but you get the jist, I'm not at my Atari now), so as to always have the full names.

Has anyone else dealt with this? Is it some subtle thing I'm missing? Any help is greatly appreciated.

--
****
* "Nothing is true; Everything is permitted" - Hassan i Sabbah *
****
Brian Jepson = iby223@uriacc.uri.edu || bq035@cleveland.freenet.edu

3296. Re: Intterrupts for screen saver ...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-26 18:25:56 UTC
From: ramaer@cs.utwente.nl
Message-ID: <1992Aug26.202556@cs.utwente.nl>
Source record: 42947

If you steal a vector, you should use an XBRA chain.
See e.g. archive.cs.ruu.nl:misc/xbra.zoo for an explanation.

An interrupt routine must preserve ALL registers, so I prefer
to write it in assembly:

```
.text
.globl _sense_activity
_sense_activity:
.dc.b "XBRA"
magic: .dc.b "mine"
oldvec: .ds.l 1
new: move.w #1,_keyboard_is_active
move.l oldvec,-(sp)
rts
```

Now the global int keyboard_is_active is set to TRUE each
time an interrupt arrives (watch out, not only for keypresses
and mouse movements but also for timer packets and midi.)
A timer routine may test and clear this variable:

```
timer()
{
if (keyboard_is_active) {
if (screen_is_saved)
unsave_screen();
keyboard_is_active = FALSE;
counter = delay;
} else {
if (counter == 0)
save_screen();
else
counter --;
}
}
```

Watch out! If you use external synchronisation to make the screen
black then you can not make 'timer' a VBL routine because with
external synchronisation there will be no more VBL's.

Hope this helps, Mark

3297. Re: Sprite code (Re: Second&last time: Hacking Contest)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-26 19:54:13 UTC
From: eker@loria.crin.fr
Message-ID: <467@muller.loria.fr>
Source record: 42942

In article <9890@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:

|> >Maybe, maybe not - it depends on your sprite drawing method. The code
|> >I originally posted only read the screen implicity with
|> > or.w d0,(a0)+
|>
|> Hardly useful for anything but UNMASKED single-bitplane graphics, which
|> is next-to-useless (at he very least, you usually want to have black
|> and white sprites (like the ST mouse pointer), rather than just black
|> sprites (like the Sun SunView mouse pointer)). Of course, in the
|> interests of competition, anything is "useful" :-).
|>
Actually I said or.w d0,(a0) _type_ instructions. By this I also mean
and.w d0,(a0), eor.w d0,(a0) ... The code does proper masking.

|> <delight> if you can mail me code-for-code patches, I'll put them into
|> my library (which will be free-to-all one of these days).

I'll do that as soon as I have some time. The main problem is that I use moto
memonics & your code uses MIT memonics (which I can read (to calculate the
timings) but not write (reliably)). Also what regs does gcc (a) use to
communicate with the asm stuff (b) leave free for the asm stuff - I need all
8 data regs!
BTW when I write hybrid C/asm code I always put the asm in a separate .s
file and pull my own arguments off the stack.

|> Actually, I think it was more like 50 at 72Hz (ie. mono).
|>
|> >Still I can't resist the challenge...
|>
|> You didn't post performance stats! How well does it BURN?

Oops - you didn't say mono - the last routine I posted was for single plane
lores sprites (any plane). Mono should be faster because you don't have
skip over unused planes & can make use of long word ops.

|>
|> Let's make some categories:
|>
|> 1. Preshifted / Unshifted
|> 2. 16x16 / 32x32
|> 3. Masked / Unmasked (ie. black&white / black)
|>

Sounds good... and when we've run out of sprite possibilities we can move on
to scrolling & parallax scrolling & then sample replay & then polygons & then...

```
|> Yep. One better: with unmasked sprite, why even HAVE sprite data?
|> it uses only 100% more RAM to have the sprite data be the CODE ITSELF,
|> ie. automatically generate the
|>
|> orl #....,(a0) (3 words)
|> addl d0,a0 (1 word)
|>
|> instructions from the 2-word sprite-data!
|>
even better:
or.l #...,(a0)
or.l #...,80(a0)
or.l #...,160(a0)
: :
saving 4cy/long word. Actually I've considered this "executable data"
idea for 3D vectors but never had the patience to code it up.

|> (Of course, this is only acceptable for HACK CONTESTS. Anyone who seriously
|> considers this a "programming technique" is a beauxault)
^^^^^^^^^ a what?

Steven
```

3298. communication software with MNP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-26 22:11:17 UTC
From: faliaga@usachux1.usach.cl
Message-ID: <1992Aug26.221117.28043@tolten.puc.cl>
Source record: 42944

HI:

I look for a comunication software whit MNP. The FLASH
INTERCOMM dont't work.

If somebody know where I can found this software with
MNP emulator, please reply me or post an article.

Thanks in advance.

Fernando Aliaga V.
faliaga@ux1.usach.cl
faliaga@lascar.puc.cl
faliaga@usachvm1.bitnet

3299. 24 pin screen dumps

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-26 23:23:54 UTC
From: rost@rgb.dec.com
Message-ID: <1992Aug26.202839.19050@ryn.mro4.dec.com>
Source record: 42943

I'm looking at upgrading to a letter quality 24 pin dot matrix printer but am thinking that it may not do screen dumps correctly. Not that I do a lot of screen dumps myself, but some of the software I run does (easier than writing their own printer drivers, I guess).

Is there a PD driver I can install that will allow me to dump to a 24 pin printer?

Brian Rost @rgb.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

3300. Re: communication software with MNP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-26 23:39:11 UTC
From: as327@cleveland.Freenet.Edu
Message-ID: <1992Aug26.233911.8881@usenet.ins.cwru.edu>
Source record: 42946

In a previous article, faliaga@usachux1.usach.cl (Fernando Aliaga) says:

>
>HI:
>
> I look for a comunication software whit MNP. The FLASH
>INTERCOMM dont't work.
>
> If somebody know where I can found this software with
>MNP emulator, please reply me or post an article.

Isn't MNP usually a function of the modem firmware? Or if you have this MNP software and an old or cheap non-MNP modem, I suppose it means you don't need to buy a new modem. In case you really have an old or cheap modem, which is better - get a new MNP modem or buy the MNP software?

>
>Fernando Aliaga V.
>faliaga@ux1.usach.cl
>faliaga@lascar.puc.cl
>faliaga@usachvm1.bitnet
>
>
--
Roy Bixler
Internet: as327@cleveland.freenet.edu -or- rcb@netcom.com
"Those who are willing to give up a little liberty for a little security deserve neither liberty nor security" - Ben Franklin

3301. Re: 24 pin screen dumps

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-27 04:05:50 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10006@uqcspe.cs.uq.oz.au>
Source record: 42948

rost@rgb.dec.com (My name is Brian Rost) writes:

>I'm looking at upgrading to a letter quality 24 pin dot matrix printer

Check out the Canon BJ10ex before you do - it depends on your applications.

The BJ10ex has 360x360 dpi (more than a laser printer, but slightly large
dots, so not quite as good output), and emulates a few printers - it can
even handle a screen dump from the ST (using the ST's Epson printer config).

The best thing about the BJ10ex is that it is SOOO small and SOOOO quiet!

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

3302. Re: Sprite code (Re: Second&last time: Hacking Contest)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-27 04:08:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10007@uqcspe.cs.uq.oz.au>
Source record: 42949

```
>|> Hardly useful for anything but UNMASKED single-bitplane graphics, which

>Actually I said or.w d0,(a0) _type_ instructions. By this I also mean
>and.w d0,(a0), eor.w d0,(a0) ... The code does proper masking.

I don't believe it is possible to implement:

move.l (a0),d0
and.l d1,d0
or.l d2,d0
move.l d0,(a0)

more efficiently without the use of the d0 temporary. Certainly it won't
be more efficient on anything with a cache or a fast CPU (relative to bus).

>|> orl #....,(a0) (3 words)
>|> addl d0,a0 (1 word)

>even better:
> or.l #...,(a0)
> or.l #...,80(a0)
> or.l #...,160(a0)
> : :
>saving 4cy/long word.

And losing the ability to work on non-ST-low resolutions (eg. TT-medium,
Falcon 640xHx16).

>|> (Of course, this is only acceptable for HACK CONTESTS. Anyone who seriously
>|> considers this a "programming technique" is a beauxault)
> ^^^^^^^^^ a what?

a bozo, pardon my French :-)
--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
\_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /
```

3303. Re: Falcon 030 ? nah wait the 040 !

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-27 05:28:17 UTC
From: vombruch@quando.quantum.de
Message-ID: <1992Aug27.052817.351@quando.quantum.de>
Source record: 42956

In <BtC3yq.552@acsu.buffalo.edu> chu@acsu.buffalo.edu (John C. Chu) writes:
>In article <1992Aug21.083142.16355@prl.dec.com> amos@prl.dec.com (Samos) writes
>>and to buy a falcon at 16Mhz 030 is to buy an 'under-TT device'..
>>so wait for the high technology, and buy the falcon 040 !
> ^^^^^^^^^^
>Do we *know* there will even be one? (Rumors don't count.)

If nobody's going to buy the Falcon030 because everybody's waiting for a
Falcon040 then there certainly won't be one. Why should Atari release a
"follow-up" to a machine that doesn't sell?

Stefan

--
_--_|\ Stefan vom Bruch vombruch@quantum.de
/ | ____
\.--._/ (_ / Quantum GmbH, Emil-Figge-Str.83, W-4600 Dortmund 50, Germany
_____v____) |/ /_)

3304. Re: 24 pin screen dumps

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-27 06:06:11 UTC
From: hohr@dxcern.cern.ch
Message-ID: <1992Aug27.060611.20884@dxcern.cern.ch>
Source record: 42953

Direct mail bounced. So I send it here.

Hi Brian,

I did write (a long time ago:-)) a utility for screen dumps with my 24
pins printer. Here's it's READ_ME file:

-------------------------cut here---------------------

HC24_H12.PRG

This utility replaces the internal hard-copy routine (for 9 pin printers)
by an other one for LQ500 compatible 24 pin printers (high resolution only).

In addition, it respects the x/y ratio (circles on the screen are also
circles on the paper) and it will give you a realy good printout of about
180x115 mm. in horizontal format.

The negative parts are that you need a printer spooler of 128kb, and that
it will thake about 23 seconds on a Mega STE (at 16Mhz+cache) before you get
the hand back, even if it is, like this version, compiled with the Pure-C
compiler (Thanks Ulf).

To be put in your \AUTO\ folder. Use it at your own risk: it's absolutely
free. If modified, please let me know. Not to be sold or for commercial use.
I just hope it works for you too.

Enjoy!

Roger email: hohr@cernvax.cern.ch

-------------------------cut here---------------------

It's on a.a.u.e in the directory printing.

Have a nice day.

Roger hohr@dxcern.cern.ch
--
email: hohr@cernvax.cern.ch or hohr@cernvax.UUCP or hohr@cernvax.bitnet
smail: Roger Hoh ,P.S. Div., CERN,
1211 Geneva 23, Switzerland

3305. The ultimate sprite routine, Generated code and the other one..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-27 08:33:19 UTC
From: amos@prl.dec.com
Message-ID: <1992Aug27.083319.11106@prl.dec.com>
Source record: 42954

For color monitors (4 bit-plans)

Less memory :

In fact, the best routine before the generated code was the preshifted one, but
I've got an optimisation :
Let's say you preshift 16 times a sprite, and also the masks.
For the masks, you should also have twice the same mask for 8 bytes, (so a mask would take
4 bytes instead of 2..)

The routine would go like this :
lea mask_predecal,a0
lea Sprite_predecal,a1
lea Screen_address,a2

you have the x and y, in d0-d1
so y*160 + (x >> 4) << 3 for the screen offset, and (x && 15) for the sprtie decal pointer.

then x*sprite_size to point on the sprite shifted at (x && 15) position, + a1

then movem.l d1-dx/a3-ax (x for left registers you have)
move.l (a0)+,d0
and.l d0,(a1)
or.l d1,(a1)+
and.l d0,(a1)
or.l d2,(a1)+
... for the sprite size .
So here, you have optimized and with the movem, and with the double masks..

Generated code, the best, but it takes a lot of memory:

Let's imagine the sprite. If you poke as warwick@cs.uq.oz.au (Warwick Allison) said,
directly the code at the screen with the masks like :
and.l #xxx,y(a0)
or.l #www,y(a0)
...

And if you generate this code, instead of typing all the xxx yyy zzz too many times..
you generate the and.l #xxx,y(a0) in memory (I do not remember how it is exactly coded..),
then you would have to jump in the address where the sprite is printed !
So you make a routine that looks at the sprite, and generate and.l and or.l, and shifts
the sprites, then you look at the x offset and just jump in the routine you have made in
the beginning of the program. Now, the other advantage, is that when you see that the
sprite
has 16 black pixels, as it is a sprite, you generally and.l #$ffff,(a0) or.l #0,(a0)
so here you do not and anything and just increments a0 ! you save precious cycles..
If you want to push the routine as its best optimization, in your routine at the begging

you redraw the sprites : try to see the 4 colors that appear the more in the sprite, and put them on different plans, the other colors on the 11 left colors, then you would often have only to or.l 1 plan (but still masking 4) because the color is always in his 16 pix. blocks.

By re-reading me, it looks very confused. If you want more information about generated code, or
a source, just ask it..

The results are : on a 8Mhz STf, 20 32*32 sprites in 1 VBL ! or huge sprites.. very cool

Amos.

3306. Older ROMs ok in Mega STE ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-27 11:46:32 UTC
From: bbs.ruscal@tsoft.sf-bay.org
Message-ID: <0Jy6PB3w165w@tsoft.sf-bay.org>
Source record: 42958

I am having problems running the Hybrid Arts ADAP 1 software on a Mega STE. On a regular ST, I can zoom a window and then evelope a small section of a waveform. On a Mega STE, the window zooms back out. I have eliminated software as a variable, and now look to the ROM routines as the probable culprit. So the question is, can I load TOS 1.x ROMS in place of the 2.x ?

Please E-Mail response direct; I'll re-post appropriate info.

Thanks!

--
Russel Mar (bbs.ruscal@tsoft.sf-bay.org)

3307. Re: Bug in TOSWIN (was: Re: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-27 13:07:48 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1992Aug27.130748.17110@cs.ruu.nl>
Source record: 42962
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <BAMMI.92Aug15103416@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:

>personally dont like the idea of having to top a window to do anything
>useful with it. if its visible you should be able to do stuff with
>it. i really dislike GEMs policy of having to top windows (which it
>half enforces anyways).

I TOTALLY AGREE

I am not using MiNT at the moment, because something with my GEMINI goes wrong, but I'm working on the ST text editor of the future, which makes use of the right mouse button to work in background windows. It is very annoying that mouse events are usually (at least not on my STE) not sent to background windows if the top window is not owned by the same application (I am talking about DA- multitasking now).
I sure wish this is going to change in MultiTOS, which is after all at the moment a more vital concern to all of us than just MiNT, I think.

--

____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

3308. The gawdawful menu bar and a moving mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-27 13:29:37 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1992Aug27.132937.17637@cs.ruu.nl>
Source record: 42963

First, a reaction on the ACCs Die! Die! article. Yes, and because
of the fact that only accessories will not have that awful menu bar,
people should stop writing applications. I hate to look forward to
a system that works like Mac 7.0: if you top a window of a new application,
the whole desktop and menubar are redrawn. This is ridiculous, but for
compatibility with programs that use a WF_NEWDESK or menu bar,
necessary.
A friend of mine (Wilko Quak) wisely remarked that it would have been
MUCH better if GEM worked with a co-ordinate system relative to the
work.g_x and work.g_y of the window one is redrawing. Then, the conventional
desktop could have easily been replaced by a desktop in a window.

And now for something completely different:

How do manually (that is, without using your hands) position the mouse?
Example: Turbo ST automatically puts the mouse arrow on the OK button
of its alert box! Can this be done, how, and does it confuse the AES?
What I'm thinking of is, when you touch a direct-reaction scroll bar
such as used for example in the Gemini Dialog boxes, can you make the
mouse go up slower, thus increasing the number of mouse 'dots' needed
to scroll through the whole text and hence increasing the resolution of
the scroll bar.

--

____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

3309. Re: 24 pin screen dumps

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-27 14:43:14 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Aug27.144314.27748@newshost.lanl.gov>
Source record: 42957

In article 19050@ryn.mro4.dec.com, rost@rgb.dec.com (My name is Brian Rost) writes:
>
>I'm looking at upgrading to a letter quality 24 pin dot matrix printer but am
>thinking that it may not do screen dumps correctly. Not that I do a lot of
>screen dumps myself, but some of the software I run does (easier than writing
>their own printer drivers, I guess).
>
>Is there a PD driver I can install that will allow me to dump to a 24 pin
>printer?

Brian, unless someone really has the need to print onto multi-part forms, I fail to see why anyone would want to buy a 24-pin dot matrix as opposed to one of the modern inkjet printers. There is close to no cost differential and the benefits offered by the inkjets are substantial, IMHO. They are quiet and output gorgeous quality 300dpi that is very difficult for the untrained eye to distinguish from true laser output.

The Canon BJ10ex has been touted here, and it _is_ a nice printer. However, one must be careful of overzealous claims made by manufacturers and enthusiastic users. The Canon's claimed 360x360 dpi resolution really ain't so as the dots are staggered (such as they are on 24-pin dot matrix printers). You still end up with an effective 300dpi, mind you, but better than a 300dpi laser? Not.

The Hewlett Packard DeskJet 500 (and it's color sibling, the DJ500C) are more widely in use than the BJ, due in part to the PC and Mac versions available. Numerous font and emulator cartridges are available as well as ink refill kits (black or in colors) which lower overall cost of printing. The HP DJ500 is larger than the Canon BJ, but equally quiet and reliable.

All inkjet printers are slow, but only in comparison to a true laser. If you NEED to print on multi-part forms, get the 24-pin. But otherwise, jump for one of these two inkjets if you cannot afford a true laser printer.

In the end, "You pays yer money and you takes yer choice."

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3310. snork demo

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-27 16:29:59 UTC
From: george@electro.electro.com
Message-ID: <1992Aug27.162959.15467@electro.electro.com>
Source record: 42961

```
>
>ps: the snork demo is available.. get it at the atari messe !
>

This demo sounds interesting. What is it about?
Where is 'atari messe' ?
Do any of the BBS carry it?

thanks

--

_______________________________________
|---|---|line--upon--line---|---|---|---| watmath!watcgl!electro!george
|---|--building the foundations-|---|---|---| george@electro.com
```

3311. Re: communication software with MNP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-27 16:37:22 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Aug27.113723.12348@miavx1.acs.muohio.edu>
Source record: 42960

In article <1992Aug26.233911.8881@usenet.ins.cwru.edu>, as327@cleveland.Freenet.Edu (Roy Bixler) writes:
> In a previous article, faliaga@usachux1.usach.cl (Fernando Aliaga) says:
>>HI:
>> I look for a comunication software whit MNP. The FLASH
>>INTERCOMM dont't work.
>>
>> If somebody know where I can found this software with
>>MNP emulator, please reply me or post an article.
>
> Isn't MNP usually a function of the modem firmware? Or if you have this
> MNP software and an old or cheap non-MNP modem, I suppose it means you
> don't need to buy a new modem. In case you really have an old or cheap
> modem, which is better - get a new MNP modem or buy the MNP software?

Well, I remember hearing that it is possible to emulate MNP error
correction in software, and I remember hearing about some MS-DOS prg
that could do it, but this was a few years ago.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 27-AUG-1992

3312. Re: 24 pin screen dumps

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-27 17:01:41 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1992Aug27.170141.8226@pbhya.PacBell.COM>
Source record: 42959

In article <1992Aug27.144314.27748@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>
>Brian, unless someone really has the need to print onto multi-part forms, I
>fail to see why anyone would want to buy a 24-pin dot matrix as opposed to one
>of the modern inkjet printers. There is close to no cost differential and the
>benefits offered by the inkjets are substantial, IMHO. They are quiet and
>output gorgeous quality 300dpi that is very difficult for the untrained eye to distinguish
from true laser output.
>

I agree that an 'jet type printer is best for graphics, but I humbly submit
that there is a place for fast dot matrix printers.

I use both, with the main job of the dot matrix being to print programs and
documentation on fan-fold paper. It is much easier (for me) to use printouts
that continue from one page to the next and always stay in sequence. A simple
A/B switchbox allows me to go from one to the other as needed.

On the subject of jet printers, its also possible to get 'personal' duty
laser printers for less than $500 now, so they might be an alternative to
using INK technology. Personal duty being 4 pages per minute or so, like the
Okidata model.

Daniel B. Suthers, CCP
Technology Consultant, PCS & IN Development Lab, Pac*Bell
Voice: (510) 671-1325 UUCP: dbsuthe@Pacbell.COM
==========
= Commit unexpected kindnesses and senseless acts of beauty. =
==========

3313. Re: Vanishing partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-27 23:09:12 UTC
From: m_adlard@csd.brispoly.ac.uk
Message-ID: <1992Aug27.230912.19486@csd.brispoly.ac.uk>
Source record: 42966

In article <3173@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>
>Well, after thinking "it'll never happen to me", it has. I can't access
>any partitions on my hard disk. I was working on a program for a few
>hours (of course), compiled it, ran it, and boom, 4 bombs, machine reboots,
>and I'm looking at just drive A and B icons. I tried some obvious things,
>cold boot, turning computer off and on after a while, no go. Ok, powered
>down everything for 1 minute, then hard drive on, then computer on, same
>thing, just A and B icons. So I figured the boot sectors on drive C must
>have been zapped, so I ran ICDBOOT.PRG from a floppy, it seems happy,
>I install a drive C icon, click on it, get "Drive does not exist...".

I used to run a ST BBS here in England, using the same controller card, but
with an Seagate drive (40megs/57formatted)
One day my system did the same thing. I have been told that its something
to do with the way the ST talks to the DMA port.
I was also told that if I reduce the size of the first partion (logical drive
C:) to its mimium size, and if memory serves me that was 1.8Megs this would
reduce the chance of this screwup again.

>So, in summary, I can't get at any partitions on the drive. Can anybody
>suggest something? Surely I haven't lost all the partitions? I don't care
>if I lose the C partition, it's backed up. But the whole drive? I don't
>want to start repair/recover utilities until I try some other alternatives.

In some cases the manual for the adscsi card said that you can re-create the
partion information and so recover the drive, in practic I have not been able
to do this. and it ment a re-format (hence the death of my BBS!)

Sorry this is not to positive..
--
Matthew Adlard | m_adlard@csd.brispoly.ac.uk

Any remarks made are my own views only.

3314. UUE files & What is Mint?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-28 04:00:05 UTC
From: cse0947@desire.wright.edu
Message-ID: <1992Aug27.230005.3786@desire.wright.edu>
Source record: 42975

What do I need to decode a uue file?

I have a Mega2 ST and have been using just GEM (Tos 1.2). Can Mint0.9x run comfortable on my system? Why would anyone switch from GEM to Mint? Can I still run my GEM/TOS programs from the MInt shell?

cse0947@Desire.Wright.edu

3315. DSP in the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-28 05:31:22 UTC
From: rdo@kynes.bison.mb.ca
Message-ID: <H.H8xksAVnXI6@kynes.bison.mb.ca>
Source record: 42970

There has been several threads discussing how great it is to have DSP in the Falcon. I have read all these articles, but don't have a clue what DSP is or what it does?

Can someone enlighten me?
--

```
_____________________________________________________________________________
| _ /| | Russell Ochocki
| \`o.0' | rdo@kynes.bison.mb.ca
| =(___)= |-------------------------------------------------------------------
| U | A closed mouth gathers no foot.
|_________|___________________________________________________________________
```

3316. Snork Demo, bis, and ter.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-28 09:05:34 UTC
From: amos@prl.dec.com
Message-ID: <1992Aug28.090534.25754@prl.dec.com>
Source record: 42968

The Snork demo has been or will be in a few hours uploaded
in the atari.archive.unmich.edu..

It is a 2 disks demo, and, surprise !

Samos.

3317. Re: 24 pin screen dumps

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-28 10:07:06 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Aug28.100706.28545@peponi.wcc.govt.nz>
Source record: 42969

>
>The Canon BJ10ex has been touted here, and it _is_ a nice printer. However,
>one must be careful of overzealous claims made by manufacturers and enthusiastic
>users. The Canon's claimed 360x360 dpi resolution really ain't so as the dots
>are staggered (such as they are on 24-pin dot matrix printers). You still end
>up with an effective 300dpi, mind you, but better than a 300dpi laser? Not.
>
>The Hewlett Packard DeskJet 500 (and it's color sibling, the DJ500C) are more
>widely in use than the BJ, due in part to the PC and Mac versions available.
>Numerous font and emulator cartridges are available as well as ink refill kits
>(black or in colors) which lower overall cost of printing. The HP DJ500 is
>larger than the Canon BJ, but equally quiet and reliable.
>
>All inkjet printers are slow, but only in comparison to a true laser. If you
>NEED to print on multi-part forms, get the 24-pin. But otherwise, jump for one
>of these two inkjets if you cannot afford a true laser printer.
>
>In the end, "You pays yer money and you takes yer choice."
>_____ John "HUTCH" Hutchinson _____
>_____ Fair Dinkum Technologies Member - IAAD _____
>_____ "No worries, mate... it's from Fair Dinkum!" _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

Well Computer Shopper the UK version some months back, had a good article
and reviews of a range of printers, but did point out one big problem with
Ink-Jet Printers that they are only good for out line art, they have no
grey scales..

The one printer at the low end that did was the Oki 400 Lazer Led printer,
this was very good for grey scales and in the print out of the pictures
in the review, as to the samples shown for the Ink-Jet ones..

Roger..... sheppard_r@kosmos.wcc.govt.nz

3318. Re: Minix/MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-28 10:49:36 UTC
From: rb420@rbhp17.rbg.informatik.th-darmstadt.de
Message-ID: <1992Aug28.104936.10381@news.th-darmstadt.de>
Source record: 42971

In article <1112@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
|>
|> I have a very basic question regarding Minix/Mint. First what exactly
|> is Minix (my assumption is it gets you around the filename.ext filename
|> limit, but what else). Also, is it shareware/pd or commercial? And
|> how would one create a "minix partition" and access it? Thanks...

Absolutely not!
MinT was, originally, a multitasking (X)BIOS & GEMDOS for TOS. ATARI used this as platform for
MultiTOS.
MINIX is a complete different OS much UNIX alike (i.e. System 7). Thus, it is possible to have more than 8+3 chars and as much as '.' you like for yer file.
As far as I know, it is commercial, but I guess the updates are free in every meaning...
To create a partition, pre-format yer disc under TOS and part' it as you like, reboot (MINIX)
and type (e.g.) /etc/mkfs /dev/hd1 1024
that means "make filesystem on device hd1 (i.e. partition 1 = c) with 1024 Bytes"
U see it is similar to UNIX we use here, except pre-formatting using TOS.

sincerely,
Chris

3319. Documentation writers needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-28 12:13:05 UTC
From: uace0@menudo.uh.edu
Message-ID: <1992Aug28.121305.11601@menudo.uh.edu>
Source record: 42972
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Double Click Software is looking for qualified documentation writers. We are in immediate need for qualified, competent and experienced documentation writers.

If you feel that you have the time (this is going to require real time) and feel that you are qualified, please contact us here by email: uace0@menudo.uh.edu

include your name and telephone number you can be reached at in the evenings.

Thank you,

- Michael B. Vederman / President / Double Click Software
--
Signature? Signature? We don't need no stinkin' signature!

3320. More beta testers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-28 12:18:56 UTC
From: uace0@menudo.uh.edu
Message-ID: <1992Aug28.121856.11843@menudo.uh.edu>
Source record: 42973
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Double Click Software is in need of more qualified beta testers. We can't tell you what we are beta testing, but if you can read this, you should be qualified. <grin> If you are interested, you will be required to sign a non-disclosure in order to begin testing. You do not need to have any programming experience or technical expertise to test this new, unyet named product. You will need to have some time on your hands and a seriously fun attitude, but be committed to doing your part in helping us complete our product.

The last beta-testing we did on the internet went so well, we wish to do it again. Kudos to all of you netters! Keep up the Atari spirit.

Thanks,

Michael B. Vederman / president / Double Click Software
--
Signature? Signature? We don't need no stinkin' signature!

3321. Re: Bug in TOSWIN (was: Re: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-28 14:58:43 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Aug28.145843.1471@csi.uottawa.ca>
Source record: 42974
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug27.130748.17110@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:
>In <BAMMI.92Aug15103416@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
>
>
>>personally dont like the idea of having to top a window to do anything
>>useful with it. if its visible you should be able to do stuff with
>>it. i really dislike GEMs policy of having to top windows (which it
>>half enforces anyways).
>
>I TOTALLY AGREE

Part of me agrees; it's just that the current "system" doesn't work very well. It's definitely NOT completely sensible!

The problem occurs when one window is COMPLETELY obscured by the another. For instance, suppose I have the TOSWIN window covered by the TCSH window. I can't SEE the TOSWIN window - why should its menus activate when my mouse hits the (HIDDEN) spot where the TOSWIN is hiding? You can improve the rules, but the status quo has a problem, and this is where it lies.

Someone mentioned the DCTOPPER program; that is a utility that forces the window on which the mouse pointer lies to become the "front" window. That is a way of making the system WORK, and do what you'd like. Ideally, the features of DCTOPPER should go into TOS/MiNT/MultiTOS/whatever, preferably as an OPTION, and not as a mandatory feature (ala X-windows, where you can customize the environment...)

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

3322. Re: 24 pin screen dumps

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-28 21:56:36 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Aug28.215636.29822@newshost.lanl.gov>
Source record: 42976

In article 28545@peponi.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz () writes:
>
>Well Computer Shopper the UK version some months back, had a good article
>and reviews of a range of printers, but did point out one big problem with
>Ink-Jet Printers that they are only good for out line art, they have no
>grey scales..
>
Well, that's interesting, Roger, because I've got some nice grey scales out of my HP DeskJet Plus using FSM GDOS. Now this wasn't anything real complex, mind you, and I don't mean to imply that an inkjet will ever compare with a good quality laser, but they _can_ do some grey scales (at least mine can). If you have it, try the test print program that comes with FSM GDOS. You can print a nicely shaded checkerboard using it with a DeskJet. Not that everyone needs or wants to mess with GDOS at all, mind you.

Maybe it has more to do with the printer driver than the printer itself, eh?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3323. Re: 24 pin screen dumps

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-28 22:03:55 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Aug28.220355.1368@newshost.lanl.gov>
Source record: 42977

In article 8226@pbhya.PacBell.COM, dbsuthe@pbhya.PacBell.COM (Daniel B. Suthers) writes:

>I agree that an 'jet type printer is best for graphics, but I humbly submit
>that there is a place for fast dot matrix printers.
>I use both, with the main job of the dot matrix being to print programs and
>documentation on fan-fold paper. It is much easier (for me) to use printouts
>that continue from one page to the next and always stay in sequence. A simple
>A/B switchbox allows me to go from one to the other as needed.

Ah, yes... I forgot about program listings. I use my old tried-and-true Epson
FX-80 for that. But you don't need a 24-pin unit for printouts, do you? In
my mind, speed and low-cost is of the essence for that kind of job.

>On the subject of jet printers, its also possible to get 'personal' duty
>laser printers for less than $500 now, so they might be an alternative to
>using INK technology. Personal duty being 4 pages per minute or so, like the
>Okidata model.

Also agreed, but prospective buyers should beware of lasers that are TOO cheap.
The inkjets are a good compromise but if you can find a great deal on a laser
with the emulations and features you need, then jump on it!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3324. ANSI/VT-100 Documentation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-28 22:54:40 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <T6N9PB3w165w@ersys.edmonton.ab.ca>
Source record: 42980
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello.

I am looking for information on ANSI/VT-100 so that I can include it in the next version of ShadowTerm. I have as yet not been able to locate ANY information on the subject. I am mainly looking for a method to interpret the codes sent. I can obtain a font fairly easily, but I need to know the codes.

(I have no access to mail-servers or FTP, so please do not respond with a suggestion to download the information from atari.archive or an FTP site...<Grin!>)

Any information would be appreciated.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

3325. Re: DSP in the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-28 23:18:22 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Aug28.231822.17096@athena.cs.uga.edu>
Source record: 42978

In article <H.H8xksAVnXI6@kynes.bison.mb.ca> rdo@kynes.bison.mb.ca writes:
>There has been several threads discussing how great it is to have DSP in
>the Falcon. I have read all these articles, but don't have a clue what DSP
>is or what it does?
>
>Can someone enlighten me?
>--
>____
>| _ /| | Russell Ochocki
>| \`o.0' | rdo@kynes.bison.mb.ca
>| =(___)= |---
>| U | A closed mouth gathers no foot.
>|_________|____

The Motorola 56001 DSP is a general purpose Digital Signal Processor.
Probably the easiest way to think of a DSP is as an ultrafast math
coprocessor. The NeXT uses the same DSP and uses it to do things such
as emulating high-speed modems (a 9600-14400+bps Fax/modem is in the
works for the Falcon for around $100), handling high quality digital
audio, and various other tasks. The NeXT is a popular research
workstation due to the abilities of the DSP in calculating large amounts
of data. There's also talk of using the Falcon's DSP for decoding and
outputting Dolby Surround Sound. The DSP could also be used to make
flight simulators which rival even the best arcade games (ever see STEEL
TALONS?).

Steve

3326. Zmodem 1.62 (J. Bammi version) compiling problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-28 23:45:37 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <qiq9PB1w165w@ersys.edmonton.ab.ca>
Source record: 42987
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi.

In my never ending quest to compile the Zmodem 1.62 source code, I have run across several problems.

There are repeated references to a PD MAKE tool. I do not have this tool, and have never been able to locate it. Is it GNU Make?

Also, how do you find out what version of Alcyon you have? I bought the developer's kit from Atari, but can not find any mention of a version number.

Boy, isn't C fun? (As you might have guessed, Pascal is the language for me. It seems to much easier to grasp.)

Last question: The DLIBS library is mentioned in the docs, in association with Alcyon C. I thought DLIBS was meant for Sozobon C? I have a version of DLIBS, but now I'm not sure at all what I should be doing to get Zmodem compiled.

By the way, the Zmodem archive came from GEnie and it is labelled 1.62.

Any help would be appreciated.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

3327. Re: Bug in TOSWIN (was: Re: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-29 00:07:53 UTC
From: azog@world.std.com
Message-ID: <Btpxp8.G7s@world.std.com>
Source record: 42979
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

>In article <1992Aug27.130748.17110@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink)
writes:
>>In <BAMMI.92Aug15103416@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi)
writes:
>>
>>
>>>personally dont like the idea of having to top a window to do anything
>>>useful with it. if its visible you should be able to do stuff with
>>>it. i really dislike GEMs policy of having to top windows (which it
>>>half enforces anyways).
>>
>>I TOTALLY AGREE

Hmmm. I dont know if I follow this. What your saying is that when a
window is buried, and has a menu bar, your able to access it? Ive tried
it on my system (TOS 2.06), and havent gotten it to do that...

--
Billy D'augustine
azog@world.std.com

Atari: Power without the price.

3328. Re: $118 ..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-29 10:07:48 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <gebvnoi00VpF0FiV4C@andrew.cmu.edu>
Source record: 42984

Excerpts from netnews.comp.sys.atari.st.tech: 29-Aug-92 Re: $118 ..
Daniel Eriksson@tdb.uu.s (1116)

> amos@prl.dec.com (Samos) writes:
> : What is bad in touching to $fffc02 ?
> : you do not need to write 2 or 3 differents routines
> : in the 200Hz vector, keyboard vector and I don't know what else..

> Well, first of all you'll destroy all packages sent from the keyboard
> processor since when you read/test $FFFFFC02 (for example) you'll also
> 'tell' the keyboard processor to put a new value in the register. This
> will cause the mouse/joystick to behave VERY strange. The only task that
> should read/test $FFFFFC02 is the OS itself (or you should AT LEST never
> let more than _one_ task read/test it)! So unless you rewrite the
> whole OS-routine for keyboard-reading you shouldn't touch $FFFFFC02!!!

> One should ALWAYS be extremely careful when dealing with memory-mapped
> registers from OS-friendly programs (and a screen-saver should be at
> least 100% OS-friendly! :-).

> ---
> Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
> Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
> 814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
> SWEDEN Voice : +46 (0)26 72905 or 72901

Another reason is that you just shouldn't use machine- or device-dependant
tricks: who knows if this very same location will have the same purpose on,
say, the Falcon ? or anything else ?
The only case where it is useful, is when you WANT to write a machine-
dependant program (such as an OS replacement)!

How nice it is to see YOUR program working on a completely unknown
machine ! It is "jouissif" (don't worry, it is in french)

Stefan Monnier

-- On the average, people seem to be acting normal --

3329. Re: $118 ..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-29 16:05:54 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Aug29.160554.17317@tdb.uu.se>
Source record: 42981

amos@prl.dec.com (Samos) writes:
: What is bad in touching to $fffc02 ?
: you do not need to write 2 or 3 differents routines
: in the 200Hz vector, keyboard vector and I don't know what else..

Well, first of all you'll destroy all packages sent from the keyboard processor since when you read/test $FFFFFC02 (for example) you'll also 'tell' the keyboard processor to put a new value in the register. This will cause the mouse/joystick to behave VERY strange. The only task that should read/test $FFFFFC02 is the OS itself (or you should AT LEST never let more than _one_ task read/test it)! So unless you rewrite the whole OS-routine for keyboard-reading you shouldn't touch $FFFFFC02!!!

One should ALWAYS be extremely careful when dealing with memory-mapped registers from OS-friendly programs (and a screen-saver should be at least 100% OS-friendly! :-).

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

3330. Re: Bug in TOSWIN (was: Re: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-29 17:34:18 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Aug29183418@SunLab45.essex.ac.uk>
Source record: 42982
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Btpxp8.G7s@world.std.com> azog@world.std.com (Azog Thoth) writes:
| >In article <1992Aug27.130748.17110@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:
| >>In <BAMMI.92Aug15103416@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
| >>
| >>
| >>>personally dont like the idea of having to top a window to do anything
| >>>useful with it. if its visible you should be able to do stuff with
| >>>it. i really dislike GEMs policy of having to top windows (which it
| >>>half enforces anyways).
| >>
| >>I TOTALLY AGREE
|
| Hmmm. I dont know if I follow this. What your saying is that when a
| window is buried, and has a menu bar, your able to access it? Ive tried
| it on my system (TOS 2.06), and havent gotten it to do that...

I have. It doesn't seem to matter what else is running, but I find
that the TOSWIN menus drop down even when the TOSWIN window is completely
obscured. I'm learning to live with it though.

Another thing that disappointed me slightly was that TOSWIN crashes on
startup if MiNT is not running.

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
like it and keep a copy for your own use, you owe me $20. Please pass it on to
your friends with all documentation. Email okes@essex.ac.uk.

3331. Help compiling a special version of emacs 3.10s

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-29 18:33:30 UTC
From: max@neumann.cba.csuohio.edu
Message-ID: <1992Aug29.183330.8865@news.csuohio.edu>
Source record: 42983

Emacs 3.10s will not compile on my Laser C compiler, and I am therefore unable to tailor the program to my liking. atari.archive.umich.edu has a version with no color, with no reverse status line, and with incremental searches enabled.

Would it be possible for somebody to compile and link this for me to produce a normal, GEM desktop executable program with these options:

```
Option Setting Define in "struct.h" (may not be correct)
---------------- ------- ----------------------------------------
Color on #define COLOR 1
Reverse status line on #define REVERSE 1
Incremental search off #define ISEARCH 0
```

If you are kind enough to help me out with this, please send me a short reply using private email telling me that you could do it, and I will give you the go ahead. In this manner, I won't get ten copies and have nine people waste their time.

Thank you very much, Max

3332. Re: Zmodem 1.62 (J. Bammi version) compiling problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-29 18:57:04 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <TT80PB5w165w@ersys.edmonton.ab.ca>
Source record: 42988
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

gs32+@andrew.cmu.edu (Geoffrey Spear) writes:

- Excerpts from netnews.comp.sys.atari.st: 28-Aug-92 Zmodem 1.62 (J. Bammi
- > versi.. Michel Forget@ersys.edmo (1164)
-
- > There are repeated references to a PD MAKE tool. I do not have this
- tool, and have never been able to locate it. Is it GNU Make?
-
- There is a "make" tool out that is included with Sozobon C. It
- has no docs with it (which is really annoying), but it is supposedly
- very similar to the UNIX make program. I don't use it myself, I prefer
- to compile everything by hand (although with really BIG programs typing
- > in a cc line for each source file takes a while.)
-
-
- > Last question: The DLIBS library is mentioned in the docs, in
- > association with Alcyon C. I thought DLIBS was meant for Sozobon C? I
- > have a version of DLIBS, but now I'm not sure at all what I should be
- > doing to get Zmodem compiled.
-
- The dLibs library is a PD C library which is generally considered to be
- better than the libraries included with Alcyon. And as Sozobon C was
- developed as a replacement for Alcyon, and is for the most part
- Alcyon-compatible, dLibs works for both. As a matter of fact, dLibs was
- ORIGINALLY created for use with Alcyon, and the people who wrote Sozobon
- used it.

Okay, but how do I get Alcyon to use DLIBS instead of the library it uses
now (which seems to be nothing special). My only experiences with "make"
so far have been ones of total anger, since I can not get it to do what I
need. For a while I thought I was on the right track, but then it told
me that all of the files were up to date. No matter how I changed the
dates on the files, it held to that position...

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

3333. Re: Bug in TOSWIN (was: Re: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-29 23:28:04 UTC
From: azog@world.std.com
Message-ID: <Btrqlt.41s@world.std.com>
Source record: 42986
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

okes@essex.ac.uk (Oke S) writes:

>|
>| Hmmm. I dont know if I follow this. What your saying is that when a
>| window is buried, and has a menu bar, your able to access it? Ive tried
>| it on my system (TOS 2.06), and havent gotten it to do that...

>I have. It doesn't seem to matter what else is running, but I find
>that the TOSWIN menus drop down even when the TOSWIN window is completely
>obscured. I'm learning to live with it though.

>Another thing that disappointed me slightly was that TOSWIN crashes on
>startup if MiNT is not running.

Hmmm again. What is your system configuration? Often, I press the right shift
key to bypass MiNT, and the only thing that TOSWIN complains about is
that it cant get a pty. This is due to TOSWIN.CNF starting up BASH and TOP
automatic upon startup...

Im extremely happy with TOSWIN. But there is a point that I should
state. When I try to start Elvis with a filename, it crashes the system.
But if I start without a filename, and use the internal read command, it
works fine. Nothing that really bothers me, tho

--
Billy D'augustine
azog@world.std.com

Atari: Power without the price.

3334. Dead Seagate 296N

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-30 01:26:25 UTC
From: adw3345@ultb.isc.rit.edu
Message-ID: <1992Aug30.012625.10641@ultb.isc.rit.edu>
Source record: 42892
Cross-posted to: comp.arch.storage,comp.periphs.scsi,comp.sys.atari.st.tech

Last week my Seagate 296N decided that it wanted to keel over and die. I've had the drive for close to 5 years, and used it nearly every day then.

The drive wouldn't spin up, until I turned the platter. I figured the lubrication gummed up the heads and was preventing it from spinning. (I spun the platter via the ratchet disk on the bottom of the drive, not by opening it up.)

However, when the hard drive spins up, it blinks the drive light eight times. My computer reports that it can't find the drive on the SCSI port, so I can't re-format it or otherwise salvage it via software tools.

I know that hard drives have a limited lifetime, but it's a bummer that it only lasted 5 years wheras my other 3 MFM drives (on various computers) lasted 8 years and are still going strong.

Is there any hope for this drive, or is it only good for an art project?

If I have to buy another SCSI drive, is Seagate a good brand, or should I consider a different brand?

Thanks,

Derrick
--
- Derrick Williams Rochester Institute of Technology | Insert snappy -
- adw3345@ultb.isc.rit.edu Computer Science | quotation here -

3335. Re: ANSI/VT-100 Documentation

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-30 05:31:46 UTC
From: wilsont@orac.holonet.net
Message-ID: <Bts7Cz.H9z@iat.holonet.net>
Source record: 42985
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

>I am looking for information on ANSI/VT-100 so that I can include it in
>the next version of ShadowTerm. I have as yet not been able to locate

ok, i have a file...

>(I have no access to mail-servers or FTP, so please do not respond with a
>suggestion to download the information from atari.archive or an FTP
>site...<Grin!>)
so how do i get it to you then?!

do you want me to post it?

Timothy...

3336. Re: Zmodem 1.62 (J. Bammi version) compiling problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-30 06:44:54 UTC
From: gs32+@andrew.cmu.edu
Message-ID: <4ecBva200aw3I1fG1F@andrew.cmu.edu>
Source record: 42989
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Excerpts from netnews.comp.sys.atari.st: 28-Aug-92 Zmodem 1.62 (J. Bammi
> versi.. Michel Forget@ersys.edmo (1164)

> There are repeated references to a PD MAKE tool. I do not have this
tool, and have never been able to locate it. Is it GNU Make?

There is a "make" tool out that is included with Sozobon C. It
has no docs with it (which is really annoying), but it is supposedly
very similar to the UNIX make program. I don't use it myself, I prefer
to compile everything by hand (although with really BIG programs typing
> in a cc line for each source file takes a while.)

> Last question: The DLIBS library is mentioned in the docs, in
> association with Alcyon C. I thought DLIBS was meant for Sozobon C? I
> have a version of DLIBS, but now I'm not sure at all what I should be
> doing to get Zmodem compiled.

The dLibs library is a PD C library which is generally considered to be
better than the libraries included with Alcyon. And as Sozobon C was
developed as a replacement for Alcyon, and is for the most part
Alcyon-compatible, dLibs works for both. As a matter of fact, dLibs was
ORIGINALLY created for use with Alcyon, and the people who wrote Sozobon
used it.

3337. LASER C PRINTING

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-31 08:28:36 UTC
From: mark.thomas@rose.com
Message-ID: <1992Aug31.072838.17103@rose.com>
Source record: 42891

Date Entered: 08-31-92 03:17
How does you output to the printer using the UNIX commands? (I
don't want to use Bconout). I want to use the formated routines such
as fprintf();

If I use fprintf(stdout,format,args) output is sent to the
screen.

If I use fprintf(stderr,format,args) output is also sent to the
screen.

There is not a "stdprt" defined in Laser C.

Mark

* MMST 2.09 UnRegistered

3338. Bugs in Mint0.95

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-31 08:31:20 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.92Aug31103119@ruunfs.fys.ruu.nl>
Source record: 42897
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I did the upgrade from 0.94 to 0.95 I hit two little bugs in the
news version:

1) When a filesystem (minix.xfs) is in / instead of in /mint, it gets
loaded twice (at least I see the copyright notice of minix.xfs twice).

2) There is something wrong with cursor handling when using
/dev/fasttext, which used not to be. The cursor is not blinking
anymore, and when I hit return often the black spot remains on the
last line. Also, in an editor the cursor often is not visible at all.
Note that this did not occur with TOS things like gulam, but with my
version of bash and microemacs; I compiled these for the plain unix
version (which works fine and is nicer than the TOS versions).

regards,
--

Peter Mutsaers. |==========
muts@fys.ruu.nl | Memento Mori

3339. hooking up an external disk drive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-31 11:42:50 UTC
From: sslee@micromed.com
Message-ID: <42cDqB2w165w@micromed.com>
Source record: 42893

I'm having trouble with my Atari 1040ST, TOS 1.4 recognize my external disk drive. When I try to get the disk directory, it would display:
Drive B: is not responding
Please check the disk drive
or insert a disk.

The disk is okay on my internal drive. The drive mechanism is a TEAC drive. There are a bunch of jumper settings which I have no idea what it should be set to.

They are US1, US0, RE, M1, M0, MS, D3, D2, D1, D0, and FG. I figure the D0-D3 are the drive selectors, but I don't know about the rest of them. Currently, I've closed the MS, D0, and FG jumpers. Any ideas what it should really be set to.

---
sslee@micromed.com (Steven Lee)
Micro-Medic BBS (408)279-5240

3340. Re: DSP in the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-31 13:59:00 UTC
From: rdo@kynes.bison.mb.ca
Message-ID: <H.Q3uElwZl3kY@kynes.bison.mb.ca>
Source record: 42895

In <H.H8xksAVnXI6@kynes.bison.mb.ca>, Russell Ochocki writes:
>There has been several threads discussing how great it is to have DSP in
>the Falcon. I have read all these articles, but don't have a clue what DSP
>is or what it does?
>
>Can someone enlighten me?

I received an excellent answer in the mail from R_Tim_Coslet@cup.portal.com.
It follows below. If you don't have a clue what DSP is, this article is
for you! Read on...

--------------------8<----------- cut here ------------8<---------------------------

R_Tim_Coslet@cup.portal.com writes:

DSP stands for Digital Signal Processing or Digital Signal Processor.

Originally DSP was developed arround "sampling theory" (which was developed
in part by a guy named Nyquist sometime in the '40s thru '50s, if I remember
right) as a means of performing the same Signal Processing operations
(e.g. filtering, spectrum analysis, mixing, signal corelation, etc.) as had
been used in conventional Analog based systems. Because Digital methods
are used, one gets "exact mathematical" results instead of the often noisy
and distorted results common in analog signal processing systems.

Of course DSP techniques have their own limitations, and introduce their
own characteristic distortions. However these problems are much more well
behaved than the problems in analog systems, and one can be reasonably
sure that each increment of added investment and cost in a DSP system
will produce a corresponding increment in performance and reduction in
these distortions; one can NOT be sure that an increase in investment
and cost in analog systems will produce ANY increase in performance and
reduction in their noise and distortions.

DSP being a "real time" technique (if you can't keep up with the REAL signal
you can't expect to process it and produce a reasonable result) is very
demanding of mathematical resources and throughput speed. This has pushed
the development of custom Digital Signal Processor computer chips, with
very high speed ALUs and often considerable internal parallelism.

It turns out that many other areas of computing are also demanding of
mathematical resources and throughput speed, but because they don't have
the market "push" behind them of DSP users (e.g. telephone systems, modems,
music, radar, sonar, instrumentation manufacturers, etc.) have not been able
to fund as much development of custom high performance processor chips
optomized for their uses. As demand has pushed the suppliers of DSP equipment
to produce inexpensive DSP chips, these other areas of computing have found

the power of the DSP chips relatively easy to adapt to many of their uses too,
so although the chips were developed for use in signal processing functions
and are still called DSP chips they are often used anywhere where very
high speed arithmetic is needed in a computer.

Does that make things any clearer?

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
California could REALLY use 40 days and 40 nights of rain right now!

--------------------8<----------- cut here ------------8<----------------------------

Yes Tim, it certainly makes things crystal clear now. Thanks for your reply.
--
```
_____________________________________________________________________________
| _ /| | Russell Ochocki
| \`o.0' | rdo@kynes.bison.mb.ca
| =(___)= |-------------------------------------------------------------
| U | A closed mouth gathers no foot.
|_________|_____________________________________________________________
```

3341. Re: LASER C PRINTING

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-31 14:05:16 UTC
From: gs32+@andrew.cmu.edu
Message-ID: <IecdSQO00aw6IR31Es@andrew.cmu.edu>
Source record: 42900

```
The standard file for your printer in C is "stdprn", not "stdprt".
That should work for any C compiler.
```

3342. Re: More beta testers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-31 15:54:51 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Aug31.155451.20341@olymp.informatik.uni-bonn.de>
Source record: 42898
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug28.121856.11843@menudo.uh.edu> uace0@menudo.uh.edu (Enthusiasts) writes:
>Double Click Software is in need of more qualified beta testers.

What amount of time are we talking about? I'd be interested but I don't have more than a few hours/week right now for the ST.

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

3343. Re: DSP in the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-31 16:23:52 UTC
From: eker@loria.crin.fr
Message-ID: <469@muller.loria.fr>
Source record: 42894

Well the best thing about a 56001 is that it has a hardware multipler which can
do a multiply & add step in 1 instruction cycle (= 2 clock cycles).
This is much faster than your typical microprocessor and in fact the 56001
does shifting via multiplication rather than the other way arround.
Other goodies:
3 memory areas (1 program, 2 data) which can be simultaneosly accessed.
With most instructions you get 1 or 2 move instructions free.
Fancy adressing modes for fast circular queues, FFTs etc
Fast interupts
Hardware looping

Things which the 56001 should be useful for include software sound synthesis
& matrix*vector multiplcation (the basis of 3D vector games).

If the DSP DMA is implemented right (does anyone have a programmer eye view of
this yet?) is should be possible to use it as an extremely fast graphics
processor for polygons/phong shading/texture mapping (I wonder if anyone
will bother to write an "Ultima Underworld" type game for the Falcon?).
I worry about this though - the DSP is 24 bits and the 68030 is 32 bits
so there's plenty of room for Atari to screw up...

Steven

3344. STE specific info needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-31 18:02:22 UTC
From: hysky@polaris.utu.fi
Message-ID: <1992Aug31.180222.990@polaris.utu.fi>
Source record: 42896

I am to become a proud owner of STE. However I don't have any
information about ste's new features (mainly graphics and sound).
Pointers and/or information would be greatly appreciated.

And one technical question: what may I connect to those audio ports? I
have a pair of active speakers, is there any easy possibility
connecting those (meant to be connected to haedphone port) without
frying anything...

Thanks in advance,
/hysky hysky@utu.fi j.h.husgafvel

3345. Re: Zmodem 1.62 (J. Bammi version) compiling problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-31 20:02:54 UTC
From: healy@nosc.mil
Message-ID: <1992Aug31.200254.15799@nosc.mil>
Source record: 42899
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

If you have your dependencies set up correctly, touching your .c files so that they have a more recent date ought to generate a recompile by make. You can always remove your .o files and then make has to recompile them.

Makefiles are ugly beasts to hack (I'm thinking UNIX and VME systems mostly) but once you get it set up, make sure makes life easier.

Mike

healy@cod.nosc.mil

3346. Re: STE specific info needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-08-31 22:00:07 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Aug31.220007.17641@csi.uottawa.ca>
Source record: 42901

In article <1992Aug31.180222.990@polaris.utu.fi> hysky@polaris.utu.fi (j.h.husgafvel) writes:
>And one technical question: what may I connect to those audio ports? I
>have a pair of active speakers, is there any easy possibility
>connecting those (meant to be connected to haedphone port) without
>frying anything...

What you'd want to do is to connect them to an amplifier, which then gets hooked to a set of speakers. They produce quite nice stereo input; there's not enough juice in 'em to run any substantially sized speaker - I really don't know the impedance. You should be able to hook 'em up to a set of headphones. Make sure you have a potentiometer in between for volume control (unless you want to use the CPX to control volume). You MIGHT be able to hook up a SMALL pair of speakers. You'd be better off hooking it up to the stereo system, tho.

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

3347. Re: DSP in the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-01 01:20:24 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.op5odQJVpyw@jonh.wimsey.bc.ca>
Source record: 42903

In <469@muller.loria.fr>, Steven Eker writes:
>
>Things which the 56001 should be useful for include software sound synthesis
>& matrix*vector multiplcation (the basis of 3D vector games).
>
>If the DSP DMA is implemented right (does anyone have a programmer eye view of
>this yet?) is should be possible to use it as an extremely fast graphics
>processor for polygons/phong shading/texture mapping (I wonder if anyone
>will bother to write an "Ultima Underworld" type game for the Falcon?).
>I worry about this though - the DSP is 24 bits and the 68030 is 32 bits
>so there's plenty of room for Atari to screw up...
>
For anyone who hasn't seen the latest AEO, the Falcon appears to
have been design as a 24 bit computer, partly to maintain compatability
with existing software. This doesn't mean third party boards etc can't
extent that, but it explains the 14 meg memory limit. The other captures
from Jim Allen posts to GEnie say that the Falcon chips all seem to talk
at 16mhz. Another poster mentioned here that there's an 8bit processor to
dsp channel, I guess for uploading code into the dsp, though I don't
know if that means you can't tell the dsp to load a program from a memory
location itself, which would be faster, I'd guess.
Motorola says the top speed the 56001 is clocked at is 33mhz, so the
ad/da converters must be the parts clocked at 50mhz.

--
jhenders@jonh.wimsey.bc.ca

3348. ZOO/ZIP/ARC/LZH

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-01 01:43:04 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep1.014304.22255@actrix.gen.nz>
Source record: 42902
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Here is a comparison of the four most used Archiving utilities on the Atari ST (And indeed - most 16 & 32 bit machines)

It was performed on an Atari 520STFM with 1meg of RAM. Using a 300k FAST-RAMdisk for all file operations. Write verify was turned off. No TSR's or ACCessories were loaded.

Results may differ very slightly on some machines. (Speed will obviously increase when being used on accelerated machines)

Comparisons of, ZOO, ZIP, ARC and LHarc are described below. This is using versions, that to my knowledge are the latest versions available to the general public. It is not definitive, but it gives a good idea of which techniques are best to use when you want quick & effective compression - (or slow and in-effective). The results are quite surprising with the popular LHarc coming after both ARC and ZIP in the overall ratings, and being beaten by the default compression mode of ZOO!!

De-compression has not been tested - as times are usually pretty similar in rating.

Text: (181246 bytes)

Time taken:

ZOO (Default) 44 secs
ZIP (Default) 45 secs
ARC 46 secs
ZIP (Deflate) 51 secs
LHarc 74 secs
ZOO (Slow mode) 100 secs

Compression: (% of original size)

ZIP (Deflate) 33.5
LHarc 35
ZOO (Slow mode) 35 (61 bytes bigger than LHarc)
ZIP (Default) 36
ZOO (Default) 41
ARC 41 (739 bytes bigger than Default ZOO)

Binary: (155722 bytes)

Time taken:

ZIP (Default) 36 secs
ZOO (Default) 45 secs
ARC 50 secs
ZIP (Deflate) 61 secs
LHarc 62 secs
ZOO (Slow mode) 90 secs

Compression (% of original size)

ZIP (Deflate) 37
LHarc 38
ZOO (Slow mode) 38 (10 bytes bigger than LHarc)
ZIP (Default) 41
ZOO (Default) 56
ARC 58

The overall ratings - taking into consideration, the time taken,
and the relative compression gained within that time (the total
averages), are as follows:

Speed Compression

The winner: ZIP (Default) 1st 3rd
#2 : ZIP (Deflate) 4th 1st
#3 : ZOO (Default) 3rd 4th
#4 : ARC 2nd 5th
#5 : LHarc 5th 2nd=
Last : ZOO (High compression method) 6th 2nd=

Versions used:

ST-ZIP v2
LHarc v2.01L
ARC v6.02
ZOO v2.14
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$

3349. Re: ZOO/ZIP/ARC/LZH

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-01 05:35:07 UTC
From: Stefan Monnier <sm86+@andrew.cmu.edu>
Message-ID: <8eck4=200awJAJJIFk@andrew.cmu.edu>
Source record: 42904
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Excerpts from netnews.comp.sys.atari.st: 1-Sep-92 ZOO/ZIP/ARC/LZH
Steven.Wells@bbs.actrix. (2562)

> The overall ratings - taking into consideration, the time taken,
> and the relative compression gained within that time (the total
> averages), are as follows:

> Speed Compression

> The winner: ZIP (Default) 1st 3rd
> #2 : ZIP (Deflate) 4th 1st
> #3 : ZOO (Default) 3rd 4th
> #4 : ARC 2nd 5th
> #5 : LHarc 5th 2nd=
> Last : ZOO (High compression method) 6th 2nd=

> Versions used:

> ST-ZIP v2
> LHarc v2.01L
> ARC v6.02
> ZOO v2.14

You can use different weighting for the importance of speed
compared to size ! Of course, LHarc is the worse if time is important
as it always uses a slow but quite efficient algo.
If size is more important, on the other hand, it will be 2nd !

One thing is sure: ZIP is the best in this bechmark !

For the rest, you can interpret the result as you wish !
Personnally, I only use archives for their size (to store on
floppy, or just to gain room on my small HD) so that
speed is not really an issue but size is !

If I want to be fast, I just don't compress at all!

Stefan Monnier

-- On the average, people seem to be acting normal --

3350. Re: DSP in the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-01 06:04:12 UTC
From: baffoni@aludra.usc.edu
Message-ID: <la61usINNhf4@aludra.usc.edu>
Source record: 42905

In article <H.op5odQJVpyw@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
> For anyone who hasn't seen the latest AEO, the Falcon appears to
>have been design as a 24 bit computer, partly to maintain compatability
>with existing software. This doesn't mean third party boards etc can't
>extent that, but it explains the 14 meg memory limit.]

Yucck! It sure does. What a nasty way to cripple a machine. Is it
so darned expensive to not run 2 more address lines and give you a reasonable
64MB limit (like anyone is touching that yet, but it leaves room for
expansion). Sigh. I know, I know - since it (26) isn't a nice multiple
of 8, you have to add a slew of logic chips...but how about 28?:)

> The other captures
>from Jim Allen posts to GEnie say that the Falcon chips all seem to talk
>at 16mhz. Another poster mentioned here that there's an 8bit processor to
>dsp channel, I guess for uploading code into the dsp, though I don't
>know if that means you can't tell the dsp to load a program from a memory
>location itself, which would be faster, I'd guess.
> Motorola says the top speed the 56001 is clocked at is 33mhz, so the
>ad/da converters must be the parts clocked at 50mhz.

Whups! Looks like you slip an order (or so) of magnitude. The only
thing on the Falcon rated to go 50 anything, is the sound can be sampled/played
at 50_K_Hz. The chip itself has been said to run at 32MHz. AD/DA are not
likely to be clocked in the MHz range. You could broadcast your own FM station
if they were (well, maybe AM) :).

Of course, with its 96k of its own memory, the DSP could probably out
perform the CPU (special mathmatical permutation logic aside). :)

>
>--
>jhenders@jonh.wimsey.bc.ca
>

-Mike

3351. Re: DSP in the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-01 06:26:08 UTC
From: Stefan Monnier <sm86+@andrew.cmu.edu>
Message-ID: <oecko0S00awJ0JJK52@andrew.cmu.edu>
Source record: 42906

Excerpts from netnews.comp.sys.atari.st.tech: 1-Sep-92 Re: DSP in the Falcon John Henders @jonh.wimse (1405)

> >I worry about this though - the DSP is 24 bits and the 68030 is 32 bits
> >so there's plenty of room for Atari to screw up...
> >
> For anyone who hasn't seen the latest AEO, the Falcon appears to
> have been design as a 24 bit computer, partly to maintain compatability
> with existing software. This doesn't mean third party boards etc can't
> extent that, but it explains the 14 meg memory limit. The other captures ...
> --
> jhenders@jonh.wimsey.bc.ca

Well, when speaking about 24 and 32 bits, it was about data and not address bits: the DSP56001 has a data path of 24 bits ! (and an internal register size of 56 bits hence the name. Little game: guess what's the register size of the DSP 96002 ?)
This width difference surely poses some problems for implementing DMA or other memory accesses !

Stefan Monnier

-- On the average, people seem to be acting normal --

3352. Re: ZOO/ZIP/ARC/LZH

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-01 06:35:55 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep1.063555.3716@actrix.gen.nz>
Source record: 42907
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

LHarc DOES have a 'fast mode' which involves simply 'storing' the files - so, I didn't bother testing it, as for archival purposes, it's use is very limited.

I know that ZOO's lack of speed has been known for a while - and I never said it was a new discovery, I was merely showing it for comparison purposes. Besides, there are always new users out there!

ZIP's compression technique is not Lh5 - it has a completely different technique - which is basically 'Implode' except it tries harder!
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$

3353. Re: DSP in the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-01 10:27:48 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Sep1.102748.29585@aber.ac.uk>
Source record: 42928

In article <469@muller.loria.fr> eker@loria.crin.fr (Steven Eker) writes:
>Well the best thing about a 56001 is that it has a hardware multipler which can
>do a multiply & add step in 1 instruction cycle (= 2 clock cycles).
>This is much faster than your typical microprocessor and in fact the 56001
>does shifting via multiplication rather than the other way arround.
>Other goodies:
> 3 memory areas (1 program, 2 data) which can be simultaneosly accessed.
> With most instructions you get 1 or 2 move instructions free.
> Fancy adressing modes for fast circular queues, FFTs etc
> Fast interupts
> Hardware looping
>
>Things which the 56001 should be useful for include software sound synthesis
>& matrix*vector multiplcation (the basis of 3D vector games).
>
....
>
>Steven

I assume that the 56001 can only deal with integers (i.e no floating
point), is this true?

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

3354. Tape drive for ATARI ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-01 13:17:03 UTC
From: rh0083b@medtronic.COM
Message-ID: <1992Sep1.131703.17134@medtron.medtronic.com>
Source record: 42909

Hello all!

I have a 4MB ST with a 105 MB hard drive. I used to backup to floppies, but as data grows it becomes tedious...

So now I am looking for a tape drive. What are the recommeded solutions (both hardware and software parts, SCSI or other, etc)? I don't need a plug and play solution per se: I know how to use the soldering iron as well as how to develop some software.

Please respond by E-mail as I usually don't read this group.

Regards,
-Roger

3355. Use an Atari color monitor with a PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-01 15:14:22 UTC
From: jcy2@engr.uark.edu
Message-ID: <1992Sep1.151422.4870@engr.uark.edu>
Source record: 42908

I was just wondering if this is possible. If so, can it support VGA?

Thanks for any replies.

Calvin Yockey
cjy@uafhp.uark.edu

3356. Gne Emacs 18.57 and termcap help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-01 17:24:45 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <swood.715368285@vela>
Source record: 42910

I have been trying to get a version of gnu emacs running on my 1040 STe with 4 meg and have not had any luck. I downloaded the MiNT files and the emacs for mint off of a.a.u.e and got all the files put in the right place, set my environment variables, and attempted to invoke emacs.

Only problem is, every setting that I use for TERM, I get same response.

It says that the setting does not support emacs as it can not position the cursor.

Anyone know what I gotta do (or what kind of termcap I gotta get) to get emacs working!!!!

swood

--

```
+========================+ -------_________ +=========================+
| WANTED - DEAD OR ALIVE | o\ o \ ____|o | If you see this lure, |
| Creek Chub "Plunker" | \___\_-o- viv | PLEASE send me email!!! |
+========================+ viv +=========================+
```

3357. Star Trek Font?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-01 17:26:24 UTC
From: aweder@iiic.ethz.ch
Message-ID: <1992Sep1.172624.2651@neptune.inf.ethz.ch>
Source record: 42911

Hi

sorry, this is probably a FAQ. Nevertheless, I am looking
for a STAR TREK FONT for the Atari ST (preferably GDOS
and/or Signum/Script 2).

Thanks
-- Andrew
aweder@inf.ethz.ch

3358. Re: DSP in the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-01 20:05:02 UTC
From: clint@artech.UUCP
Message-ID: <262@artech.UUCP>
Source record: 42926

In article <H.op5odQJVpyw@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> For anyone who hasn't seen the latest AEO, the Falcon appears to
>have been design as a 24 bit computer, partly to maintain compatability
>with existing software.

I believe the Falcon has a 24-bit address bus and a 32 bit data bus, while the 56001 has a 16 bit address bus, and a 24-bit data bus. The Falcon is a 32-bit computer with limited memory management.

> Motorola says the top speed the 56001 is clocked at is 33mhz, so the
>ad/da converters must be the parts clocked at 50mhz.

The adc/dac channel is driven off the DMA clock, which is driven off a sub-divided horizontal scan rate. The 525 scan line rate sub-divided by 12, 24, 48 and 96 give the 6250, 12500, 25000 and 50000 bytes per second DMA/CODEC rate. This is the same as the STE/TT.

Just passing along what I've heard...

--
Clinton N. Keith ... Speaking for himself.
Applied Remote Tecnology
crash!hp-sdd!artech!clint
artech!clint@hp-sdd.sdd.hp.com

3359. Re: Tape drive for ATARI ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-01 20:49:02 UTC
From: Stefan Monnier <sm86+@andrew.cmu.edu>
Message-ID: <YecxQym00awMEOQV5U@andrew.cmu.edu>
Source record: 42912

Excerpts from netnews.comp.sys.atari.st.tech: 1-Sep-92 Tape drive for
ATARI ST Roger-Hunen@medtronic.CO (457)

> Hello all!

> I have a 4MB ST with a 105 MB hard drive. I used to backup to floppies,
> but as data grows it becomes tedious...

> So now I am looking for a tape drive. What are the recommeded solutions
> (both hardware and software parts, SCSI or other, etc)? I don't need a plug
> and play solution per se: I know how to use the soldering iron as well as
> how to develop some software.

> Please respond by E-mail as I usually don't read this group.

> Regards,
> -Roger

Once again: if you don't read this group, don't ask questions in it:
it is not just a hot-line: it is a conference !

If you think it is worth asking a question, then it is worth reading
it sometimes (cause this way you may have an answer for someone else's
problem)

And by the way: never only respond by email, as someone else may
be interested. (That's the case for me on that question)

Stefan Monnier

-- On the average, people seem to be acting normal --

3360. Re: Falcon 030 ? nah wait the 040 !

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-01 21:08:35 UTC
From: bill@mwca.UUCP
Message-ID: <1989@mwca.UUCP>
Source record: 42914

In <1992Aug24.225128.26594@nosc.mil> healy@nosc.mil (Mike Healy) writes:

>I work on 680x0 VME based realtime systems. We have just gone from
>Force CPU-30s (68030) to CPU-40s (68040) with no changes to our
>code except recompiling with the proper switches. Of course we
>use C (gcc actually)! I imagine assembler would involve a lot
>of changes. I also think Wind River Systems had to make a lot
>of changes to vxWorks, the realtime OS we use, so that it would
>run on the CPU-40. How many of those changes were dictated by
>the 68040 processor and how many by other parts of the board,
>I don't know.

Actually, not much effort is _required_ to migrate from the 68030 to the 68040. I work for Microware Systems, the makers of OS-9 (a competitor of VxWorks), and we also support the CPU-30 and CPU-40. The operating system really doesn't need to worry much about the differences, although to optimize for the 040 you want to take advantage of its different cache architecture (we do). The compiler maker (at Microware we do our own compiler technology, Wind River has customers use third-party or other compilers) needs to be concerned with differences in the floating point hardware and, for optimum performance, instruction set changes. (The 68882, typically designed in with a 68030, does both floating point and transcendental/trig functions in hardware, while the 68040's built-in FPU only does floating point necessitating software emulation for the transcendental/trig functions.) However, in most cases the 68040 is 100% backwards compatible with the 68030, so object code need not be recompiled. The Force CPU-40 does have some different support hardware than the CPU-30, so those particular drivers would need to be modified.

>We have noticed a definite speedup using the '40s in our
>applications, but I have heard some horror stories of some
>applications running the same or slower than '30s (the math
>functions not supported by the onboard FPU and hence microcoded
>appear to be the culprits), but these might have been more
>prevalent in the first ports to '40 boards (remember, a 68040
>processor board has more components, and possible problems, than
>just a 68040).

If there is lots of trigonometric code in your application you may find a 68040 to be slower than a 68030/68882 because the internal coprocessor can't directly handle the transcendentals. (The 68060 is supposed to fix this.) Other code, including normal floating point, will be faster on the 68040.

>At any rate, I don't think every C application would have to be
>recoded to run on a '40, but assembler would be a different
>story and also the more an application embedded itself in the
>current hardware architecture, the more changes needed (and

>a lot of those nifty games and graphics seem tightly embedded,
>don't they?)

Neither assembler nor C code should need recompilation, as long as there are
no direct trig calls. Again, however, your compiler may be able to more
highly optimize code for a 68040 than a 68030 if you _do_ recompile.

Bill
--

##
Bill Sheppard -- Western Regional Sales Manager -- bills@microware.com
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
################ Opinions expressed are my own and usually wrong ################

3361. Re: Falcon 030 ? nah wait the 040 !

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-01 21:28:02 UTC
From: bill@mwca.UUCP
Message-ID: <1990@mwca.UUCP>
Source record: 42913

In <1992Aug24.225128.26594@nosc.mil> healy@nosc.mil (Mike Healy) writes:

>I work on 680x0 VME based realtime systems. We have just gone from
>Force CPU-30s (68030) to CPU-40s (68040) with no changes to our
>code except recompiling with the proper switches. Of course we
>use C (gcc actually)! I imagine assembler would involve a lot
>of changes. I also think Wind River Systems had to make a lot
>of changes to vxWorks, the realtime OS we use, so that it would
>run on the CPU-40. How many of those changes were dictated by
>the 68040 processor and how many by other parts of the board,
>I don't know.

Actually, not much effort is _required_ to migrate from the 68030 to the 68040. I work for Microware Systems, the makers of OS-9 (a competitor of VxWorks), and we also support the CPU-30 and CPU-40. The operating system really doesn't need to worry much about the differences, although to optimize for the 040 you want to take advantage of its different cache architecture (we do). The compiler maker (at Microware we do our own compiler technology, Wind River has customers use third-party or other compilers) needs to be concerned with differences in the floating point hardware and, for optimum performance, instruction set changes. (The 68882, typically designed in with a 68030, does both floating point and transcendental/trig functions in hardware, while the 68040's built-in FPU only does floating point necessitating software emulation for the transcendental/trig functions.) However, in most cases the 68040 is 100% backwards compatible with the 68030, so object code need not be recompiled. The Force CPU-40 does have some different support hardware than the CPU-30, so those particular drivers would need to be modified.

>We have noticed a definite speedup using the '40s in our
>applications, but I have heard some horror stories of some
>applications running the same or slower than '30s (the math
>functions not supported by the onboard FPU and hence microcoded
>appear to be the culprits), but these might have been more
>prevalent in the first ports to '40 boards (remember, a 68040
>processor board has more components, and possible problems, than
>just a 68040).

If there is lots of trigonometric code in your application you may find a 68040 to be slower than a 68030/68882 because the internal coprocessor can't directly handle the transcendentals. (The 68060 is supposed to fix this.) Other code, including normal floating point, will be faster on the 68040.

>At any rate, I don't think every C application would have to be
>recoded to run on a '40, but assembler would be a different
>story and also the more an application embedded itself in the
>current hardware architecture, the more changes needed (and

>a lot of those nifty games and graphics seem tightly embedded,
>don't they?)

Neither assembler nor C code should need recompilation, as long as there are
no direct trig calls. Again, however, your compiler may be able to more
highly optimize code for a 68040 than a 68030 if you _do_ recompile.

Bill
--

##
Bill Sheppard -- Western Regional Sales Manager -- bills@microware.com
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
################ Opinions expressed are my own and usually wrong ################

3362. Re: DSP in the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-01 22:30:45 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Sep1.223045.8863@athena.cs.uga.edu>
Source record: 42915

In article <la61usINNhf4@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <H.op5odQJVpyw@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>> For anyone who hasn't seen the latest AEO, the Falcon appears to
>>have been design as a 24 bit computer, partly to maintain compatability
>>with existing software. This doesn't mean third party boards etc can't
>>extent that, but it explains the 14 meg memory limit.]
>
> Yucck! It sure does. What a nasty way to cripple a machine. Is it
>so darned expensive to not run 2 more address lines and give you a reasonable
>64MB limit (like anyone is touching that yet, but it leaves room for
>expansion). Sigh. I know, I know - since it (26) isn't a nice multiple
>of 8, you have to add a slew of logic chips...but how about 28?:)

Actually, it's more appropriate to look at the Falcon030 as being 24-bit
'off-the-shelf' so as to be as compatible with the ST as possible. From
everything that's been said on GEnie, expansion to full 32-bit isn't all
that difficult to do. The Falcon030 still has a 32-bit bus and all, so
I don't really even think it's appropriate to imply it's 24-bit in any
way.

Steve

3363. Re: Bugs in Mint0.95

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-01 23:22:44 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Sep1.232244.15358@elroy.jpl.nasa.gov>
Source record: 42916
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <MUTS.92Aug31103119@ruunfs.fys.ruu.nl> muts@fysap.fys.ruu.nl (Peter Mutsaers) writes:
>When I did the upgrade from 0.94 to 0.95 I hit two little bugs in the
>news version:
>
>1) When a filesystem (minix.xfs) is in / instead of in /mint, it gets
>loaded twice (at least I see the copyright notice of minix.xfs twice).

The released version of Mint 0.95 was patchlevel 13. This bug was fixed
a couple days later in patchlevel 14.
>
>2) There is something wrong with cursor handling when using
>/dev/fasttext, which used not to be. The cursor is not blinking
>anymore, and when I hit return often the black spot remains on the
>last line. Also, in an editor the cursor often is not visible at all.
>Note that this did not occur with TOS things like gulam, but with my
>version of bash and microemacs; I compiled these for the plain unix
>version (which works fine and is nicer than the TOS versions).

I haven't seen any mention of this bug before, bummer...

By the way, since the .95 release, there have been 3 more patches sent out -
the one I mentioned above, and two more bringing it to version 0.96,
patch level 1. Dunno when a binary for these will be made available.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
::
::To the owner of the blue Mazda, license 742-XLT, your headlights are on...::
::

3364. Re: Zmodem 1.62 (J. Bammi version) compiling problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-02 00:13:38 UTC
From: healy@nosc.mil
Message-ID: <1992Sep2.001338.12030@nosc.mil>
Source record: 42917
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
One last thing on your make problem:

You do have the dependency for the executable, don't you? e.g.

OBJECTS = foo.o bar.o

foo: $(OBJECTS)
$(CC) $(CFLAGS) -o foo $(OBJECTS) $(LIBS)

or something like that (all symbols previously defined)

Mike Healy

healy@cod.nosc.mil
```

3365. Asking questions (Re: Tape drive for ATARI ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-02 02:43:39 UTC
From: d89-sla@cyklop.nada.kth.se
Message-ID: <1992Sep2.024339.10942@kth.se>
Source record: 42918

```
>> Please respond by E-mail as I usually don't read this group.
>
>> Regards,
>> -Roger
>
>Once again: if you don't read this group, don't ask questions in it:
>it is not just a hot-line: it is a conference !

Not to flame anyone, but I don't agree.
If someone doesn't read a group they may have good reasons for not doing
so. How could anyone else know? Even if they were just lazy, why shouldn't
they be allowed to ask an occasional question? Nobody is obliged to
answer them anyway.

And considering the large flow of news, nobody could be expected
to participate in more than a few newsgroups. Still they may very well
come upon questions that can't be answered in their native groups.
So why not ask about it in the appropriate group and use the huge
source of knowledge that Usenet is?
--
------------------------------------------------------------------------
Stefan E Larsson // d89-sla@nada.kth.se // Royal Institute of Technology
------------------------------------------------------------------------
```

3366. Re: Tape drive for ATARI ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-02 09:16:05 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Sep2.041606.28411@hemlock.cray.com>
Source record: 42919

In article <1992Sep1.131703.17134@medtron.medtronic.com>, rh0083b@medtronic.COM (Roger-Hunen) writes:

> I have a 4MB ST with a 105 MB hard drive. I used to backup to floppies,
> but as data grows it becomes tedious...
>
> So now I am looking for a tape drive. What are the recommeded solutions
> (both hardware and software parts, SCSI or other, etc)? I don't need a plug
> and play solution per se: I know how to use the soldering iron as well as
> how to develop some software.
>
> Please respond by E-mail as I usually don't read this group.

Please followup to this newsgroup too! Others may like to see the responses.

Cheers,

[M][a][r][c]

3367. Re: ZOO/ZIP/ARC/LZH

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-02 14:33:43 UTC
From: mcmahan@cs.unca.edu
Message-ID: <1992Sep2.143343.29691@cs.unca.edu>
Source record: 42921
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Zoo says 'default' -- but it has a higher compression option too!
It takes longer, but does a better job. This tradeoff should be
taken into account.

Zoo is a lot more user-friendly than the other archivers, too. :)

Besides, to function with an atari getting stuff from the net, you
really need *all* archivers installed on your system, or at least
on your net-connected (UNIX) system so you can unpack and repack
the archives before downloading them.

Scott

3368. Changes for Emacs 18.57 for MiNT Lib pl20

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-02 14:39:33 UTC
From: ridderbusch.pad@sni-usa.com
Message-ID: <RIDDERBUSCH.PAD.92Sep2153933@nozzle.sni.de>
Source record: 42920

No so long a ago someone posted some diffs to compile the GNU Emacs
port from Erling Henanger with the MiNT libraries at pl20.

Can he please get in touch with me or send me the diffs.

Thanx.
--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch / , Abt.: STO SI211
/ /./ Riemeke Str.
/=== /,== ,===/ /,==, // W-4790 Paderborn, Germany
/ // / / // / / \ Tel.: (49) 05251-8-0
/ / `==/\ / / / \ NERV:ridderbusch.pad

Email: ridderbusch.pad@sni-usa.com (America (North & South))
ridderbusch.pad@sni.de (Rest of world)

3369. Stero Glasses on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-02 17:58:47 UTC
From: glens@natinst.com
Message-ID: <1992Sep2.175847.2300@natinst.com>
Source record: 42922

Could somebody please at least tell me what port the old 'Stereo-
Tek' glasses plugged into on the ST? I have a pair of chopper glasses
from another company and have successfully interfaced them to the ST and
wrote a little program to test them, but I want them to be Stereo-Tek
compatible for use with Cad-3D and any other software that made use of
them. I also want people with old Stereo-Tek glasses to be able to use
the software I am writing which will make use of them :). Thanks.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com GEnie: G.SESCILA

3370. Falcon Specifications

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-02 20:10:57 UTC
From: Jon P Baker <jpbaker@kiwi.ucs.indiana.edu>
Message-ID: <1992Sep2.151107.7479@news.cs.indiana.edu>
Source record: 42923

I heard that Atari has a new computer out and I would be very interested
in seeing the specifications on it and what OS it will run. I need
to upgrade my system and I am comparing what is currently availible.
Any information is appreciated. (I was hoping to catch the specs by
reading the ST group, but I missed that part of the Falcon discussions.)

Jon

--
Jon Paul Baker, Chaos Foundation jpbaker@silver.ucs.indiana.edu
Computer Science Major, Indiana University Bloomington
---=====><====----

3371. Re: ZOO/ZIP/ARC/LZH

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-02 20:16:55 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep2.201655.20955@actrix.gen.nz>
Source record: 42924
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Sep2.143343.29691@cs.unca.edu> mcmahan@cs.unca.edu (Scott McMahan -- Genesis mailing list owner) writes:
> Zoo says 'default' -- but it has a higher compression option too!
> It takes longer, but does a better job. This tradeoff should be
> taken into account.
>
> Zoo is a lot more user-friendly than the other archivers, too. :)
>
> Besides, to function with an atari getting stuff from the net, you
> really need *all* archivers installed on your system, or at least
> on your net-connected (UNIX) system so you can unpack and repack
> the archives before downloading them.

ZOO is only user-friendly if you are being pointless and running UNIX on an ST. RUnning it from standard GEM, you can't re-direct it's output, which is a real nuisance! ZOO, ARC, and LHarc can all be told where to put their extracted files/archived files once they have extracted/archived them!

I have shown the 'High compression' method of ZOO. It takes a LONG time - and gets about the same compression as Lh5 (LHarc), it's slow speed is it's only MAJOR draw-back, optimising the code a bit, and speeding up the routines would make it quite usable! (Also adding a re-direction for the GEM users, the numbers of which seem to be very small in an Atari message area - seems quite illogical!)

ZOO's compression isn't bad as seen here:

Compression (% of original size)

ZIP (Deflate) 37
LHarc 38
ZOO (Slow mode) 38 (10 bytes bigger than LHarc)
ZIP (Default) 41
ZOO (Default) 56
ARC 58

10-bytes difference is not much - especially as the file-size is always rounded up to the nearest 1k, as more than one program can't occupy the same sector on the disk - so GEM reserves it for that program/file, and so a 689 byte file, is actually 1k big (1024 bytes).

Unfortunately - this good compression, loses out on the speed: (Note 'Slow Mode' is the 'High Compression' mode of ZOO)

Time taken:

ZIP (Default) 36 secs
ZOO (Default) 45 secs
ARC 50 secs
ZIP (Deflate) 61 secs
LHarc 62 secs
ZOO (Slow mode) 90 secs

it took 28 seconds longer than LHarc to compress to virtually the same filesize. the file it was compressing was only 150k. Zip's Deflate mode was only 1-second quicker than LHarc, but it got almost 2% better compression! (No biggy, but it's an improvement!)
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$

3372. Re: ZOO/ZIP/ARC/LZH

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-02 20:52:55 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1117@usdtsg.DaytonOH.NCR.COM>
Source record: 42996
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <8eck4=200awJAJJIFk@andrew.cmu.edu> sm86+@andrew.cmu.edu (Stefan Monnier) writes:
>
>You can use different weighting for the importance of speed
>compared to size ! Of course, LHarc is the worse if time is important
>as it always uses a slow but quite efficient algo.
>If size is more important, on the other hand, it will be 2nd !

At least to me, compression is the important thing. It may take a
-little- longer to compress or decompress a file, but when you are
downloading it long distance or off one of the services (like GEnie) then
the compression saves you some money (particularly over the long run).

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com
R.ANISKO
Fnet 410

3373. Help needed with general printing questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-02 20:53:08 UTC
From: plate@cdsmn.mn.org
Message-ID: <Btyy0L.E3M@cdsmn.mn.org>
Source record: 42927

I have two printers: Okidata 182 Turbo and HP Paintjet (on loan to me).
I have had the hardest time doing anything meaningful with these printers
as far a graphics output etc. I am especially frustrated about the
PaintJet because I know it is capable of some incredible output given
the correct software.

First: GDOS/FontGDOS
I have installed FontGDOS, but still haven't any real clue on what to do with
it! I assume that in order to make use of it, I need a program that is
specifically written to use GDOS. Is this the correct assumption? Then I
guess I would have to start collecting fonts? I have read the "GDOS.DOC"
and most everything else I can find on the subject, but I'm missing something
somewhere. Maybe I need a demo.

Crackart:
Any printer drivers available? I love this program and need to get on the
stick and send those gentlemen some Deutch Marks!

Regards,
Doug Plate Sr. <-(Note the new addition to the name?)

3374. Re: Stero Glasses on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-02 21:29:17 UTC
From: patterson@koal.enet.dec.com
Message-ID: <1992Sep2.202958.27860@decuac.dec.com>
Source record: 42925

In article <1992Sep2.175847.2300@natinst.com>, glens@natinst.com
(Glen Sescila) writes...
>
> Could somebody please at least tell me what port the old 'Stereo-
>Tek' glasses plugged into on the ST? I have a pair of chopper glasses

There is a special cartridge they plug into.

Jim Patterson
(Patterson@vfovax.dec.com)

Programmer on: VAX/VMS, Atari STe, Atari ST, Atari 8-bit, Commodore 64
Programming in: Pascal, VAX MACRO, 68000, C, 6502, Basic, Action, Forth

3375. Re: ZOO/ZIP/ARC/LZH - why not ARJ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-03 04:41:36 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.LBxzyLOfZew@yonder.equinox.gen.nz>
Source record: 43002
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <8eck4=200awJAJJIFk@andrew.cmu.edu>, Stefan Monnier writes:

>You can use different weighting for the importance of speed
>compared to size ! Of course, LHarc is the worse if time is important
>as it always uses a slow but quite efficient algo.
>If size is more important, on the other hand, it will be 2nd !
>
>One thing is sure: ZIP is the best in this bechmark !
>
>For the rest, you can interpret the result as you wish !
>Personnally, I only use archives for their size (to store on
>floppy, or just to gain room on my small HD) so that
>speed is not really an issue but size is !
>
>If I want to be fast, I just don't compress at all!

I just wish that there was an ARJ compressor for the ST, the UNARJ leaves
the others for dead, it's compression is better than everything else,
and it's speed it only very slightly slower than the fastest one!
Any of you people in .tech reading this feel like writing one? :-)

some results from a test I did a while ago....

The test was on : 34 files, 231065 bytes uncompressed

Method	Size compressed	Time to decompress
LZH	109900 bytes	38.5 sec
LZH v5	88268	43.9
ARC	129045	39.5
ZIP	110628	25.2
ZOO	89462	40.7
ARJ	87812	26.4

Craig.

--
* Craig Shore | Phone (voice) | Internet:craig@yonder.equinox.gen.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig_shore@equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

3376. Need fast image conversion algorithm.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-03 06:21:48 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <79002@ut-emx.uucp>
Source record: 42929

Hi,

Does anyone have a fast algorithm (or some code) to transform
a packed color image into the appropriate number of color planes?
The packed format for a 4-bit image looks like this:

byte

1 2 3

XXXX XXXX XXXX XXXX XXXX XXXX ....

1 2 3 4 5 6

pixel

Ghostscript produces color images in the above format (sort of, I
actually have to sample an 8-bit image). For portability, I need to
first convert this to the standard GEM format of four color planes, and
then transform it again to the machine specific format. There is a vdi
routine for the last transformation, but I have to do the first myself.
All these transformations hog time and memory, so I would like to make
the one I have to write as fast as possible.

The GS screen driver is written in C, but assembly routines would be OK.
It would also be nice if the algorithm could handle 2, 4, 8, 16 and 32
bit color.

Maybe some hot game hacker could code this up for me to show doubters
that there is still a useful place in the world for his kind of
programming (just wishful thinking :-); or maybe I should announce
a programming contest, yeah, that's it. The winner gets a free copy
of Ghostscript!

Thanks,

Tim Gallivan
timg@landau.ph.utexas.edu

3377. Re: DSP in the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-03 08:48:37 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Sep3.084837.12030@rhrk.uni-kl.de>
Source record: 42931

hrs@aber.ac.uk (Herbert Martin Sauro) writes:

>I assume that the 56001 can only deal with integers (i.e no floating
>point), is this true?
This depends. It's not very difficult to implement floating point routines.
You can get them from Motorola for free.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

3378. downloads with Uniterm (kermit)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-03 09:31:09 UTC
From: rosenkra@convex.com
Message-ID: <1992Sep03.093109.16255@convex.com>
Source record: 42930

i am using uniterm 2.0e on a mega ST4 (TOS 1.2) with a 9600 baud modem (AMT STAR 9642e).

downloading file with kermit protocol from a unix system is about 4-5x slower than uploading. i am using 1000 byte packets on both ends for both send and recv. why the big difference? is there any way to "fix" this (i am using default buffer sizes in uniterm). uploading appears to be about 3-4x faster than uploading at 2400 baud. i think this is a V.42bis modem (i am using the factory defaults which i think is AT\N6, ie V.42 with fallback to MNP with fallback to normal, and AT\Q3, ie RTS/CTS). i think i am using C-Kermit 4E70 on the unix side. the serial line is the phone company.

thanx

-bill
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3379. Re: Tape drive for ATARI ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-03 10:40:44 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Sep3124044@orion.laas.fr>
Source record: 42932

I *really* don't want to start a flame war but I must disagree with
what
>>>>> On 1 Sep 92 20:49:02 GMT, sm86+@andrew.cmu.edu (Stefan Monnier) said:

SM> Excerpts from netnews.comp.sys.atari.st.tech: 1-Sep-92 Tape drive for
SM> ATARI ST Roger-Hunen@medtronic.CO (457)

> Please respond by E-mail as I usually don't read this group.

SM> Once again: if you don't read this group, don't ask questions in it:
SM> it is not just a hot-line: it is a conference !

It depends upon the question, doesn't it? A FAQ-like question should
normally *not* followed-up unless it happens repeatedly. The only
gaffe that I see in Roger's posting was that he did not offer to
summarize in case others might be interested.

SM> If you think it is worth asking a question, then it is worth reading
SM> it sometimes (cause this way you may have an answer for someone else's
SM> problem)

The person must have been reading some; otherwise he never would have
posted to this newsgroup. And if one hasn't read a newsgroup in
awhile then either all the interesting messages have expired and/or
there are 500 some messages waiting to be read.

SM> And by the way: never only respond by email, as someone else may
SM> be interested. (That's the case for me on that question)

True, it is an interesting question (I wish my HD was big enough to
require a tape backup ;-( ), but if one is not *that* familiar with
this newsgroup, then one would have difficulty in judging the
importance.

Discussions may go one both publicly (news) and/or privately (e-mail).
I have no qualms with either. By the way, your followup (like mine)
lacks technical content. That's why I redirected followups to
comp.sys.atari.st!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?

3380. GNU make 3.62 at atari.archive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-03 15:07:34 UTC
From: as327@cleveland.Freenet.Edu
Message-ID: <1859nmINNmuh@usenet.INS.CWRU.Edu>
Source record: 42933

I just downloaded version 3.62 of GNU make and there seems to be a problem with the executable .ttp file. I tried to execute it both under plain Gulam and under Bash 1.05 in MiNT. The results were the same - it said that "c:\bin\make.ttp: file not found". This is absurd because if I do an 'ls' command on that file, it IS there. If I specified the full pathname "c:\bin\make.ttp", I get either the "file not found" rubbish or a -39 return code (under Gulam) or "memory exhausted". Anyone have any ideas? Maybe the 'make-362.zoo' file needs to be uploaded again. Meanwhile, I suppose I'll go back to make 3.60 (which I don't look forward to, since in the middle of building big source directories like the GNU library, it aborts on a "virtual memory exhausted" error and needs to be re-started).

Thanks.

P.S. Since Frank Ridderbusch did this port, I tried sending this to him first, but it bounced.
--
Roy Bixler
Internet: as327@cleveland.freenet.edu -or- rbixler@nyx.cs.du.edu
"When the going gets weird, the weird turn pro."

3381. Re: Stero Glasses on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-03 15:32:17 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep3.153217.21695@newshost.lanl.gov>
Source record: 42934

In article 2300@natinst.com, glens@natinst.com (Glen Sescila) writes:
>
> Could somebody please at least tell me what port the old 'Stereo-
>Tek' glasses plugged into on the ST?

They used the ST's cartridge port with a special adapter, Glen. Good luck!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3382. Contacting Double Click

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-03 16:22:07 UTC
From: bq035@cleveland.Freenet.Edu
Message-ID: <185e3gINN301@usenet.INS.CWRU.Edu>
Source record: 42935

I'm trying to reply to these messages from DC software regarding their search
for documentation writers, but I keep getting a message that the user's account
has expired when I try: uace0@menudo.uh.edu

--
****
* "Nothing is true; Everything is permitted" - Hassan i Sabbah *
****
Brian Jepson = iby223@uriacc.uri.edu || bq035@cleveland.freenet.edu

3383. atari emacs and ^M

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-03 16:42:40 UTC
From: kinzel@ibr.cs.tu-bs.de
Message-ID: <1992Sep3.164240.27194@ibr.cs.tu-bs.de>
Source record: 42936

Hi !

I just managed to pass the dungle installing emacs under MiNT (and
after a short period of happiness), I feel it's nasty that atari-emacs
can't handle '^M' EOL charakters by default. This editor isn't vewry
useful, when can't handle EOL's (or when it should be too difficult to
handle 'em). So I think there must be someone who wondered about this
problem like me, or has just solved it!
bye, Jens

Jens Kinzel God is real
Institut fuer Betriebssysteme und Rechnerverbund unless he is integer
kinzel@ibr.cs.tu-bs.de

3384. Re: DSP in the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-03 17:09:04 UTC
From: Stefan Monnier <sm86+@andrew.cmu.edu>
Message-ID: <cedYOk_00awN8VTVhc@andrew.cmu.edu>
Source record: 42938

Excerpts from netnews.comp.sys.atari.st.tech: 1-Sep-92 Re: DSP in the Falcon Herbert Martin Sauro@abe (1185)

> In article <469@muller.loria.fr> eker@loria.crin.fr (Steven Eker) writes:

> I assume that the 56001 can only deal with integers (i.e no floating
> point), is this true?

> Herb
> --
> /***
> Herbert Sauro e-mail: hrs@aber.ac.uk
> Biological Sciences phone: +44 970 622353
> Univesity College of Wales

Well, it is almost true: it can deal with fix-point but not floating point !

Stefan Monnier

-- On the average, people seem to be acting normal --

3385. Re: GNU make 3.62 at atari.archive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-03 17:57:17 UTC
From: chu@acsu.buffalo.edu
Message-ID: <Bu0KJH.CJM@acsu.buffalo.edu>
Source record: 42937

Frank Ridderbusch has re-ported GNU Make 3.62. At his request, I uploaded it to atari.archive a little while ago. It is in the new directory with the name:

gmake362.zoo

I've been using this version for a while now and it works fine.

john
chu@acsu.buffalo.edu

3386. Re: DSP in the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-03 18:08:45 UTC
From: micro@imada.ou.dk
Message-ID: <1992Sep3.180845.19309@imada.ou.dk>
Source record: 42939

hrs@aber.ac.uk (Herbert Martin Sauro) writes:

>I assume that the 56001 can only deal with integers (i.e no floating
>point), is this true?

It uses 24/48/56 bit fixed point arithmetic(sp?).
There is a fast floating point lib. available if a S/N of 144 dB (24bit) to
350 dB (56 bit) isn't enough.

-Klaus

3387. Re: DSP in the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-03 18:26:30 UTC
From: micro@imada.ou.dk
Message-ID: <1992Sep3.182630.19435@imada.ou.dk>
Source record: 42991

clint@artech.UUCP (Clinton Keith) writes:

>The adc/dac channel is driven off the DMA clock, which is driven off a
>sub-divided horizontal scan rate. The 525 scan line rate sub-divided
>by 12, 24, 48 and 96 give the 6250, 12500, 25000 and 50000 bytes per
>second DMA/CODEC rate. This is the same as the STE/TT.

In the very techie "test" of the Falcon in the German C'T you can read a
differend story:

"[external/internal clock, prescale 4-24 or 128]. Internally there is a
27.175MHz clock to select the for the STe known sampling rates of
12.5KHz, 25KHz and 50KHz, or 32MHz in order to use the full bandwidth of
the memory transfer, with an sampling rate of 62.5KHz on eight 16bit
channels. This is also the upper limit for the external clock."

(if the about dosn't make any sense then it is probaly because my german
is even worth than my english)

-Klaus

3388. GFA Basic 3.5E mouse problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-03 18:59:09 UTC
From: selick@csa.bu.edu
Message-ID: <95309@bu.edu>
Source record: 42940

I typed in the pulldown menu excerpt that they list in the manual word for word, and I always get about a 1 X 1 inch box in the upper left corner where the pointer turns to a hand. My Perfect Pitch program works fine, however it looks sloppy. Any ideas?

-Steve <selick@csa.bu.edu>

3389. Re: atari emacs and ^M

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-04 00:42:41 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <cedf41a00awVEWYF5x@andrew.cmu.edu>
Source record: 42993

Excerpts from netnews.comp.sys.atari.st.tech: 3-Sep-92 atari emacs and
^M Jens Kinzel@ibr.cs.tu-bs (719)

> Hi !

> I just managed to pass the dungle installing emacs under MiNT (and
> after a short period of happiness), I feel it's nasty that atari-emacs
> can't handle '^M' EOL charakters by default. This editor isn't vewry
> useful, when can't handle EOL's (or when it should be too difficult to
> handle 'em). So I think there must be someone who wondered about this
> problem like me, or has just solved it!
> bye, Jens
> --
> Jens Kinzel God is real
> Institut fuer Betriebssysteme und Rechnerverbund unless he is integer
> kinzel@ibr.cs.tu-bs.de
> --

You're right: if you've got the 18.58 release, the elisp code is
even included. It is part of the machine specific files like
atari.el (for the cursor key and such) and is called msdos.el
or msstuff.el or something like that !

If you don't have 18.58, try to get it (it was in a.a /atari/new
but I can't remember the name): it is much easier to install
and is a bit more complete.

Stefan Monnier

-- On the average, people seem to be acting normal --

3390. Re: More beta testers

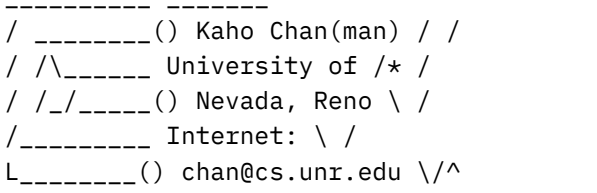
Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-04 00:49:49 UTC
From: chan@pyramid.unr.edu
Message-ID: <4407@equinox.unr.edu>
Source record: 42992
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug28.121856.11843@menudo.uh.edu> uace0@menudo.uh.edu (Enthusiasts) writes:
>Double Click Software is in need of more qualified beta testers. We can't tell
>you what we are beta testing, but if you can read this, you should be qualified.
><grin> If you are interested, you will be required to sign a non-disclosure in
>order to begin testing. You do not need to have any programming experience or
>technical expertise to test this new, unyet named product. You will need to
>have some time on your hands and a seriously fun attitude, but be committed to
>doing your part in helping us complete our product.

I would be very interested in helping find bugs and I like to help
on critiquing user-friendly-ness of a program.

>
>The last beta-testing we did on the internet went so well, we wish to do it
>again. Kudos to all of you netters! Keep up the Atari spirit.
>
>Thanks,
>
>Michael B. Vederman / president / Double Click Software
>--
>Signature? Signature? We don't need no stinkin' signature!

I can be reached at:



3391. zoo archives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-04 05:12:38 UTC
From: ski2@milton.u.washington.edu
Message-ID: <1992Sep4.051238.14259@u.washington.edu>
Source record: 42994

Hi,

I just downloaded xlisp2.1 from atari.archive, but I can't uncompress
it. It is a zoo archive. The zoo21.ttp program I downloaded from
atari.archive crashes with a 2 bomb bus error when I try to run it.
Where can I get a program to decompress (extract) a zoo archive?

thanks for your help

ski@atc.boeing.com

3392. Re: Macintosh Exchange Program?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-04 06:19:00 UTC
From: Kai_Bode@f.maus.de
Message-ID: <A14790@F.maus.de>
Source record: 43013

>Hi, has anybody got a copy of the full version of the MACEXCHANGER
>ShareWare program ? What I'd like to know is how successfully does it c

there's a simple trick to make a disk readable on spectre and Mac. I don't
have a spectre but it's supposed to work:
start the Program 'convert files' and insert disk (on either hardware).
When the format box appears, it suggests 800k Mac or 720k MS-DOS. If you
click on the disk Symbol in the box you may suddenly format
720k Mac !!

This format is supposedly recognised by both hardwares. In sys7 this Hack
still works, if you edit the rsc and make the disk-symbol selectable again
(can't remember the Mac-term for it).

Kai.

3393. Re: atari emacs and ^M

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-04 08:19:07 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992Sep4.081907.17889@daimi.aau.dk>
Source record: 42998

kinzel@ibr.cs.tu-bs.de (Jens Kinzel) writes:

>Hi !

>I just managed to pass the dungle installing emacs under MiNT (and
>after a short period of happiness), I feel it's nasty that atari-emacs
>can't handle '^M' EOL charakters by default. This editor isn't vewry
>useful, when can't handle EOL's (or when it should be too difficult to
>handle 'em). So I think there must be someone who wondered about this
>problem like me, or has just solved it!
> bye, Jens
>--
>Jens Kinzel God is real
>Institut fuer Betriebssysteme und Rechnerverbund unless he is integer
>kinzel@ibr.cs.tu-bs.de
>--

Actually there is.

I guess that you have the MiNT version of emacs. There is another port, based
on the most recent version (18.58) of emacs.

Included in this is a little elisp-package which will automatically remove the
^M characters while visiting a normal atari file. They are of course reinserted
before the file is saved.

I can't remember the path on atari.archive right now, but try checking the
gnustuff directory and/or the editor directory. This little package is worth
the entire download.

Don't forget that the appearance of the ^M characters is actually a feature.
One of the advantages of emacs is the ability to handle arbitrary
control-characters as ordinary characters that can be searched and replaced and
whatever. Then if the characters is not desired, it is small trouble to hook up
functions to delete/reinsert them when loading/saving the file.

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

Hit the philistines three times over the head with the Elisp reference manual.

- petonic@hal.com (Michael A. Petonic)

3394. Re: Zmodem 1.62 (J. Bammi version) compiling problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-04 11:11:32 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Sep4.111132.13052@peponi.wcc.govt.nz>
Source record: 42995
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <172DqB4w165w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>healy@nosc.mil (Mike Healy) writes:
>
>-
>- If you have your dependencies set up correctly, touching your .c files
>- so that they have a more recent date ought to generate a recompile by
>- make. You can always remove your .o files and then make has to recompile
>- them.
>-
>- Makefiles are ugly beasts to hack (I'm thinking UNIX and VME systems
>- mostly) but once you get it set up, make sure makes life easier.
>-
>- Mike
>-
>- healy@cod.nosc.mil
>-
>
>I agree. After I finally got the dates set up correctly, I was able to
>get make to work on the file a little. It compiles the .c files to their
>..o state (automagically using Sozobon for some reason) and then exits.
>Then I have to link the files (using Alcyon).
>
>It works, though!
>
>I could have avoided the date problems if I had just left the dates the
>way they were in the archive before editing the files. Then I could have
>just changed the one I wanted to work on and ran MAKE on it.
>
>
><< -- >>
><< mforget@ersys.edmonton.ab.ca >>
><< ~~~~~~ >>
><< Michel Forget >>
><< The Key: Spirit over mind over matter. >>
><< -- >>
>

Tell me why are you messing around with out of date Zmodem stuff, Zmodem is now upto version 3, but then again the source code is no longer free...

So to get the Zmodem (90) contact Omen Technologies and it wiil cost you some $90 us...

Roger..... sheppard_r@kosmos.wcc.govt.nz

3395. Re: LASER C PRINTING

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-04 14:53:36 UTC
From: max@neumann.cba.csuohio.edu
Message-ID: <1992Sep4.145336.4676@news.csuohio.edu>
Source record: 42997

From what I can tell, Atari and LASER C run things this way:

LEVEL OF COMMUNICATION IMPLEMENTATION TYPICAL CALLS
Device BIOS Bconin, Bconout
File descriptor GEMDOS Fopen, Fread, Fwrite, Cconin, Cconout
Stream LASER C fopen, fread, fwrite, printf, fprintf

Each higher level uses the previous level to accomplish their tasks.
For example, printf calls Fwrite, (yes, even for screen output!), and
Fwrite within the operating system calls Bconout at some point.

An array of 20 _iob structures are standard for LASER C programs, which
are used for the fread, fwrite, printf, etc. The first three are
already used when your program runs, much like UNIX does things. These
are _iob[0], _iob[1], and _iob[2], which are structures whose addresses
are stdin, stdout, and stderr, and represent buffered file IO, called
streams.

In UNIX, the first three _iob structures use file descriptors 0, 1, and
2. But in LASER C, it is 0, 1, and 1. Writing to stderr is really the
same as stdout. In UNIX, programs know to write to any one of three files
whose descriptors are 0, 1, or 2. But in Atari, there is only 0 and 1.

Even if you can manage to Fdup the console output and change the
association of stderr to it, programs executed with this in place won't
care about what you did, because only file descriptors 0 and 1 have
significance.

Furthermore, in UNIX, opening a file results in file descriptor 3, the
next consecutive number, being used, wherease in Atari, it is number 6.
(Let me use "fd" to mean file descriptor.) This is because Atari is
different than UNIX as far as standard devices is concerned. UNIX uses
your /dev/tty?? as your single device. Atari likewise has the console input
and output like UNIX but also has a serial port (fd 2), printer port (fd 3),
and two other devices open (fd 4 and fd 5) when your program begins.

LASER C has no such thing as stdprt, that is, a pre-opened stream
connected with the printer. However, the printer device is ready and has
fd 3, so you can simply associate a stream with it as follows:

```
#include <stdio.h>

FILE *stdprt;

main ()
{
stdprt = fdopen (3, "w"); /* make a stream for the printer */
```

```
fprintf (stdprt, "This goes to the printer");

....
}
```

3396. Re: GFA Basic 3.5E mouse problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-04 16:31:43 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep4.163143.21743@newshost.lanl.gov>
Source record: 42999

In article 95309@bu.edu, selick@csa.bu.edu (Steven Selick) writes:
>
>I typed in the pulldown menu excerpt that they list in the manual word
>for word, and I always get about a 1 X 1 inch box in the upper left
>corner where the pointer turns to a hand. My Perfect Pitch program works
>fine, however it looks sloppy. Any ideas?
>

Steve, you didn't mention which version of GFA you were using or which manual
you have. Give me the page number from your manual and I'll check it for you.
Depending on the manual and version, there were LOTS of errors in their sample
code.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3397. Re: GFA Basic 3.5E mouse problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-04 18:31:09 UTC
From: schaerer@isibee
Message-ID: <1992Sep4.183109.10834@bernina.ethz.ch>
Source record: 43000

Steven Selick (selick@csa.bu.edu) wrote:
:
: I typed in the pulldown menu excerpt that they list in the manual word
: for word, and I always get about a 1 X 1 inch box in the upper left
: corner where the pointer turns to a hand. My Perfect Pitch program works
: fine, however it looks sloppy. Any ideas?

Look at any accessory you have installed and/or auto-directory-programms
you have startet by booting. It' s possible one or more of these program-
mes make such problems. I hope I can help you. Please make a Reply direct
to my mail-address. I'm interested.
* *
* * Thomas (schaerer@isi.ethz.ch)
* *
* *
* *
*

3398. Re: GNU make 3.62 at atari.archive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-04 18:46:17 UTC
From: as327@cleveland.Freenet.Edu
Message-ID: <188atpINN83j@usenet.INS.CWRU.Edu>
Source record: 43001

Thanks for all the responses. I downloaded 'gmake362.zoo' from the 'new' subdirectory. The readme file said something to the effect of Frank doing some weird code which only worked with the RCS setup on his machine and this new version should work on everyone's machine. Well, I don't know about that, but it works on mine now.

By the way, is there no one to maintain atari.archive now? It seems to me that this and other similar problems would not happen if there were. Too bad I'm not a Michigan student ...

--
Roy Bixler
Internet: as327@cleveland.freenet.edu -or- rbixler@nyx.cs.du.edu
"When the going gets weird, the weird turn pro."

3399. Re: atari emacs and ^M

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-04 21:45:00 UTC
From: Ulf_Moeller@hh2.maus.de
Message-ID: <A12220@HH2.maus.de>
Source record: 43023

kinzel@ibr.cs.tu-bs.de wrote:

>I just managed to pass the dungle installing emacs under MiNT (and
>after a short period of happiness), I feel it's nasty that atari-emacs
>can't handle '^M' EOL charakters by default. This editor isn't vewry
>useful, when can't handle EOL's (or when it should be too difficult to
>handle 'em). So I think there must be someone who wondered about this
>problem like me, or has just solved it!

It shouldn't really be a problem to write an elisp program that removes
^M characters when loading a file, and adds them at the end each line
when saving.

3400. Re: LASER C PRINTING

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-04 21:57:35 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Sep4.175735.1@uwovax.uwo.ca>
Source record: 43008

In article <1992Sep4.145336.4676@news.csuohio.edu>, max@neumann.cba.csuohio.edu (Max Polk) writes:
[description of Laser C stdio setup deleted]

> Even if you can manage to Fdup the console output and change the
> association of stderr to it, programs executed with this in place won't
> care about what you did, because only file descriptors 0 and 1 have
> significance.

A clarification:

That's true for Laser C (with the default Laser C library) but not necessarily for other compilers/libraries. For example, the MiNT library and gcc library use handle 2 for stderr; they do this by checking to see if handle 2 is pointing at a terminal of some kind (by default this is true, since GEMDOS sets handle 2 to point at the serial port). If it is, then it is redirected to point at the console. If it is not (if someone has pointed handle 2 at a file, for example) it's left alone.

For this reason, programs should not assume anything about handle 2 (e.g. it's better not to assume that it's pointing to the serial port). If you want to open the serial port, use the file name "AUX:".
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3401. Atari ST Programming Books for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-05 23:03:59 UTC
From: dcrevier@jarthur.claremont.edu
Message-ID: <1992Sep5.230359.28335@muddcs.claremont.edu>
Source record: 43003
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have the following ST Programming Books for sale that I will sell for $10 each including shipping. Please reply to dcrevier@jarthur.claremont.edu.

Fractal Programming in C (Actually, this is not an ST book, but includes C source)
Atari ST Tricks and Tips (Abacus)
Atari ST Machine Langauge (Abacus)
Atari ST GEM Programmer's Reference (Abacus)
COMPUTE!'s ST Applications Guide: Programming in C
Programmer's guide to GEM

Thanks

Dan

3402. Re: ZOO/ZIP/ARC/LZH - why not ARJ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-05 23:11:26 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep5.231126.19636@actrix.gen.nz>
Source record: 43004
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
> The test was on : 34 files, 231065 bytes uncompressed
>
> Method Size compressed Time to decompress
> ------ --------------- ------------------
> LZH 109900 bytes 38.5 sec
> LZH v5 88268 43.9
> ARC 129045 39.5
> ZIP 110628 25.2
> ZOO 89462 40.7
> ARJ 87812 26.4

Pretty impressive! Very impressive in fact! So, someone port ARJ to
the ST!! :)
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$
```

3403. How do I replace an existing GemDos routine or add a new one?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-06 07:47:46 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <B76NqB1w165w@ersys.edmonton.ab.ca>
Source record: 43006

Hi,

Could someone tell me exactly how to replace an existing GemDos function? I can assume that the first step would be to write the routine in the form of a program and then have the program terminate and stay resident (ptermres). What I do not know how to do is replace the routine.

I have also seen programs (MiNT, for example) that add new system calls. How is this done? Is it simillar to the method for replacing calls?

The reason I am asking about this is I am thinking about writing an ANSI emulator, and I would like to see if it is feasible to write it in the form of a TSR that any program could use simply by calling the appropriate routines.

For example, the program in use could take the input from the serial port, and if it is in ANSI mode, it could pass all output to the screen through a new system call that would catch the escape sequences and process them appropriately.

To me, this would be better than an ANSI emulator that is only available in one terminal program.

Any help would be appreciated.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>
<< *Author of ShadowTerm II for the Atari ST* >>
<< -- >>

3404. RS232 port, Rsconf() is that all i need?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-06 08:55:47 UTC
From: wilsont@holonet.net
Message-ID: <Bu5FGz.M80@iat.holonet.net>
Source record: 43007

as sugguested I bought some recent Atari Explorers, and read the articles
on serial port programming.

Well, i typed in the first "very dumb terminal program"
and added this line:
Rsconf(4,0,8,0,-1,-1,-1);

which should be 2400 baud no parity,no handshaking, 1 stop bit.

however, my modem does not respond with an RD light up.
I changed the Cauxout(c) to Bconout(1,c), that made the RD light up,
but also the CD as well!

what am I missing?

any help would be apreciated! (source code would be cool!)

Compiled with Sozobon 1.33i, standard Dlibs.
I ran it from Gulam, and the desktop.

BTW, gulam likes to echo the characters to the screen from a Cconin() why?

thanks!

Timothy--

3405. WAACE AtariFest 92' October 10 & 11

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-06 12:18:54 UTC
From: jhurwitz@access.digex.com
Message-ID: <1992Sep6.121854.9264@access.digex.com>
Source record: 43019

WAACE AtariFest 92

The Washington Area Atari Computer Enthusiasts will sponsor W.A.A.C.E. AtariFest 1992 on October 10 and 11. The show will again be staged at the Sheraton Reston Hotel in Reston, VA. Show hours will be from 10 am to 6 pm on both days. In addition to the shopping bargains available from over thirty vendors there will be a full round of demonstrations, tutorials, and seminars. A banquet on Saturday evening will feature a special speaker on Atari matters and Current Notes Magazine's "Author of the Year" award. Special mixers will cap off the evening's festivities. The 1990 and 1991 editions of the show attracted approximately 2000 visitors.

The Sheraton Reston Hotel is a spacious, attractive facility located in a parklike setting near Washington, DC. The hotel is offering a special room rate of $59 per night plus tax to 'Fest attendees. Call 1-800-392-ROOM or 703- 620-9000 for reservations. Be sure to mention W.A.A.C.E. AtariFest '92. The number of rooms available at this special rate is limited, so make your reservations early. The price that W.A.A.C.E. will have to pay for the exhibit space is directly tied to the number of hotel rooms that are rented out.

If you have any expectation at all of attending the event we would like you to reserve a room for Friday and Saturday nights. Immediately following the 1991 show Charles F. Johnson of Codehead Technologies announced that W.A.A.C.E. '91 was the most profitable outing that they had ever had, anywhere. For eight years W.A.A.C.E. has provided a complete Atari experience. 1992 promises to be in that same tradition. For additional information please contact: Russ Brown via GEnie (R.Brown127), by voice number - (703) 803-6126 (Please do not call after 10 PM EDT), and/or Email to jhurwitz@access.digex.com

3406. T10 as a slave to the MegaSTe

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-06 18:15:29 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92250.141529JJL101@psuvm.psu.edu>
Source record: 43005

OK, folks, just wondered before I begin this project if it was
possible. I have an old T10 terminal here that I would like to hook up
to the extra serial port of my MegaSTe and use a dumb terminal into it....
I will of course use MiNT and I have the termcap for a T10 so thats not a
problem. I wanted to know if anyone has done this sorta thing, and if it
is indeed possible? For instance the T10 could be used as a vi editor,
cli for small jobs even for compiling freeing the ST to do GEM stuff?
Sound plausible? Any suggestions?

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
GEnie: J.LEHETT2 Delphi: JLEHETT@delphi.com

3407. C code to have different font

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-06 18:16:55 UTC
From: BING_SIN@bdt.COM
Message-ID: <1992Sep6.181655.19938@bdt.com>
Source record: 43012

Can someone tell me or send me some source code in Laser C to replace the system font to some other font just inside my program. There was a program which create font and you have a choice of saving your font file in either *.FED, *.O, and *.C. When it saved as a .C source code file, it does not have any code in there to manipulate the font and the program does not come with any doc at all.

There is a program call ANSITerm from Two Worlds Software, which replace the system font with it's own. I wonder how does they do this?

Please reply, I need a lot of help on this.

--
Internet: bing_sin@bdt.com
UUCP: !uunet!ossi!bdt!bing_sin

3408. Re: RS232 port, Rsconf() is that all i need?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-06 19:28:08 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Sep6.142808.22862@doug.cae.wisc.edu>
Source record: 43010

```
In article <Bu5FGz.M80@iat.holonet.net> wilsont@holonet.net (Timothy Wilson) writes:
>as sugguested I bought some recent Atari Explorers, and read the articles
>on serial port programming.
>
>Well, i typed in the first "very dumb terminal program"
>and added this line:
> Rsconf(4,0,8,0,-1,-1,-1);
>
>which should be 2400 baud no parity,no handshaking, 1 stop bit.
>
>however, my modem does not respond with an RD light up.
>I changed the Cauxout(c) to Bconout(1,c), that made the RD light up,
>but also the CD as well!
>
>what am I missing?
>
>any help would be apreciated! (source code would be cool!)
>
>Compiled with Sozobon 1.33i, standard Dlibs.
>I ran it from Gulam, and the desktop.
>
>BTW, gulam likes to echo the characters to the screen from a Cconin() why?
>
>thanks!
>
>Timothy--
>

Hello...yes, all HAIL. Greg Carter is BACK...

WELL, FIRST OF ALL, Rsconf() only has 6 parameters.

Try Rsconf(4,0,UCR,-1,-1,-1);

The UCR is a bitmap that controls the various things your looking for
in transmission format, suich as 8N1. Unfortunately, since I don't carry
said bitmap with me everywhere I go, I can't tell you what the individual
bits do.

I will post my serial port goodies in a short while.

--------------------------------------------------------------------------

UUCP - HERMES PEOPLE ALERT!

Hey!
```

Brave souls, I started up my HERMES mail software, and can't seem to get my environment set correctly.

If anyone out there is running this thing, could you drop me a line so I can figure this out? I am really BAD at reading German. I have been trying to watch HOGANS HEROS re-runs every night but after a week and a fried brain, I still can't read the doc files.

-Greg

ACICS, we are talking MAJOR software engineering here folks...

3409. Re: communication software with MNP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-06 21:32:38 UTC
From: ak354@cleveland.Freenet.Edu
Message-ID: <18dtdmINNksb@usenet.INS.CWRU.Edu>
Source record: 43009

There is a program for the ST called LINK which is supposed to
do MNP-5 in software. I don't know how well it works.

3410. c help

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-06 21:50:34 UTC
From: david snowdon <david.snowdon@canrem.com>
Message-ID: <1992Sep6.618.8119@dosgate>
Source record: 43014

I'm am unable to compile the Motorola 6809 cross-assembler using
the H&S Sozobon C compiler due to two errors:

```
error in as.h (124): pointer type not allowed
error in ffwd.c (10): pointer type not allowed
2 errors
```

The code for as.h (lines 123 and 124) is:

```
FILE *Objfil =0; /* object file's file descriptor*/
char Obj_name[] = {" "};
```

And the code for ffwd.c (lines 9 and 10) is:

```
int Forward =0; /* temp file's file descriptor */
char Fwd_name[] = { "Fwd_refs" } ;
```

I'm just starting learn how to program in C and could use any
suggestions that you might have.

David
--
Canada Remote Systems - Toronto, Ontario/Detroit, MI
World's Largest PCBOARD System - 416-629-7000/629-7044

3411. Re: c help

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-06 23:14:27 UTC
From: Stefan Monnier <sm86+@andrew.cmu.edu>
Message-ID: <ceed3He00awKE4IUd4@andrew.cmu.edu>
Source record: 43011

Excerpts from netnews.comp.sys.atari.st.tech: 6-Sep-92 c help david
snowdon@canrem.com (784)

> I'm am unable to compile the Motorola 6809 cross-assembler using
> the H&S Sozobon C compiler due to two errors:

> error in as.h (124): pointer type not allowed
> error in ffwd.c (10): pointer type not allowed
> 2 errors

> The code for as.h (lines 123 and 124) is:

> FILE *Objfil =0; /* object file's file descriptor*/
> char Obj_name[] = {" "};

> And the code for ffwd.c (lines 9 and 10) is:

> int Forward =0; /* temp file's file descriptor */
> char Fwd_name[] = { "Fwd_refs" } ;

> I'm just starting learn how to program in C and could use any
> suggestions that you might have.

> David
> --
> Canada Remote Systems - Toronto, Ontario/Detroit, MI
> World's Largest PCBOARD System - 416-629-7000/629-7044

Given this little piece of code, I would just suggest to remove
the { and the } in lines 124 and 10 !

At least, these are syntax errors !

Stefan Monnier

-- On the average, people seem to be acting normal --

3412. Video streamer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-07 08:03:54 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1992Sep7.090355.131020@mswe.dnet.ms.philips.nl>
Source record: 43033

There is a recent discussion about tape drives for the Atari. Because of
the high list price I was lloking for an alternative. At the Atari Fair in
Dusseldorf I found it. It was a pitty they where not yet in production
but I ordered one anyway. It is a video streamer. It uses a standard VCR
which has to be equiped with a scart connector as backup device. It backups
600 Mb on a E240 tape. So about 2.5 Mb per minute. It can make image backups
as well as file backups and restores visa versa. I don't have the address of
the German company on hand. If anyone wants some more info, drop me a mail.

BTW the listprice of the device, which connects on the parallel port, is about
DM249,- which is at the current ratio about $180,-

Greetings from the Netherlands.

Marcel.

#include <stddiscl.h>
email: mboom@mswe.dnet.ms.philips.nl
voice: +31 40 762007 / +31 4408 3531

3413. Re: downloads with Uniterm (kermit)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-07 10:38:43 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Sep7.103843.18541@peponi.wcc.govt.nz>
Source record: 43015

In article <1992Sep03.093109.16255@convex.com>, rosenkra@convex.com (William Rosenkranz) writes:

Bill I think you will find that there is a major new version of Kermit, well the version here on a VAX is 5Axx or some thing like that, all the source codes for it is on the support support Uni, Collumbia..?? New York

Roger.......... sheppard_r@kosmos.wcc.govt.nz

3414. Re: How do I replace an existing GemDos routine or add a new one?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-07 18:29:56 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Sep7.142956.1@uwovax.uwo.ca>
Source record: 43017

In article <B76NqB1w165w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> The reason I am asking about this is I am thinking about writing an ANSI
> emulator, and I would like to see if it is feasible to write it in the form of
> a TSR that any program could use simply by calling the appropriate routines.
>

That's certainly feasible, but there are better ways to do it than replacing (or adding new) GEMDOS calls, I think. I would set up a cookie in the cookie jar, say with the name 'ANSI' and with a pointer to a function table as its value. Programs which want to use the ANSI functions would look up the cookie, get the table of functions from the cookie, and then jump through the table to the appropriate functions.

(I think this is better than trying to add/replace GEMDOS calls because it doesn't add any overhead on the trap #1 vector.)

Under MiNT (and probably under MultiTOS) you could write your ANSI emulator as a device driver, and have it install a device like U:\DEV\ANSI; programs could then open this device and use it just like any other. It probably wouldn't be too hard to make your program work either as a device driver (if MiNT is active) or as a 'cookie-driven' TSR; just make the functions in the cookie's function tables the same as the functions needed for a MiNT device.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3415. Re: 24 pin screen dumps

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-07 20:57:42 UTC
From: wabe@ukc.ac.uk
Message-ID: <1583@eagle.ukc.ac.uk>
Source record: 43018

In article <1992Aug26.202839.19050@ryn.mro4.dec.com> rost@rgb.dec.com (My name is Brian Rost) writes:
>
>I'm looking at upgrading to a letter quality 24 pin dot matrix printer but am
>thinking that it may not do screen dumps correctly. Not that I do a lot of
>screen dumps myself, but some of the software I run does (easier than writing
>their own printer drivers, I guess).
>
>Is there a PD driver I can install that will allow me to dump to a 24 pin
>printer?
>
> Brian Rost @rgb.enet.dec.com
>
Yes, I've been using a little utility called HC24_H12.PRG which
I downloaded from atari archive at University of Michigan. It is originally
by R. Hoh and has been modified by Ulf RIMKUS (for PURE C). This gives a
dump in the HORIZONTAL (portrait) mode. There is a companion program called
HC24_V??.PRG if you want vertical 24-pin dumps. The C-code accompanies the
program HC24_H12.PRG and I had no difficulty in compiling it under MWC and
making some (very minor) mods (like removing the RESET-Printer command at
the start which produced an annoying accompanying Form Feed on my NEC P2200
so that I could not choose where on the page to have the (horizontal) dump).

I discovered that loading HC24_H12 deprives your available RAM of
about 32,260 bytes (although the program itself compiles to about 1.2
kbytes only).

Cheers, W. Alan B. Evans
[wabe@ukc.ac.uk]

3416. ERAM upgrade question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-08 03:50:33 UTC
From: cinnanum@mentor.cc.purdue.edu
Message-ID: <Bu8qoA.n22@mentor.cc.purdue.edu>
Source record: 43020

I have just recently purchased an old memory upgrade kit for the ST. It is called EZ RAM II. It consists of a board which fits pins over the MMU chip and another board which goes between the video shifter and it's socket. The problem is, I have no instructions and the orientation of the MMU board over the chip is unclear (The chip is square and there are three different ways the board could go, the fourth I've already ruled out because the TOS chips are in the way

The memory on the board consists of 2 Mb of RAM in 16 chips. The chips have 9 pins on them as opposed to 8 pins per chip on the memory that is currently installed in my machine. I have a 520 STFM that has been upgraded to 1 meg by adding 512k of socketed ram. How can I install the extra memory? (I'm not afraid of a soldering iron).

Thanx in advance,

0

3417. digitized sound, how to?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-08 05:07:14 UTC
From: wilsont@holonet.net
Message-ID: <Bu8u83.KCG@iat.holonet.net>
Source record: 43022

Hi again. ok you tech guys...
how do i get sound samples out of my ST?
is optimized C fast enough to handle this job?

I've looked in my TOS book, but only the PSG s there, and it doesn't seem to
have a way to control the speaker directly.
I also looked at noisetra.s, (68k code for noisetracker), but it seems not
a single standard call is used (therefore i couldn't reference it)

Thanks for helping me with the screen memory... i found Setscreen...just what
i needed!

books, code, ftp site would be helpful!

3418. problems w/ 2 SCSI drives on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-08 06:34:54 UTC
From: kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de
Message-ID: <H._49DdC_yXeQ@wpcst1.phys-chemie.uni-wuerzburg.dbp.de>
Source record: 43026

Dear netters,

I have a little problem with two SCSI discs on my host adaptor:
they won't work together with addresses 0 and 1.

Some details: The drives (a ST 157N and ST 296N) are connected to a
GE-soft adaptor. The first is configured as SCSI device 0, the second
as device 1. The software is from Digital Systems Krueger (Version
3.2). The problem: write access to the first device (the ST157N)
crashes the FAT and DIR.

Everything works fine if:
- the drives are used solely;
- the second drive is configured as #2 or higher.

So I can work with it, but I'm curious: What may be wrong ?

Is it absolutely necessary to remove the resistor packs ? If so,
which drive ? The physically last or the logically last one (which is
different in that case) ?

Also:

I need to reformat the ST 296N on a low level, since it stems from a
PC, where it was formatted with interleave 2.

Is there some PD/Shareware/commercial package out to do that for me ?
I checked AHDI5 but it doesn't. I heard about "SCSI-Tools" from
Hard&Soft in Castrop-Rauxel, but I don't know if the DM 149.- (~ $100) are
worth it ? Any experiences ?

Thanks for any hint,
Thomas.
--
Thomas-Martin Kruel Institut f. Physikalische Chemie / Universitaet Wuerzburg
Marcusstr. 9-11, D-8700 Wuerzburg, Tel. +49 931 31579

3419. Eric Young's DES Library available

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-08 09:06:38 UTC
From: neuhaus@vier.informatik.uni-kl.de
Message-ID: <neuhaus.715943198@vier>
Source record: 43021
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi.

I have recently ported Eric Young's DES Library to the Atari. The
port went without problems so far, only des(1) keeps making trouble.
The library can be obtained via

ftp.uni-kl.de:pub/atari/incoming/des-src.zoo Library sources
ftp.uni-kl.de:pub/atari/incoming/des-bin.zoo .olb file

The documentation is somewhat sparse but useful nontheless. If you
don't know what ECB or CBC means, then this library is probably not
for you.

The library originated in Australia, i.e., outside the USA, and is
therefore not restricted to USA-only redistribution. USA residents
might not be able to get a copy legally.

The library was compiled using GCC 2.1, and MiNT 0.94/Libraries PL 20.
You'll need GNU make to make the library, otherwise you'll have to
fiddle with the makefile.

Bug reports to me (neuhaus@informatik.uni-kl.de). I will forward them
to Eric (eay@psych.psy.uq.oz.au) if necessary.

Have fun.
--
Stephan <neuhaus@informatik.uni-kl.de>
sig closed for inventory. Please leave your pickaxe outside.

3420. Re: Dead Seagate 296N

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-08 09:52:12 UTC
From: jferreir@dos-lan.cs.up.ac.za
Message-ID: <jferreir.10.715945932@dos-lan.cs.up.ac.za>
Source record: 43016
Cross-posted to: comp.arch.storage,comp.periphs.scsi,comp.sys.atari.st.tech

In article <1992Aug30.012625.10641@ultb.isc.rit.edu> adw3345@ultb.isc.rit.edu (A.D. Williams) writes:
>From: adw3345@ultb.isc.rit.edu (A.D. Williams)
>Subject: Dead Seagate 296N
>Date: Sun, 30 Aug 1992 01:26:25 GMT
>
> Last week my Seagate 296N decided that it wanted to keel over and die.
>I've had the drive for close to 5 years, and used it nearly every day
>then.
>
> The drive wouldn't spin up, until I turned the platter. I figured the
>lubrication gummed up the heads and was preventing it from spinning.
>(I spun the platter via the ratchet disk on the bottom of the drive,
>not by opening it up.)
>
> However, when the hard drive spins up, it blinks the drive light
>eight times. My computer reports that it can't find the drive on the
>SCSI port, so I can't re-format it or otherwise salvage it via software
>tools.
>
> I know that hard drives have a limited lifetime, but it's a bummer
>that it only lasted 5 years wheras my other 3 MFM drives (on various
>computers) lasted 8 years and are still going strong.
>
> Is there any hope for this drive, or is it only good for an art
>project?
>
> If I have to buy another SCSI drive, is Seagate a good brand, or should
>I consider a different brand?
> Thanks,
> Derrick
>---
>- Derrick Williams Rochester Institute of Technology | Insert snappy -
>- adw3345@ultb.isc.rit.edu Computer Science | quotation here -
>---

I have a similar problem with a Seagate ST125N drive - I can't access/
low-level format or anything the drive - The drive light just flashes a lot.
The problem is that this drive is BRAND NEW (never used although out of the
guarantee period). I opened up the drive and checked it - the platters spinn
correctly but the heads just goes up and down the platters - as if looking
for something but not finding anything.

Could anybody shed some light on the problem ?

Thanks David.

3421. Two computers per SCSI?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-08 12:21:53 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Sep8.122153.28697@crc.ac.uk>
Source record: 43027
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Situation.
I have a 520STFM (2.5 meg). I will almost definately buy a Falcon.
I might also be given a PC XT from a friend. (I don't really like PC's!)

Question
If I get a SCSI drive, either in the Falcon or more likely, in the PC, can I
get both computers (or even all three!) to run from the same drive?

Thanks,
Phil
(E-mail naffara@uk.ac.crc)

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

3422. can't get gdb to work

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-08 13:43:04 UTC
From: svleest@jobim.crhc.uiuc.edu
Message-ID: <18ial9INNqi9@roundup.crhc.uiuc.edu>
Source record: 43024

I am having problems getting gdb, the GNU debugger, to work.
When I compile a program for debugging and then use sym-ld to
build the symbol table, all is fine. I then run gdb. I can use
"info function" to list all the functions in my test file.
HOWEVER, if I then try to run the program, it exits IMMEDIATELY, with
the message:

Program exitted with status = -32

This happens regardless of how simple or complex test.prg is.
What am I doing wrong? I have noticed that if I use examine
to look at the data, it reports everything is 0. Is this because
gdb does not actually load the program until you command it to
"run", or is this part of my problem? I have the following versions:

gdb 2.6 Patchlevel 18
gcc 1.40 Patchlevel 2
gcc-ld and sym-ld Patchlevel 27
gulam cli

I used the following command sequence:

```
>gcc -c -g test.c
>gcc -o test.prg test.o
>sym_ld -r -o test.sym crt0.o test.o -l gnu
>gdb -e test.prg -s test.sym
*run
```

(where ">" is the gulam prompt, and "*" is the gdb prompt) and I
get the error described above.

Any help would be greatly appreciated!

--
Steve VanderLeest Center for Reliable and High Performance Computing
University of Illinois
.....
"...post this, post that. Everything is post these days, as if we're all
just a footnote to something earlier that was real enough to have a name
of its own." _Cat's Eye_

3423. Re: ZOO/ZIP/ARC/LZH

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-08 15:35:31 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Sep8.153531.11332@csi.uottawa.ca>
Source record: 43025
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1117@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:
>In article <8eck4=200awJAJJIFk@andrew.cmu.edu> sm86+@andrew.cmu.edu (Stefan Monnier)
writes:
>>You can use different weighting for the importance of speed
>>compared to size ! Of course, LHarc is the worse if time is important
>>as it always uses a slow but quite efficient algo.
>>If size is more important, on the other hand, it will be 2nd !
>
> At least to me, compression is the important thing. It may take a
>-little- longer to compress or decompress a file, but when you are
>downloading it long distance or off one of the services (like GEnie) then
>the compression saves you some money (particularly over the long run).

By and large, compression IS the important thing. How often do you compress/decompress any given archive? Not ALL that often, I'd expect. If you actually USE a program enough times to make it worth downloading, it's certainly going to be enough times to obscure the extra 10 seconds it might take to decompress the archive.

And when MANY users are using a given archive, it's better to have it shorter rather than longer. People may be paying money for each K downloaded, or they may be using a slow line to transmit data, and in these cases, the inferior size would outweigh any savings in time from a faster decompress...

You might save 20 seconds, and the size might degrade by 60K on a large archive.

But guess what? At 2400 baud, it takes 2-3 minutes to download that extra 60K. Hmmmm... The net effect looks like a LOSS of 2 minutes to me...

Plus, you may wind up PAYING for that extra 60K. Save 20 seconds, but pay $3 for it. Your time would have to be worth $540 per hour in order to save money this way...

In short, the higher the compression, the better. If it costs SOME time, so be it. It's probably worth it...

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

3424. "fast" sprites in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-08 16:06:39 UTC
From: klassa@aurs01.UUCP
Message-ID: <61138@aurs01.UUCP>
Source record: 43032

Hi All-

I've attempted, on a couple of occasions, to write silly little games for my own amusement. What I always run into, though, is terrible, terrible performance when I try to put objects on the screen and animate them. My mind keeps going back to that ST classic "Megaroids," which was claimed to have been written in C (although I'm not positive that they didn't use assembler in there somewhere). How do you, the readers of comp.sys.atari.st.tech, get good performance when doing sprites? *Must* I use assembler, or can it be done in C? (My problem is that I don't know assembler...) On a related topic, I remember a long discussion between (I think) Dave Baggett and somebody else, on the topic of double-buffering & handling it during vbl and so on... Is double-buffering pretty much the only way to give animated games that "smooth" look? If so, I would imagine that assembly is required there, too...

Thanks for any and all input!
John

P.S. How do y'all handle keyboard input? i.e. How can I detect when multiple keys are in the down position? How can I turn every key into a "shift-like" key, so that the player can hold it down as long as he/she wants to without it going into repeat mode, etc.?

Thanks again!

o-o-o-

3425. Re: GNU make 3.62 at atari.archive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-08 17:57:21 UTC
From: baumer@cs.utwente.nl
Message-ID: <1992Sep8.175721.20512@cs.utwente.nl>
Source record: 43030

chu@acsu.buffalo.edu (John C. Chu) writes:
> Frank Ridderbusch has re-ported GNU Make 3.62. At his request, I
> uploaded it to atari.archive a little while ago. It is in the new
> directory with the name:
>
> gmake362.zoo
>
> I've been using this version for a while now and it works fine.
>
> john
> chu@acsu.buffalo.edu

I can not find gmake anywhere. It is not even in the Index of a.a.

--
___ Han Baumer <baumer@cs.utwente.nl>
___/ ________
| ___/ | Univ. of Twente, Dept. Computer Science, TIOS-group
| ___ _ _ __ | P.O. Box 217, NL-7500 AE Enschede, The Netherlands
| | | / \ (_ | tel: +31 53 89 3742
| | | _/ __) | tel: +31 53 89 3755 fax: +31 53 333815
|_____________|

3426. Re: problems w/ 2 SCSI drives on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-08 18:24:18 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Sep8.182418.23127@a.cs.okstate.edu>
Source record: 43028

In article <H._49DdC_yXeQ@wpcst1.phys-chemie.uni-wuerzburg.dbp.de>
kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:
>Dear netters,
>
> I have a little problem with two SCSI discs on my host adaptor:
>they won't work together with addresses 0 and 1.
>
> Some details: The drives (a ST 157N and ST 296N) are connected to a
>GE-soft adaptor. The first is configured as SCSI device 0, the second
>as device 1. The software is from Digital Systems Krueger (Version
>3.2). The problem: write access to the first device (the ST157N)
>crashes the FAT and DIR.
>
>Everything works fine if:
>- the drives are used solely;
>- the second drive is configured as #2 or higher.
>
>So I can work with it, but I'm curious: What may be wrong ?
>
> Is it absolutely necessary to remove the resistor packs ? If so,
>which drive ? The physically last or the logically last one (which is
>different in that case) ?
>
>
>Also:
>
> I need to reformat the ST 296N on a low level, since it stems from a
>PC, where it was formatted with interleave 2.
>
> Is there some PD/Shareware/commercial package out to do that for me ?
>I checked AHDI5 but it doesn't. I heard about "SCSI-Tools" from
>Hard&Soft in Castrop-Rauxel, but I don't know if the DM 149.- (~ $100) are
>worth it ? Any experiences ?
>
>Thanks for any hint,
> Thomas.
>--
>Thomas-Martin Kruel Institut f. Physikalische Chemie / Universitaet Wuerzburg
> Marcusstr. 9-11, D-8700 Wuerzburg, Tel. +49 931 31579

3427. Re: problems w/ 2 SCSI drives on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-08 18:26:04 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Sep8.182604.23328@a.cs.okstate.edu>
Source record: 43029

In article <H._49DdC_yXeQ@wpcst1.phys-chemie.uni-wuerzburg.dbp.de>
kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:
>Dear netters,
>
> I have a little problem with two SCSI discs on my host adaptor:
>they won't work together with addresses 0 and 1.
>
> Some details: The drives (a ST 157N and ST 296N) are connected to a
>
>- the second drive is configured as #2 or higher.
>
> I need to reformat the ST 296N on a low level, since it stems from a
>PC, where it was formatted with interleave 2.
>

a) the Seagate ROMS (296N anyway) have a problem... You must set all drives
in a system to an EVEN id to prevent problems, I've combined 296n(s) using IDs
of 0,2 and 2,4 with no problems. I got "the cure" via Tech. Info. at ICD.

b) the Seagate 296n drives I use are MUCH faster at 2:1 interleave. I'd
reccomend you leave the interleave at 2:1 for now. If you want to test 1:1,
be prepared to change it back! Again... this is a ROM problem, but I know of
an update (by Seagate) to fix this. Don't see any socketed ROMs on my 296n
though... so I live w/o the fix.

Hope this helps!
jc

3428. Re: GNU make 3.62 at atari.archive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-08 20:44:26 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Sep8.134430.3668@arizona.edu>
Source record: 43031

In article 20512@cs.utwente.nl, baumer@cs.utwente.nl (Han Baumer) writes:
> chu@acsu.buffalo.edu (John C. Chu) writes:
> > Frank Ridderbusch has re-ported GNU Make 3.62. At his request, I
> > uploaded it to atari.archive a little while ago. It is in the new
> > directory with the name:
> >
> > gmake362.zoo
> >
> > I've been using this version for a while now and it works fine.
> >
> > john
> > chu@acsu.buffalo.edu
>
> I can not find gmake anywhere. It is not even in the Index of a.a.
>
> --
> ___ Han Baumer <baumer@cs.utwente.nl>
> ___/ ________
> | ___/ | Univ. of Twente, Dept. Computer Science, TIOS-group
> | ___ _ _ __ | P.O. Box 217, NL-7500 AE Enschede, The Netherlands
> | | | / \ (_ | tel: +31 53 89 3742
> | | | _/ __) | tel: +31 53 89 3755 fax: +31 53 333815
> |_____________|

It's under

/atari/new/gmake362.zoo

You can't get a directory of /new but you can get files from it.

-Paul Harris
paul@jupiter.ame.arizona.edu

3429. Re: "fast" sprites in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-08 22:48:43 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <UefNt=q00VorIjCEdL@andrew.cmu.edu>
Source record: 43036

Excerpts from netnews.comp.sys.atari.st.tech: 8-Sep-92 "fast" sprites in C John M. Klassa@aurs01.UU (1651)

> Hi All-

> I've attempted, on a couple of occasions, to write silly little games
> for my own amusement. What I always run into, though, is terrible,
> terrible performance when I try to put objects on the screen and
> animate them. My mind keeps going back to that ST classic
> "Megaroids," which was claimed to have been written in C (although I'm
> not positive that they didn't use assembler in there somewhere). How
> do you, the readers of comp.sys.atari.st.tech, get good performance
> when doing sprites? *Must* I use assembler, or can it be done in C?
> (My problem is that I don't know assembler...) On a related topic, I
> remember a long discussion between (I think) Dave Baggett and somebody
> else, on the topic of double-buffering & handling it during vbl and so
> on... Is double-buffering pretty much the only way to give animated
> games that "smooth" look? If so, I would imagine that assembly is
> required there, too...

> Thanks for any and all input!
> John

> P.S. How do y'all handle keyboard input? i.e. How can I detect when
> multiple keys are in the down position? How can I turn every
> key into a "shift-like" key, so that the player can hold it down
> as long as he/she wants to without it going into repeat mode, etc.?

> Thanks again!

> o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o
> o John M. Klassa o
> o Alcatel Network Systems, Inc. --- Raleigh, NC --- (919) 850-1246 o
> o Email: klassa%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com o
> o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o

Sure, assembly is necessary if you realy want to get the speed of current games. But, you can do games without !

Double buffering is available from about any language (XBIOS)
And for fast animated sprites, you HAVE to do 'precomputing', that is preparing the data so that wherever your sprite should appear, it just has to be put there without having anything more to compute (bit shifting,...).

But, sure this precise part of sprite display should be written in assembler, as you sure can get a speed improvement of about 2 to

much more (depending on the compiler and on you).

In general, high speed can be achieved with a little of assembler
on the critical points and a lot of C for the rest. Of course
all assembly can give you a bit mor speed (helpful to
get the real 'video-game' feeling, I think)

Stefan Monnier

-- On the average, people seem to be acting normal --

3430. Help needed with switchbox (ste)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-09 06:40:00 UTC
From: hysky@polaris.utu.fi
Message-ID: <1992Sep9.064000.968@polaris.utu.fi>
Source record: 43034

I have a `Auto-Monitor-Switchbox' (for st) which I'd like to connect
to my ste. It won't however work. It has that monitordetect connected
to old st's pin 3 (some usable output port on monitor port)
Should I just connect the detect to ground -- through that switch --
or what? That pin 3 is nowadays clock select, what is that?? Could
that be used by software (sw monitor switch)??

Any help appreciated,

/hysky hysky@utu.fi j.h.husgafvel

3431. PGP 2.0 available for ftp from ftp.uni-kl.de

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-09 10:57:02 UTC
From: neuhaus@vier.informatik.uni-kl.de
Message-ID: <neuhaus.716036222@vier>
Source record: 43035
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,sci.crypt

Good day.

I have downloaded the UNIX release for PGP 2.0 from ghost.unimi.it and placed it in ftp.uni-kl.de:pub/atari/incoming. I tested compilation and basic functionality on a SUN Sparcstation, and the docs say that it should also compile on an Atari. I have not tested that yet.

The files are pgp20src.zoo (for MSDOS-like systems) and pgp-2.0.tar.Z (for Unices). The archives contain exactly the same files; just the names are different.

Please note that this software originated outside the USA, so you might not legally be able to import it. If anybody is interested in the docs, I can mail them some 150K bytes of ASCII text. Here is the blurb:

PGP (Pretty Good Privacy) ver 2.0 - RSA public-key encryption freeware for MSDOS, protects E-mail. Lets you communicate securely with people you've never met, with no secure channels needed for prior exchange of keys. Well featured and fast! Excellent user documentation.

PGP has sophisticated key management, an RSA/conventional hybrid encryption scheme, message digests for digital signatures, data compression before encryption, and good ergonomic design. Source code is free.

Filenames: pgp20.zip (executable and manuals), pgp20src.zip (sources)
Keywords: PGP, Pretty Good Privacy, RSA, public key, encryption, privacy, authentication, signatures, email
--
Stephan <neuhaus@informatik.uni-kl.de>
sig closed for inventory. Please leave your pickaxe outside.

3432. Re: problems w/ 2 SCSI drives on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-09 15:10:19 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <1239@tekgen.bv.tek.com>
Source record: 43037

In article <H._49DdC_yXeQ@wpcst1.phys-chemie.uni-wuerzburg.dbp.de>
kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:
>Dear netters,
>
> I have a little problem with two SCSI discs on my host adaptor:
>they won't work together with addresses 0 and 1.
>
> Is it absolutely necessary to remove the resistor packs ? If so,
>which drive ? The physically last or the logically last one (which is
>different in that case) ?
>

Yes, it is absolutely necessary that you remove the terminating resistor
packs on all but the last physical drive in the SCSI chain.

---- ----
/\/\/\ Bob Luneski Diamond Back II, Diamond Edge, and UVK Support: /\/\/\
\/\/\/ Oregon Research Associates boblu@tekgen.bv.tek.com \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Genie: ORA.TECH \/\/
\/ Tigard, OR 97224 Phone: (503) 620-4919 FAX: (503) 639-6182 \/

3433. Re: problems w/ 2 SCSI drives on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-09 15:14:20 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1992Sep9.161421.131022@mswe.dnet.ms.philips.nl>
Source record: 42800

In article <H._49DdC_yXeQ@wpcst1.phys-chemie.uni-wuerzburg.dbp.de>,
kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:
> Dear netters,
>
> I have a little problem with two SCSI discs on my host adaptor:
> they won't work together with addresses 0 and 1.
>
> Some details: The drives (a ST 157N and ST 296N) are connected to a
> GE-soft adaptor. The first is configured as SCSI device 0, the second
> as device 1. The software is from Digital Systems Krueger (Version
> 3.2). The problem: write access to the first device (the ST157N)
> crashes the FAT and DIR.
>
> Everything works fine if:
> - the drives are used solely;
> - the second drive is configured as #2 or higher.
>
> So I can work with it, but I'm curious: What may be wrong ?
>
> Is it absolutely necessary to remove the resistor packs ? If so,
> which drive ? The physically last or the logically last one (which is
> different in that case) ?
>

YES. According to specs of SCSI drives, you should only terminate
both sides of the bus. So in your case that would be the interface
and the last physical drive. The logical drive does not matter. On the
other hand. When connecting a second ST157N to my TT there is a all
different story. Ask me if anyone wants more details.

Marcel.

#include <stddiscl.h>
email: mboom@mswe.dnet.ms.philips.nl
voice: +31 40 762007 / +31 4408 3531

3434. Suggestion for new AES

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-09 16:15:43 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1992Sep9.161543.4573@cs.ruu.nl>
Source record: 42792

We had a discussion on the news about this earlier, but now that
an entirely new version of the operating system is to come out soon,
I would like to repeat this:

Atari should introduce the WM_NEWTOP message in the multi tasking
system (if they haven't already). Someone at Atari, as I suppose it
went, misunderstood the potential meaning of this message: you're
supposed to get it when ANY window was topped; not by the user
(by clicking on the window), but by wind_set(WF_TOP). Also, it is
assumed that the contents of a window do not change with its status,
be this background/foreground or changing size. Example: in new TOSes
when you make a window bigger, you will only get redraw messages for
the parts that weren't visible already. I think this is WRONG.
(Correct me if *I* am.)

--

Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

3435. Using new fonts with Timeworks _2_?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-09 16:21:10 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Sep9.162110.10155@crc.ac.uk>
Source record: 43038
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been told that to include new fonts in Timeworks 2, all you need to do is change the assign.sys file and run fontwid.app. They said the new fonts will have the extension .fnt (which they do) but the font files already there have some other ending. (I forget exactly what).

What should I do?

I have a program from a coverdisk called assassin, which is supposed to create a new assign.sys file for you easily. It probably would but it only wants files ending in fnt so presumably in won't include the original ones (which I want).

Why is nothing ever simple?

Phil
(E-mail naffara@uk.ac.crc)

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

3436. Re: Need fast image conversion algorithm.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-09 18:16:40 UTC
From: eker@loria.crin.fr
Message-ID: <473@muller.loria.fr>
Source record: 43039

```
In article <79002@ut-emx.uucp>, timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:
|> Hi,
|>
|> Does anyone have a fast algorithm (or some code) to transform
|> a packed color image into the appropriate number of color planes?
|> The packed format for a 4-bit image looks like this:

[stuff deleted]

|> Maybe some hot game hacker could code this up for me to show doubters
|> that there is still a useful place in the world for his kind of
|> programming (just wishful thinking :-); or maybe I should announce
|> a programming contest, yeah, that's it. The winner gets a free copy
|> of Ghostscript!

Well the naive algorithm involves a lot of shifts which are slow
on a vanilla 68k. So (off the top of my head) here is an addition based
solution for the 4-bit case (for speed you always need to specialize, ie
you need separate code for the 2, 8, 16,.. bit cases):

*
* Entry:
* d7 #pixels/16
* a4 address of source pixels
* a0 destination for plane 0
* a1 destination for plane 1
* a2 destination for plane 2
* a3 destination for plane 3
*
* Exit:
* d0-d7/a0-a5 trashed
*

next_block:
moveq #3,d6 ; 4 words for 16 pixels
next_word:
move.w (a4)+,d4 ; get 4 pixels
moveq #3,d5 ; 4 pixels/word
next_pixel:
add.w d4,d4 ; Addition magick
addx.w d0,d0
add.w d4,d4
addx.w d1,d1
add.w d4,d4
addx.w d2,d2
add.w d4,d4
```

```
addx.w d3,d3
dbra d5,next_pixel
dbra d6,next_word
move.w d0,(a0)+ ; store 1 word of each bit plane
move.w d1,(a1)+
move.w d2,(a2)+
move.w d3,(a3)+
dbra d7,next_block
```

To call it from C you will need some extra code at the top & bottom to save/restore regs & pull the arguments from the stack but this depends on the calling conventions of your compiler.
Note that it assumes you have a multiple of 16 pixels per line so that you can have bit planes that have a whole number of words per line.

If this you too slow you can unwind the innermost loop(s). If you intend to run it on a 68030 (TT/Falcon) unwind only the innermost loop otherwise you will have a lot of cache misses (main loop would then be > 128 bytes).

Steven

3437. Re: problems w/ 2 SCSI drives on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-09 22:12:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.619087@cix.compulink.co.uk>
Source record: 42794

In article <1992Sep8.182604.23328@a.cs.okstate.edu>, cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
>> I need to reformat the ST 296N on a low level, since it stems from a
>>PC, where it was formatted with interleave 2.
>>
>
>a) the Seagate ROMS (296N anyway) have a problem... You must set all drives
>in a system to an EVEN id to prevent problems, I've combined 296n(s) using IDs
>of 0,2 and 2,4 with no problems. I got "the cure" via Tech. Info. at ICD.
>
>b) the Seagate 296n drives I use are MUCH faster at 2:1 interleave. I'd
>reccomend you leave the interleave at 2:1 for now. If you want to test 1:1,
>be prepared to change it back! Again... this is a ROM problem, but I know of
>an update (by Seagate) to fix this. Don't see any socketed ROMs on my 296n
>though... so I live w/o the fix.

i didn't know about the EVEN bit. i do know that the 296N can't be
formatted to 1:1, but that is only from trying. i didn't know why. i have
a quantum 105 on ID 0 with 1:1, and the 296 (also dying) on ID 1 (i.e odd).
There doesn't seem to be any problems (apart from the usual sense $11 errors
that i am getting occasionaly anyway, regardless of any setup).
i would appreciate if you could pass me some info on the ROM fix. i'd
like to try it, seeing as it's on its last legs anyway.

Adam

3438. Re: Video streamer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-10 02:06:48 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <225uqB5w164w@tcpbbs.pcn.org>
Source record: 42796

mboom@mswe.dnet.ms.philips.nl writes:

> There is a recent discussion about tape drives for the Atari. Because of
> the high list price I was lloking for an alternative. At the Atari Fair in
> Dusseldorf I found it. It was a pitty they where not yet in production
> but I ordered one anyway. It is a video streamer. It uses a standard VCR
> which has to be equiped with a scart connector as backup device. It backups
> 600 Mb on a E240 tape. So about 2.5 Mb per minute. It can make image backups
> as well as file backups and restores visa versa. I don't have the address of
> the German company on hand. If anyone wants some more info, drop me a mail.
>
> BTW the listprice of the device, which connects on the parallel port, is abou
> DM249,- which is at the current ratio about $180,-
>
Didn't Michtron have a similar device a few years back?? It seems to me
I remember such a device. There are a cartridge which pluged into the
cartridge port with two cables at the other end that pluged into your
vcr. If I remember it was slow and there was a limit as to how big a
file would copy to the video tape.

3439. Re: Video streamer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-10 06:43:07 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Sep10.064307.26851@beaver.cs.washington.edu>
Source record: 43040

In article <1992Sep7.090355.131020@mswe.dnet.ms.philips.nl> mboom@mswe.dnet.ms.philips.nl writes:
>There is a recent discussion about tape drives for the Atari. Because of
>the high list price I was lloking for an alternative. At the Atari Fair in
>Dusseldorf I found it. It was a pitty they where not yet in production
>but I ordered one anyway. It is a video streamer. It uses a standard VCR
>which has to be equiped with a scart connector as backup device. It backups
>600 Mb on a E240 tape. So about 2.5 Mb per minute. It can make image backups
>as well as file backups and restores visa versa. I don't have the address of
>the German company on hand. If anyone wants some more info, drop me a mail.
>
>BTW the listprice of the device, which connects on the parallel port, is about
>DM249,- which is at the current ratio about $180,-
>

There is also a U.S. product (well at least I think it's from the U.S. :)
called DVT VCR which has been out for a _long_ time which allows hard
drive backup to VHS videocassette. I think it gives something like 20 megs
per hour or so. Perhaps videocassette recorders are less common in Europe
and so such a device is a new item there -- I know that DVT VCR has been
sold in the U.S. probably since hard drives really became a big item for
STs.

Oh, you mentioned a SCART connector, that is what most European video
equipment is capable of using, right? The DVT VCR is for U.S. video stuff
and so has two RCA-type jacks, one to plug into the VCR's video input, one
to the audio input.

>Greetings from the Netherlands.
>
>
>Marcel.
>
>--
>#include <stddiscl.h>
>email: mboom@mswe.dnet.ms.philips.nl
>voice: +31 40 762007 / +31 4408 3531

Greetings from the U.S.

Ben Gilbert
bgilbert@cs.washington.edu

3440. Re: Video streamer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-10 06:46:23 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Sep10.064623.27018@beaver.cs.washington.edu>
Source record: 42791

In article <1992Sep10.064307.26851@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Benjamin Gilbert) writes:
>
>Oh, you mentioned a SCART connector, that is what most European video
>equipment is capable of using, right? The DVT VCR is for U.S. video stuff
>and so has two RCA-type jacks, one to plug into the VCR's video input, one
>to the audio input.
>

Oops, well now that I think about it perhaps there is one input connector and one output connector (makes sense that the information needs to go both ways, eh :-). Oh, also I forgot to say that the price of DVT VCR is under US$100, perhaps US$79 or so.

Cheers,

Ben Gilbert
bgilbert@cs.washington.edu

3441. Re: problems w/ 2 SCSI drives on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-10 11:33:43 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <lahtinen.716124823@gideon>
Source record: 42793

boblu@tekgen.bv.tek.com (Robert Luneski) writes:

>In article <H._49DdC_yXeQ@wpcst1.phys-chemie.uni-wuerzburg.dbp.de>
kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:
>>Dear netters,
>>
>> Is it absolutely necessary to remove the resistor packs ? If so,
>>which drive ? The physically last or the logically last one (which is
>>different in that case) ?
>>

>Yes, it is absolutely necessary that you remove the terminating resistor
>packs on all but the last physical drive in the SCSI chain.

Actually this is not quite true. In most cases there is no need to
remove terminators, only if you have two similar drives. That
requirement was from the days of SASI. Sometimes removing terminators
may even course problems.

I have two drives in my Unix PC here at work and in Mega ST at home
and both have terminator resistors there and no problems.
--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

3442. Magnification

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-10 13:05:39 UTC
From: cs311113@umbc5.umbc.edu
Message-ID: <1992Sep10.130539.8756@umbc3.umbc.edu>
Source record: 42795

Morning.. I was just wondering, in some demos and other programs, they have very fast image or graphic manipulation. For example, magnification. What sort of algorythim would you use for realtime zooming in on a block of the screen? Thanks..

3443. 1040st floppy stopped-whats wrong?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-10 22:46:03 UTC
From: bldaniel@unccsun.uncc.edu
Message-ID: <1992Sep10.224603.25703@ctr.columbia.edu>
Source record: 42797

I have a vintage 1040st which has been a faithful friend for
many years. A few days ago, when I turned it on I noticed
that the floppy sounded strange. The system was obviously
not booting up either.

To my dismay, I discovered that the spindle of the floppy
drive was no longer turning. The head positioning motor
was working ok, and the drive light was on, but no spin.

All drive cables are connected firmly and seem ok.
Rotating the spindle manually turned it (not stuck)
but did not seem to have any helpful effect.

The system boots up fine from the external HD.

Am I looking at a bad drive? A bad controller? A bad PS?
Or some other bad dream?

Thanks in advance,
Brian

Brian Daniels This .sig protected by
bldaniel@unccsun.uncc.edu SIG-ANTIVIRUS!

3444. Re: Video streamer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-10 22:57:00 UTC
From: Stefan Monnier <sm86+@andrew.cmu.edu>
Message-ID: <8efx_wS00aw=E6XJQ5@andrew.cmu.edu>
Source record: 42798

Excerpts from netnews.comp.sys.atari.st.tech: 9-Sep-92 Re: Video
streamer Joseph Adato@tcpbbs.pcn. (1111)
> Didn't Michtron have a similar device a few years back?? It seems to me
> I remember such a device. There are a cartridge which pluged into the
> cartridge port with two cables at the other end that pluged into your
> vcr. If I remember it was slow and there was a limit as to how big a
> file would copy to the video tape.

Does such a peripheral exist which could be connected in the serial port
(or any other std port) and used with tar (for example)
This would permit to use it on PC, Atari, Unix, and so on (no driver
needed)

Stefan Monnier

-- On the average, people seem to be acting normal --

3445. AACE Meeting Announcement

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-10 23:17:29 UTC
From: dunham@devnull.mpd.tandem.com
Message-ID: <2421@devnull.mpd.tandem.com>
Source record: 42799
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

-=< MEETING ANNOUNCEMENT >=-

AUSTIN ATARI COMPUTER ENTHUSIASTS (AACE)

WHEN: Saturday, 12 Sep 92, 1400 - 1700

WHERE: Bethany United Methodist Church in Anderson Mill
(on Anderson Mill Road just southwest of US-183 intersection)
Bethel Building, Room 5

WHY: Presentation by Tim Gallivan

If you are an Atarian in the Austin area, you don't want to miss this one! Tim Gallivan, a Postdoctoral Fellow in theoretical physics at UT, will be giving us an opportunity to see an Atari ST do things many of us were unaware were even possible. Tim's machine started life as a 520STf, but now sports 4 MB and an AT case with DEC LK201 keyboard. The foreign case also houses his two floppies and 85 MB hard drive. Tim is responsible for porting Ghostscript, a PostScript language interpreter, to the ST platform, and for writing a GEM shell for it. In addition to Ghostscript, possible demonstrations include: MiNT, CS-TeX, and Unix Windows (only if we can rig access to a phone line). Y'all come!

As usual, we will also have available our ST and 8-bit libraries.

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

3446. Turbo assembler (turboass.prg) question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-11 01:16:28 UTC
From: max@neumann.cba.csuohio.edu
Message-ID: <1992Sep11.011628.11774@news.csuohio.edu>
Source record: 42801

The atari.archive.umich.edu program called "turboass.prg" is a nice assembler for the ST -- but written in German. After figuring out how much of it worked by trial and error and making educated guesses about German words, I still need to know one important thing:

How can I create linkable *.o files that work with C-language *.o files?

I managed to create the *.o file, but it had an incorrect format. My little initialization code called "main", and I was able to declare "main" as a global long. But the code which did:

jsr main

was compiled into:

jsr 0x4L

and it basically dropped "main" altogether so that the linker perceived the subroutine as being located at the absolute memory location 0x4L !! The turbo-assembler took my declaration of "main" as an acceptable external reference; the code assembled without error; but then didn't bother to signify that just at that point in the code (where it called main), the address needed to be fixed up to point to wherever the linker ended up placing "main."

3447. Even MORE TT030 help

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-11 05:33:36 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Sep11.053336.20699@u.washington.edu>
Source record: 42802

Ok, I took apart my TT for the first time. I now have a few more questions... How do I know what RAM is what? Right now I can only access the 4 megs of ST RAM. There are 4 megs of RAM on the motherboard, and also 4 megs on a daughter board directly under the HD. There is an empty socket that I've been told is for fast ram in front of the power supply. Since there are 8 megs in the machine, and only 4 seem to be accessable, I'd assume something is wrong. Should I unplug the board under the HD & plug it in in front of the HD? I don't think it'll fit in that small space. Are there DIP switch settings that make the TT RAM accessable? Thanks for any help or suggestions in advance....

Dan Aylward
dud@u.washington.edu

3448. Even MORE TT030 help (correction)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-11 06:06:00 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Sep11.060600.21183@u.washington.edu>
Source record: 42803

dud@hardy.u.washington.edu (Daniel Aylward) writes:

>also 4 megs on a daughter board directly under the HD. There is an empty
>socket that I've been told is for fast ram in front of the power supply.
>Since there are 8 megs in the machine, and only 4 seem to be accessable,
>I'd assume something is wrong. Should I unplug the board under the HD &
>plug it in in front of the HD? I don't think it'll fit in that small
^^
That should be "power supply"

>Dan Aylward
>dud@u.washington.edu

3449. DESKTOP.INF (NEWDESK.INF) memory

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-11 09:59:15 UTC
From: guerard@irisa.fr
Message-ID: <1992Sep11.095915.1006@irisa.fr>
Source record: 42804

Is there a way to allocate more memory to the DESKTOP.INF
file ? (I'm running out of memory with my 4 ko NEWDESK.INF
file).

Jean-Philippe Guerard

****
* Jean-Philippe Guerard * M Jean-Philippe Guerard *
* email: * appt 11 *
* guerard @ irisa.fr * 4, rue du clos Sevigne *
* phone: * 35510 Cesson-Sevigne *
* (33)-99-83-35-76 * FRANCE *
****

3450. Re: Even MORE TT030 help

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-11 10:21:28 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Sep11.102128.28881@bas-a.bcc.ac.uk>
Source record: 42805

In article <1992Sep11.053336.20699@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:
>Ok, I took apart my TT for the first time. I now have a few more
>questions... How do I know what RAM is what? Right now I can only access
>the 4 megs of ST RAM. There are 4 megs of RAM on the motherboard, and
>also 4 megs on a daughter board directly under the HD. There is an empty
>socket that I've been told is for fast ram in front of the power supply.

It's actually 2MB on the motherboard and 2MB on the daughter. And the socket at the left front it indeed for the TT-RAM board.

>Since there are 8 megs in the machine, and only 4 seem to be accessable,
>I'd assume something is wrong. Should I unplug the board under the HD &
>plug it in in front of the HD? I don't think it'll fit in that small
>space. Are there DIP switch settings that make the TT RAM accessable?
>Thanks for any help or suggestions in advance....

Nothing is wrong, and no twiddling of the DIP switches will add extra RAM to your machine :-). From what I've heard, only DIP switch 7 is used, and that sets whether or not the option for High Density floppies is available from the format dialog box.

>
>Dan Aylward
>dud@u.washington.edu

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

3451. Re: 1040st floppy stopped-whats wrong?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-11 12:33:53 UTC
From: dawinic@eos.ncsu.edu
Message-ID: <1992Sep11.123353.24103@ncsu.edu>
Source record: 42807

In article <1992Sep10.224603.25703@ctr.columbia.edu>, bldaniel@unccsun.uncc.edu writes:
|> Newsgroups: comp.sys.atari.st.tech
|> Path: taco!gatech!destroyer!sol.ctr.columbia.edu!news
|> From: bldaniel@unccsun.uncc.edu
|> Subject: 1040st floppy stopped-whats wrong?
|> Organization: Columbia University Center for Telecommunications Research
|> Summary: help
|> Message-ID: <1992Sep10.224603.25703@ctr.columbia.edu>
|> Distribution: usa
|> Sender: news@ctr.columbia.edu (The Daily Lose)
|> Date: Thu, 10 Sep 92 18:46:03 GMT+5:00
|> X-Posted-From: unccsun.uncc.edu
|> X-Posted-Through: sol.ctr.columbia.edu
|>
|> I have a vintage 1040st which has been a faithful friend for
|> many years. A few days ago, when I turned it on I noticed
|> that the floppy sounded strange. The system was obviously
|> not booting up either.
|>
|> To my dismay, I discovered that the spindle of the floppy
|> drive was no longer turning. The head positioning motor
|> was working ok, and the drive light was on, but no spin.
|>
|> All drive cables are connected firmly and seem ok.
|> Rotating the spindle manually turned it (not stuck)
|> but did not seem to have any helpful effect.
|>
|> The system boots up fine from the external HD.
|>
|> Am I looking at a bad drive? A bad controller? A bad PS?
|> Or some other bad dream?
|>
|> Thanks in advance,
|> Brian
|>
|> --
|> Brian Daniels This .sig protected by
|> bldaniel@unccsun.uncc.edu SIG-ANTIVIRUS!
|> --
|>

Quite often, when the drives get old, the drive belt wears out
and either falls off or slips. Did you notice this about the
belt around the "spindle"?

--

```
+++++++++++++++++++++++++++++++++++++++@+++++++++++++++++++++++++++++++++++++
+ To build a computer that knows \`---.----/| dawinic@eos.ncsu.edu +
+ more about itself than I won't `!8^},~~~;====>| (David "Dez" Winick) +
+ require much thinking, I think. >@=======---'-----\| Yo, save the humans. +
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ #include /as_many/disclaimers/as_necessary/to_keep/me/from_any/more_trouble +
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

3452. Re: Turbo assembler (turboass.prg) question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-11 12:54:32 UTC
From: zxmkr08@mailserv.zdv.uni-tuebingen.de
Message-ID: <zxmkr08.716216072@mailserv>
Source record: 42808

In <1992Sep11.011628.11774@news.csuohio.edu> max@neumann.cba.csuohio.edu (Max Polk) writes:

>The atari.archive.umich.edu program called "turboass.prg" is a nice
>assembler for the ST -- but written in German. After figuring out
>how much of it worked by trial and error and making educated guesses
>about German words, I still need to know one important thing:

> How can I create linkable *.o files that work with C-language
> *.o files?

This depends supposedly on the link format which your linker wants.
Basically, there are (at least) two formats: one proposed by
the company which wrote GEM (I just forgot the name), the other
proposed by GST. As far as I know the Turboass can produce both
formats. The first format is provided by the "SMALLDRI" button,
the other format ??? (I didn't use it yet).

Hope that helps, Cornelius.

--
/* Cornelius Krasel, Department of Physiological Chemistry, U Tuebingen */
/* email: krasel@mailserv.zdv.uni-tuebingen.de (Internet) */
/* krasel@chemie.uni-tuebingen.dbp.de (WIN/X400) */
/* "People are DNA's way of making more DNA." (anonymous) */

3453. MiNT/Pipes question...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-11 13:05:08 UTC
From: woocm@essex.ac.uk
Message-ID: <5401@sersun1.essex.ac.uk>
Source record: 42806

How can two processes communicate under MiNT? I have a major process
that I want to act as a server and then have other client processes create
a pipe somehow between the two. If I know the two respective process ID's
can a create a pipe between them somehow? I'm just starting out on IPC stuff
so i'm not sure to go about things properly/legally!

Thanks,

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

3454. Re: MiNT/Pipes question...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-11 15:48:31 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Sep11.114831.1@uwovax.uwo.ca>
Source record: 42809

In article <5401@sersun1.essex.ac.uk>, woocm@essex.ac.uk (Chris Wood) writes:
> How can two processes communicate under MiNT? I have a major process
> that I want to act as a server and then have other client processes create
> a pipe somehow between the two. If I know the two respective process ID's
> can a create a pipe between them somehow?

The server is the one that has to create the pipe. In the server you
should have code like:

```
fd = Fcreate("U:\\PIPE\\SOMENAME",flags);
```

The clients would then open "U:\PIPE\SOMENAME" and write requests to it;
when the server does an Fread() call on the file descriptor it received
above, it will receive those requests. There are various flags that can
be set in the "flags" field; see the MiNT documentation for details, but
likely flags=0 would be sufficient for most applications.

The MiNT utility programs lpr and lpd provide an example of how to
do interprocess communication; source code for these is available on
atari.archive in the file mntutl95.zoo.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3455. high speed modems and Spectre

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-11 16:31:57 UTC
From: ken@isgtec.com
Message-ID: <3267@isgtec.isgtec.com>
Source record: 42810

I've been noticing Spectre GCR handling the serial port very nicely
at 2400 baud with xon/xoff, but completely wiping out at 9600 baud +.
Since the ST/STe itself has problems at high speed, which is corrected
by using RTS/CTS and patch programs like TURBOCTS and SERIALFX, the
question is can I get Spectre to recognize these patches? I tried setting
this up in ST mode first and this seemed to make no difference.

The general corollary of this is can Spectre recognize and use any of
the various patch programs that are set up in ST mode? Does Spectre
map Mac toolbox stuff into calls to ST BIOS, XBIOS calls or does it
just write straight to the hardware?

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

3456. Re: Turbo assembler (turboass.prg) question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-11 21:07:01 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <oegEdpG00awAMGN40S@andrew.cmu.edu>
Source record: 42811

Excerpts from netnews.comp.sys.atari.st.tech: 11-Sep-92 Re: Turbo
assembler (turboa.. Cornelius Krasel@mailser (1157)

> This depends supposedly on the link format which your linker wants.
> Basically, there are (at least) two formats: one proposed by
> the company which wrote GEM (I just forgot the name), the other
> proposed by GST. As far as I know the Turboass can produce both
> formats. The first format is provided by the "SMALLDRI" button,
> the other format ??? (I didn't use it yet).

> Hope that helps, Cornelius.

> --
> /* Cornelius Krasel, Department of Physiological Chemistry, U Tuebingen */
> /* email: krasel@mailserv.zdv.uni-tuebingen.de (Internet) */
> /* krasel@chemie.uni-tuebingen.dbp.de (WIN/X400) */
> /* "People are DNA's way of making more DNA." (anonymous) */

'SMALLDRI' should give you a little advice:
^^^
GEM was written by Digital Research Inc.
(they also wrote CP/M as another reference)

Stefan Monnier

3457. The ST parallel (printer) port

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-12 07:06:34 UTC
From: mgm@world.std.com
Message-ID: <BuGEEz.F0@world.std.com>
Source record: 42812

send and receive data through the parallel port. Can anyone confirm that the parallel port can be used as input? Someone once told me that the PC's parallel port can do both input and output (which I know is true) but the ST can't... And Abacus has been known to stretch the truth occasionally. thoughts?

(I'm building an EPROM programmer that will be controlled by an ST via the parallel port, and a "read" option would be nice...)

Also, what would I use to read the printer port? An example in C would be greatly appreciated.

Michael Moncur
mgm@world.std.com (preferred)
sysop@only_bbs.via.mind.org (alternate)

3458. Re: The ST parallel (printer) port

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-12 14:57:33 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Sep12.145733.5301@newton.ccs.tuns.ca>
Source record: 42813

In article <BuGEEz.F0@world.std.com> mgm@world.std.com (michael g moncur) writes:
>send and receive data through the parallel port. Can anyone confirm that
>the parallel port can be used as input? Someone once told me that the
>PC's parallel port can do both input and output (which I know is true) but
>the ST can't... And Abacus has been known to stretch the truth
>occasionally. thoughts?
>
> (I'm building an EPROM programmer that will be controlled by an ST
>via the parallel port, and a "read" option would be nice...)
>
> Also, what would I use to read the printer port? An example in C would
>be greatly appreciated.
>
> Michael Moncur
> mgm@world.std.com (preferred)
> sysop@only_bbs.via.mind.org (alternate)
>
>

Interesting! By coincidence the Sept '92 issue of The C Users Journal has an article "Using the PC's Parallel Port for Bidirectional Communications".

Ken Hartlen
Technical University of Nova Scotia
Halifax, Nova Scotia, CANADA
hartlenk@newton.ccs.tuns.ca

3459. Re: 6FG ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-12 19:17:42 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <oegf=K200awA0MHlAq@andrew.cmu.edu>
Source record: 42817

Excerpts from netnews.comp.sys.atari.st.tech: 13-Sep-92 6FG ? Adam
Pelled@cix.compulin (205)

> Is it possible to connect a 6FG to an STe ? i realise a graphics board is
> necessary and that i'd have to put the STe in a Tower. Is this possible at
> all with _any_ current Atari computer ?

> Adam.

Yes, it is !
But it can be expensive !
(compared to a completely new system)

Stefan Monnier

-- On the average, people seem to be acting normal --

3460. Re: The ST parallel (printer) port

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-12 22:32:01 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <wegazVm00awJ43noQT@andrew.cmu.edu>
Source record: 42814

Excerpts from netnews.comp.sys.atari.st.tech: 12-Sep-92 The ST parallel (printer) port michael g moncur@world.s (636)

> send and receive data through the parallel port. Can anyone confirm that
> the parallel port can be used as input? Someone once told me that the
> PC's parallel port can do both input and output (which I know is true) but
> the ST can't... And Abacus has been known to stretch the truth
> occasionally. thoughts?

> (I'm building an EPROM programmer that will be controlled by an ST
> via the parallel port, and a "read" option would be nice...)
>
> Also, what would I use to read the printer port? An example in C would
> be greatly appreciated.
>
> Michael Moncur
> mgm@world.std.com (preferred)
> sysop@only_bbs.via.mind.org (alternate)

The parallel port is controlled by the Yamaha 'sound processor' (well, only the data pins). And this YSP permits use in both directions. I believe that on normal STs, the port isn't buffered so that you can use it as input !

But you haven't much BIOS support: you have to write in YSP's registers (there may be an XBIOS call for that) directly ! (doc on YSP registers shouldn't hard to find in atari books)

Anyway, you also can get data input through the only input pin of the atari-parallel-port: busy (I think almost all EPROMMERS that a conected through centronics use this 'trick')

Stefan Monnier

-- On the average, people seem to be acting normal --

3461. 6FG ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-13 01:33:03 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.624108@cix.compulink.co.uk>
Source record: 42815

Is it possible to connect a 6FG to an STe ? i realise a graphics board is necessary and that i'd have to put the STe in a Tower. Is this possible at all with _any_ current Atari computer ?

Adam.

3462. ANSI C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-13 02:10:11 UTC
From: kslate@MtHolyoke.edu
Message-ID: <BuHvCz.Jts@mtholyoke.edu>
Source record: 42816

[No readable article body recovered]

3463. The ST parallel (printer) port

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-13 05:15:12 UTC
From: mgm@world.std.com
Message-ID: <17284.2ab28810@bclcl1.im.battelle.org>
Source record: 42819

In Abacus's _Atari_ST_Internals_, it is mentioned that the ST can both
Message-ID: <BuGEEz.F0@world.std.com>
Date: 12 Sep 92 07:06:34 GMT
Organization: The World Public Access UNIX, Brookline, MA
Lines: 15

send and receive data through the parallel port. Can anyone confirm that
the parallel port can be used as input? Someone once told me that the
PC's parallel port can do both input and output (which I know is true) but
the ST can't... And Abacus has been known to stretch the truth
occasionally. thoughts?

(I'm building an EPROM programmer that will be controlled by an ST
via the parallel port, and a "read" option would be nice...)

Also, what would I use to read the printer port? An example in C would
be greatly appreciated.

Michael Moncur
mgm@world.std.com (preferred)
sysop@only_bbs.via.mind.org (alternate)

3464. Mint + minix fs: any good backup programs/ideas?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-13 09:34:33 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.92Sep13113432@ruunfs.fys.ruu.nl>
Source record: 42818
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I use mint + minix on my harddisk. I wonder what good method there is to make backups of my disk. The regular TOS programs won't work because they cannot handle longer filenames and links etc.

I would use simply gnutar to /dev/ps0, and with incremental tar's this would be feasible were it not that I produce multivolume tar's in that case. I do not like this idea because to restore something on say the 5th diskette I must read all previous ones than, with the risk that if somewhere on one of the backups is wrong the rest of the backup is unusable.

Does anyone have better ideas/programs to do this job? Thanks,
--

Peter Mutsaers. |==========
muts@fys.ruu.nl | Quod licet bovi, non licet Jovi

3465. Two-way Pipes?? (was: Mint/Pipes question...)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-13 15:00:57 UTC
From: woocm@essex.ac.uk
Message-ID: <5438@sersun1.essex.ac.uk>
Source record: 42820

>The server is the one that has to create the pipe. In the server you
>should have code like:

> fd = Fcreate("U:\\PIPE\\SOMENAME",flags);

Sorry to be ignorant of such matters, but I presume this is a
one-way pipe, or do I just set read/write flags to make it two way (I
may not want a Client-Server model - just to be difficult!)

If not is there any way other than using one for reading and another
for writing for creating a two-way pipe. Who said 'ignorance was bliss'
I'll shoot them :-)

Thanks, (I wont bother anyone ever again after this - I promise!)

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

3466. Re: Two-way Pipes?? (was: Mint/Pipes question...)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-14 01:01:51 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Sep13.210151.1@uwovax.uwo.ca>
Source record: 42821

In article <5438@sersun1.essex.ac.uk>, woocm@essex.ac.uk (Chris Wood) writes:
>>The server is the one that has to create the pipe. In the server you
>>should have code like:
>
>> fd = Fcreate("U:\\PIPE\\SOMENAME",flags);

> Sorry to be ignorant of such matters, but I presume this is a
> one-way pipe, or do I just set read/write flags to make it two way (I
> may not want a Client-Server model - just to be difficult!)

It's a two-way pipe by default. If you set the "read only" bit in flags,
it will be a one way pipe.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3467. WF_COLOR question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-14 14:13:14 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1992Sep14.141314.17026@cs.ruu.nl>
Source record: 42824

I've got the following question about the configurable window colors
on the TT:

How do I READ the window colors in order to give my home-
made scrollbars the colors set in the control panel? What
is the difference between WF_COLOR and WF_DCOLOR? I read
that you can only use wind_set with these arguments. Is
that true?
--

____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

3468. Official Keycode Guidelines of Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-14 14:20:48 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1992Sep14.142048.18305@cs.ruu.nl>
Source record: 42823

I suppose you've all heard it: Atari has official key code guidelines.
Of course, we couldn't expect them to come up with REASONABLE propositions:

code operation objection

^O Open OK
^N New file All right
^Q Quit Of course
^F Find Sure
^G Find Next Fine
^H Replace ??? Never heard of this. I thought it was

^R Replace
^T Replace Next

OK. What I did in my text editor is this: you use search all which
marks all the targets that are found. (Multiple selections are NOT
easy to implement...) Then you use ^H which replaces a multiple
text buffer (filled in by the search routine with either one replacement,
or in case of regexp s&r, a different replacement for each item found)
with the selected fragments that were found.

^W Close Window Well God D******* why this? I thought ^W was cycle windows
and (maybe only in Germany, but after all that is the leading ST territory)
^U was close window. OK, I implemented ^U for close window as well as
^W, and put cycle windows on Alt-Q. (With all possible dangers of someone
accidentally using Control-Q :)

This is all as far as I remember. They could have specified more, though,
to my taste. Does anybody have any suggestions/comments to what I've written?
Shouln't we **.tech readers make a more extensive list with more elaborate
comments like I've done here, and then distribute it widely (somewhat like the
picture format document that went round the world some years ago)?

--

____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

3469. Re: The ST parallel (printer) port

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-14 15:44:52 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <BuKrqt.30s@gpu.utcs.utoronto.ca>
Source record: 42822

In article <BuGEEz.F0@world.std.com> mgm@world.std.com (michael g moncur) writes:
>send and receive data through the parallel port. Can anyone confirm that
>the parallel port can be used as input? Someone once told me that the
>PC's parallel port can do both input and output (which I know is true) but
>the ST can't... And Abacus has been known to stretch the truth
>occasionally. thoughts?
>
> (I'm building an EPROM programmer that will be controlled by an ST
>via the parallel port, and a "read" option would be nice...)
>
> Also, what would I use to read the printer port? An example in C would
>be greatly appreciated.
>
> Michael Moncur
> mgm@world.std.com (preferred)
> sysop@only_bbs.via.mind.org (alternate)
>
>

To use the parallel port for both input and output, you need a special cable.
This cable has the data and status/control lines crossed. This way you send
data using the data lines and receive data on the status lines. For a
really cool article on this subject, see this month's "C Users Journal",
September, 1992.

Darren King, GBC, Toronto...email :: gbcusg@gpu.utcs.utoronto.ca

3470. Re: "fast" sprites in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-14 16:45:15 UTC
From: george@electro.electro.com
Message-ID: <1992Sep14.164515.25363@electro.electro.com>
Source record: 42826

In article <UefNt=q00VorIjCEdL@andrew.cmu.edu> sm86+@andrew.cmu.edu (Stefan Monnier) writes:
>
>But, sure this precise part of sprite display should be written in
>assembler, as you sure can get a speed improvement of about 2 to
>much more (depending on the compiler and on you).
>
>In general, high speed can be achieved with a little of assembler
>on the critical points and a lot of C for the rest. Of course
>all assembly can give you a bit mor speed (helpful to
>get the real 'video-game' feeling, I think)
>
> Stefan Monnier

The speed improvement of 2 or more, are you comparing
assembler versus the C code equivalent?

How do the VDI calls compare? (specfically the
raster operations ?) Are they usefull only for
prototyping or can one implement a reasonable animation?

I am currently using the VDI calls to cut and paste
Neochrome type images, and they seem reasonably fast
but then again, I'm not making many repeated calls.

If these calls are poor performers, is there assembly source
code avaiable to replace them?

--

____
|---|---|line--upon--line---|---|---|---| watmath!watcgl!electro!george
|---|--building the foundations-|---|---|---| george@electro.com

3471. Re: digitized sound, how to?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-14 17:46:51 UTC
From: eker@loria.crin.fr
Message-ID: <476@muller.loria.fr>
Source record: 42774

In article <Bu8u83.KCG@iat.holonet.net>, wilsont@holonet.net (Timothy Wilson) writes:
|> Hi again. ok you tech guys...
|> how do i get sound samples out of my ST?

Well this is my understanding of how you play samples using the PSG; its
only theoretical cos I've never tried it myself...

The basic idea is that when you change the volume on the PSG the chips it is lazy
and generates

```
_ _ _ _
| | | | | | | | _ _
| | | | _ _ instead of | | | |_| |_| |_
_| |_| |_| |_| |_ _| |_|
```

ie it only varies the top of the waveform & leaves recentering to the
decoupling capacitors in the audio amp section.

Now the frequency is set high enough & the volume is changed fast enough
two things happen:
(1) The very high frequency components get lost in the works.
(2) The changes in volume cannot be recentered by the decoupling caps and
themselves constitute an AC waveform (which of course itself gets centered).

This is kind of like the way AM signals get demodulated in a radio set
where the lazyness of the PSG chip plays the role of the diode and the
inherent capacitance of the audio section shunts off the high frequency carrier.

So the basic idea is to set the playback frequency on the 3 square wave channels
as high as possible (to be the carrier) and vary the volume to encode
your PCM samples as amplitude modulation.

Now the volume on the PSG is logorithmic rather than linear ie it goes up by a ratio of
sqrt{2} for each step. So by combining all three channels you can get
a pretty fair approximation of 8bit resolution (rather than the 5.5bit resolution
you would expect if the volume was linear).

So what you want is an interrupt routine that runs at your chosen playback
frequency and for each sample in succession looks up the volume for each of the
3 channels in a precomputed table (indexed by the sample) & sets them.

|> is optimized C fast enough to handle this job?

Not a chance.

|> I've looked in my TOS book, but only the PSG s there, and it doesn't seem to
|> have a way to control the speaker directly.

Well there is but you need to use amplitude modulation.

|> I also looked at noisetra.s, (68k code for noisetracker), but it seems not
|> a single standard call is used (therefore i couldn't reference it)

It accesses the PSG chip directly; TOS calls are _far_ to slow.

|> books, code, ftp site would be helpful!

I've not seen the technique descibed in any book but if you have
noisetra.s then you already have the code.

Steven

3472. AES bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-14 18:14:57 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Sep14.181457.16038@news.th-darmstadt.de>
Source record: 42825

I am (for whatever reasons) having enormous problems with the graf_...
calls in the AES library (TOS 1.4). The following little program, for instance
shows a weird behaviour of the graf_mkstate call. If you press the mouse
button for the first time, it stops and waits for a release, the other times
it just (correctly) samples the mouse state.

```
/* Compiled and Linked with Pure-C */
#include <aes.h>
#include <stddef.h>
#include <stdio.h>

main()
{
int i, x, y, state, shift;

for( i = 1000; i--;)
{
graf_mkstate( &x, &y, &state, &shift); /* press left mouse button */
printf( "%d %d %d %d\n", x, y, state, shift);
}
}
```

I also have had problems with graf_watchbox and graf_dragbox, which for no
apparent reasons get stuck sometimes (but not predictably).

Does anyone have a clue or the same woes ?

Nat!
P.S.F.:
I am writing my first real GEM program and at least in the version I have
GEM seems to be reeking of bugs. Apart from the most basic windowing and
object redraw mechanisms, it appears that one has to rewrite/extend all
of Atari/DRs code to get decent results.
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "Psalm 69" Ministry

3473. Re: The ST parallel (printer) port

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-14 18:25:49 UTC
From: sakaria@vipunen.hut.fi
Message-ID: <1992Sep14.182549.571@nntp.hut.fi>
Source record: 42829

mgm@world.std.com (michael g moncur) writes
>
> In Abacus's _Atari_ST_Internals_, it is mentioned that the ST can both
>send and receive data through the parallel port. Can anyone confirm that
>the parallel port can be used as input? Someone once told me that the
>PC's parallel port can do both input and output (which I know is true) but
>the ST can't... And Abacus has been known to stretch the truth
>occasionally. thoughts?
>.....

The ST's 8-bit printer port is the Yamaha PSG's I/O port B which is
bidirectional. You read it with (prt_in is a C char)

```
prt_in = Bconin(0);
```

That's what the Profibuch says. But NOTE: The port is normally programmed as
output. If you connect a "talking" device to it and it (the port) is
"talking", too, you'll probably destroy the PSG chip. You have to make
sure that only one device is talking, i.e., outputting at a time.
That's why I haven't tried out the above in practice - I would hate
replacing the PSG.

A safer way perhaps would be to bypass the BIOS function and divide the
PSG port into two: x inputs and 8-x outputs. For that, you would have
to know how to program the PSG - I don't...

BTW: the 8-bit printer ports of PC's are not ALWAYS bidirectional - some
are, some aren't. The Centronics port, however, has more than 8 lines -
8 are data, the rest are control. The control lines can be used as input
even in the cases where the 8-bit data port itself is not bidirectional.
The same applies to the ST which, unfortunately, has less control lines.

--

Sakari Aaltonen Helsinki University of Technology
Email: sakaria@vipunen.hut.fi
--- You can't keep a Finn down without him getting all red in the face ----

3474. Re: ANSI C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-14 19:50:32 UTC
From: kslate@MtHolyoke.edu
Message-ID: <BuL349.ABp@mtholyoke.edu>
Source record: 42827

This should have read: I'm wondering if there is a true ANSI C for the St...ie Mark Williams C. If any one knows please let me know.

3475. PaintJet driver wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-14 19:54:00 UTC
From: kslate@MtHolyoke.edu
Message-ID: <BuL3A0.AFr@mtholyoke.edu>
Source record: 42828

I'm trying to find a PaintJet printer driver for Wordwritter St, Degas, and Seurat. If anyone knows of one I would like to here from you.

Kevin

3476. Atari TT{ for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-14 20:33:31 UTC
From: luyten@fwi.uva.nl
Message-ID: <1992Sep14.203331.29773@fwi.uva.nl>
Source record: 42830

FOR SALE

Atari TT 030

68030/68882/32Mhz
8Mb ram (4Mb ST, 4MbTT)
HidghD. drive + orig. Atari HighD. controller chip
TOS 3.06
Lot's of software (ie Calamus SL, etc.)
Harddisk 50 Mb b

Any offers out there ??

Contact me,

Hans Luyten
't Hofflandt 36
4851 TC Ulvenhout
The Netherlands

3477. Re: Official Keycode Guidelines of Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-14 21:36:38 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.wMPgaLVNJ5E@jonh.wimsey.bc.ca>
Source record: 42835

In <1992Sep14.142048.18305@cs.ruu.nl>, Annius Groenink writes:
>
>
>I suppose you've all heard it: Atari has official key code guidelines.
>Of course, we couldn't expect them to come up with REASONABLE propositions:
>
> code operation objection
> ^H Replace ??? Never heard of this. I thought it was
>
> ^R Replace
> ^T Replace Next

I have to agree this one makes no sense. The only use I've seen
in various text editors I've used for ^h is unmark block. Speaking
of which, did they suggest keycodes for block start and block end.
It seems half the editors out there make you use the mouse to mark
blocks, with no support for keyboard alternatives. ;-(

>
> ^W Close Window Well God D******* why this? I thought ^W was
> cycle windows and (maybe only in Germany, but after all that is
> the leading ST territory)

German editors are the only ones I've seen with cycle windows. I
like the alt-1, alt-2 etc to pick windows better, myself.

> ^U was close window. OK, I implemented ^U for close window as well as
> ^W, and put cycle windows on Alt-Q. (With all possible dangers of someone
> accidentally using Control-Q :)

I'd rethink alt-q for cycle windows. There's a lot of editors that
use alt-q for quit.
While it's nice to see a standard defined, with so many gem based text
editors out there already with totally incompatable keymaps, I think the
best thing to do is follow the new standard, but allow for remapping, like
Tempus and a few other editors do.

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

3478. Re: "fast" sprites in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-15 01:36:08 UTC
From: Stefan Monnier <sm86+@andrew.cmu.edu>
Message-ID: <0ehHs8S00awR45_Fwp@andrew.cmu.edu>
Source record: 42831

Excerpts from netnews.comp.sys.atari.st.tech: 14-Sep-92 Re: "fast"
sprites in C George Reimer@electro.el (1238)
> The speed improvement of 2 or more, are you comparing
> assembler versus the C code equivalent?

> How do the VDI calls compare? (specfically the
> raster operations ?) Are they usefull only for
> prototyping or can one implement a reasonable animation?

> I am currently using the VDI calls to cut and paste
> Neochrome type images, and they seem reasonably fast
> but then again, I'm not making many repeated calls.

> If these calls are poor performers, is there assembly source
> code avaiable to replace them?

> --

> _____________________________________
> |---|---|line--upon--line---|---|---|---| watmath!watcgl!electro!george
> |---|--building the foundations-|---|---|---| george@electro.com

I'm not exactly a 'demo-wizard', so I may be wrong (well
I hope not completely)

VDI raster operations should be 'device-independent'
and of generic functionality (it is possible to copy
from one screen format to another, for example)
This means it can't be fully optimized for 1 particular
application. So it sure is slower than direct screen access
The less processing is needed, the bigger the speed difference:
with sprites, the difference is BIG !

If you wish to do animations with VDI, you'll need
NVDI (cause VDI is not assembler-optimized but compiled
C) and maybe a processor a bit more powerful than 68000 8Mhz !

For source assembly code, I don't know: check at a.a
(default answer :-))

Can anyone a bit (at least) more involved in demos help ?

Stefan Monnier

-- On the average, people seem to be acting normal --

3479. Hardware support for m/t on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-15 11:20:35 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1992Sep15.112035.633@cs.wayne.edu>
Source record: 42832

I've been watching the posts about the Falcon's specs and MultiTos, the multitasking OS and I don't recall seeing any info about this. So I ask, does the '030 have hardware memory protection built in, or is there a chip on the Falcon mb for it, or is there no protection for processes? I've heard talk about ports of BSD to the falcon and was wondering useful this might be if that protection isn't built in to the machine.

--
"Again, the kingdom of heaven is like unto a net," | DoD #1966
Matthew 13:47 | 81 Honda CB400T Hawk

3480. Re: The ST parallel (printer) port

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-15 14:30:11 UTC
From: q92269@pbhrzx.uni-paderborn.de
Message-ID: <q92269.716567411@pbhrzx.uni-paderborn.de>
Source record: 42833

sakaria@vipunen.hut.fi (Sakari Aaltonen) writes:

>A safer way perhaps would be to bypass the BIOS function and divide the
>PSG port into two: x inputs and 8-x outputs. For that, you would have
>to know how to program the PSG - I don't...

It isn't possible to split the 8-bit-wide port into an input and an output
section. You can only change the data direction for the entire port.

Daniell
--
Daniel Roedding "From: MAILER-DAEMON@cpac.washington.edu
Detmolder Str. 19 Subject: Returned Mail: Deferred: Not a typewriter"
D-4790 Paderborn E-Mail: q92269@pbhrzx.uni-paderborn.de
+49 5251 541965 "/: cannot stat ." danny@fiction.ms.sub.org

3481. Re: Hardware support for m/t on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-15 18:16:43 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep15.181643.10890@newshost.lanl.gov>
Source record: 42837

In article 633@cs.wayne.edu, pbh@jake.cc.wayne.edu (Patrick Haggood) writes:
>I've been watching the posts about the Falcon's specs and MultiTos, the
>multitasking OS and I don't recall seeing any info about this. So I
>ask, does the '030 have hardware memory protection built in, or is
>there a chip on the Falcon mb for it, or is there no protection
>for processes? I've heard talk about ports of BSD to the falcon and
>was wondering useful this might be if that protection isn't built in to
>the machine.

The Falcon makes use of the 68030's built-in "memory protection". This is the
primary reason that you are not likely to see an official Atari MultiTOS upgrade
for the 68000 series machines.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3482. PLEEASE HELP: GDB won't load my program

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-15 18:48:07 UTC
From: svleest@jobim.crhc.uiuc.edu
Message-ID: <195b57INN454@roundup.crhc.uiuc.edu>
Source record: 42834

I am having problems getting gdb, the GNU debugger, to work.
When I compile a program for debugging and then use sym-ld to
build the symbol table, all is fine. I then run gdb. I can use
"info function" to list all the functions in my test file.
HOWEVER, if I then try to run the program, it exits IMMEDIATELY, with
the message:

Program exitted with status = -32

This happens regardless of how simple or complex test.prg is.
What am I doing wrong? I have noticed that if I use examine
to look at the program data, it reports everything is 0 (I use x/10d at
multiple locations, and everywhere it is 0). Is this because
gdb does not actually load the program until you command it to
"run", or is this part of my problem? I have the following versions:

gdb 2.6 Patchlevel 18
gcc 1.40 Patchlevel 2
gcc-ld and sym-ld Patchlevel 27
gulam cli

I used the following command sequence:

```
>gcc -c -g -D__NO_IN_LINE__ test.c
>gcc -o test.ttp test.o
>sym_ld -r -o test.sym crt0.o test.o -l gnu
>gdb -e test.prg -s test.sym
*run
```

(where ">" is the gulam prompt, and "*" is the gdb prompt) and I
get the error described above. I have tried this with nothing else
but my hard disk driver, gulam, and gdb loaded (no ACCs, etc.) and
it still bombs.

Any help would be greatly appreciated!

--
Steve VanderLeest Center for Reliable and High Performance Computing
University of Illinois
.....
"...post this, post that. Everything is post these days, as if we're all
just a footnote to something earlier that was real enough to have a name
of its own." _Cat's Eye_

3483. GFA: Interrupt programming fails in TT-RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-15 20:34:46 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Sep15.203446.141116@rrz.uni-koeln.de>
Source record: 42836
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi everyone,

I recently got a hold of the File-Info/Config CPX and used it to set the TT-Ram bits of a program I wrote and compiled under GFA basic 3.6. The program contains a procedure that is called every 1/5 seconds by the command "EVERY 40 GOSUB procedure". While this has worked fine with the TT-Ram (Prg) bit unset, it doesn't work when this bit is set.
To investigate this phenomenon, I wrote a test program (included below). It basically consists of the EVERY command, followed by a loop that should then be interrupted by interrupt procedure at regular intervals. With this test program, I found out the following:

1. If there are 4 PRINT commands between the EVERY command and the loop (let's call this program "TEST_A.PRG"), the interrupt works in ST Ram and doesn't work in TT Ram.
2. If there is just one PRINT command between the EVERY command and the loop ("TEST_B.PRG"), the interrupt (now read this!) works in TT Ram and fails in ST Ram!
3. Lately, I installed the ARROWFIX.PRG in my auto folder. Since then, TEST_A.PRG runs properly with or without the TT-Ram bits set, and TEST_B.PRG fails with both TT-Ram bit settings.

Fortunately, my original program seems to belong to the "A"-category, so it is magically fixed by ARROWFIX. However, I am severely confused. Any idea how these *weird* findings can be explained?
In the GFA basic manual it is explained that the EVERY command is realized with the etv_timer vector ($400), if that is of any significance.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

P.S.: You may flame me for programming in GFA basic if you must. But please include code for implementing equivalents of the EVERY command in your favorite language in this case. ;-)

Here's the code of the test program:

```
' TEST_B.GFA
$I+
$U+
~TT?
CLS
ON BREAK CONT
DIM mbuf&(7)
EVERY 40 GOSUB show_interrupt
PRINT "Every is now activated"
'
' Un-comment either the three prints or the wave to obtain TEST_A.GFA
' PRINT
' PRINT
' PRINT
' WAVE 1,1,0,1000,20
'
t%=TIMER
REPEAT
$U
IF TIMER-t%>200
PRINT "Hi there, the main loop has idled for another second..."
t%=TIMER
ENDIF
UNTIL MOUSEK=2 OR INKEY$=CHR$(27)
$U-
$I-
PRINT "see ya"
~INP(2)
EDIT
'
PROCEDURE show_interrupt
EVERY STOP
PRINT "Hi, I'm the interrupt procedure."
EVERY CONT
RETURN
```

3484. Bootstraping a gnu development system.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 00:34:51 UTC
From: ak751@cleveland.Freenet.Edu
Message-ID: <195vfbINN588@usenet.INS.CWRU.Edu>
Source record: 42838

The specs on the new atari falcon have got me thinking about selling either my mac, or my 486, or both. If I could bootstrap a gnu developments system I would be convinced to switch. Can this be done? Are there binaries available? How about the c libraries and include files? Also, what is this MiNT? Is it some kind of alternative unix-like operating system. Does minix for the ST run in protected mode? Does it use the virtual memory features of the 68030?
Thanks in advance for any info which may serve to dispell my ignorance of atari computers.
-marks

3485. Re: Official Keycode Guidelines of Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 02:01:55 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10304@uqcspe.cs.uq.oz.au>
Source record: 42839

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

>I think the
>best thing to do is follow the new standard, but allow for remapping, like
>Tempus and a few other editors do.

Yes, definately allow for remapping.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

3486. Re: "fast" sprites in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 02:22:51 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10305@uqcspe.cs.uq.oz.au>
Source record: 42840

George Reimer@electro.el (1238) writes:

> How do the VDI calls compare? (specfically the
> raster operations ?) Are they usefull only for
> prototyping or can one implement a reasonable animation?

> If these calls are poor performers, is there assembly source
> code avaiable to replace them?

Over the past 6 months, I have been developing "AMS", the Atari Machine Specific library. It is for G++ program development, primarily focussed on games (since non-real-time applications should generally avoid machine specific coding).

For a simple example of what it makes possible, take a look at the COMBAT game, now in the /atari/games directory (and /atari/newitems), under the name "combat.zoo". No source is provided as yet, but it will all be free. If you have G++ set up, and would like to use AMS, mail me, and I'll make it available. Combat is the first full game I've made with AMS, although I did port GNUChess to a graphical interface with an older version of AMS (just to try out the library - I'm not into chess these days), which is also in the games directory.

I don't really intend to support "COMBAT", but I'll add the "Tank Pong" feature... Great Scott - how could I forget!

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

3487. SF354-=>SF314

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 04:05:04 UTC
From: ST32373@VM.CC.LATECH.EDU
Message-ID: <1686313690.ST32373@VM.CC.LATECH.EDU>
Source record: 42841

Does anyone know hoe to turn an SF354 into an SF314? I had a 720k IBM drive, an
d tried jumpering the side select pin out to the drive (bypassing the controlle
r card.) But it still wouldnt work in DS mode. It wouldnt work without the jump
er either. I saw a file to do this, but it didnt work for my version of the
controller card. Any help out there?

3488. Re: DESKTOP.INF (NEWDESK.INF) memory

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 07:44:30 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.92Sep16094422@zetkin.cs.tu-berlin.de>
Source record: 42843

In article <1992Sep11.095915.1006@irisa.fr> guerard@irisa.fr (Jean-Philippe Guerard) writes:

> Is there a way to allocate more memory to the DESKTOP.INF
> file ? (I'm running out of memory with my 4 ko NEWDESK.INF
> file).

Yes, for NEWDESK.INF, there is: take GEMRAM V1.1 and SHBUF. Gemram copies the GEM into the RAM, so that SHBUF can patch the size of the Shell-Buffer. This operation cost you much more then only the space for a bigger NEWDESK.INF, but there is no other way around.

Ciao
Herwig
--
Herwig Schelauske | Internet: hesche@cs.tu-berlin.de
Charlottenburger Ufer 1 | MAUS: @ B
1000 Berlin 10 | StarNet : PGS #1223 | Please send flames to dev/null
Phone: +49 30.342 05 39 | Fido-Net: 2:2403/12.16

3489. vblsem questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 08:40:11 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Sep16.084011.19681@u.washington.edu>
Source record: 42842

Just out of curiosity:

When is vblsem set to 0 (prevents vertical-blank processing)
and why? What would go wrong if there were no vblsem? How
many vblanks are skipped because of vblsem?

Hope someone can help me out! Thanks!

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

3490. Re: AES bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 09:16:37 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Sep16.091637.16403@echo.philips.nl>
Source record: 42855

graf_mkstate() does have its problems in early TOS versions.
In 1.4 you can live with it, but in 1.0 and 1.2 you will always have a little
delay before the function returns. This has nothing to do with releasing the
mouse buttons, although it may look as such at first.

hope this helps.

John
--
John Janssen Email: johnj@echo.tds.philips.nl
The Netherlands or: John.Janssen@atehv.bso.nl
Work: +31 40 756425
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, Astrology, C

3491. Re: AES bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 09:18:09 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Sep16.091809.16485@echo.philips.nl>
Source record: 42857

Oops I forgot to mention, you'd better use event_mult() or event_mouse()
instead of graf_mkstate(). It takes some time to learn the usage, but it's
sure worht it.

John
--
John Janssen Email: johnj@echo.tds.philips.nl
The Netherlands or: John.Janssen@atehv.bso.nl
Work: +31 40 756425
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, Astrology, C

3492. GNUmake 3.62

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 09:18:38 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Sep16.091838.23906@aber.ac.uk>
Source record: 42844

Have now managed to get gcc 2.1 up and running on my TT, it was very simple, thanks to all who made this possible. I have one problem though. The original gnumake I had, about 2.x (1988) refused to work with gcc (don't know why) so I downloaded gnumake 3.62 yesterday. Unfortunately when I try to run it a get out of memory error (gemdos ERROR -39). I've tried running the make in TT-RAM to give it more memory (16MB) but no luck. I then tried it on a 4MB STE and still no luck. Any ideas?

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

3493. Re: ANSI C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 09:19:25 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Sep16.091925.16567@echo.philips.nl>
Source record: 42856

kslate@MtHolyoke.edu (Kevin D. Slate) writes:
>This should have read: I'm wondering if there is a true ANSI C for the
>St...ie Mark Williams C. If any one knows please let me know.

The lattice C is true ansi (version 5.5), and I think Pure C too.

--
John Janssen Email: johnj@echo.tds.philips.nl
The Netherlands or: John.Janssen@atehv.bso.nl
Work: +31 40 756425
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, Astrology, C

3494. Re: SF354-=>SF314

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 09:37:21 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <196v8hINNl5h@peponi.wcc.govt.nz>
Source record: 42845

In article <1686313690.ST32373@VM.CC.LATECH.EDU>, ST32373@VM.CC.LATECH.EDU writes:
>Does anyone know hoe to turn an SF354 into an SF314? I had a 720k IBM drive, an
>d tried jumpering the side select pin out to the drive (bypassing the controlle
>r card.) But it still wouldnt work in DS mode. It wouldnt work without the jump
>er either. I saw a file to do this, but it didnt work for my version of the
>controller card. Any help out there?

You have to remove the controler chip and all the support IC's, then place
jumpers were the main IC was, this I have done but its not that simple..

Roger.......... sheppard_r@kosmos.wcc.govt.nz

3495. DIY memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 10:50:23 UTC
From: erikp@blade.stack.urc.tue.nl
Message-ID: <5451@tuegate.tue.nl>
Source record: 42849

I know this subject has been discussed over and over before, but that was before I had access to the net, so: apologies to all.

I want to upgrade the memory of my atari 1040stfm, and I know it can be done without spending heaps of money on simple carrier boards I can make myself. So, does anybody of you know how to upgrade?

This is what _I_ know:

a 1040 has two memory banks of 512K

You could replace the chips of either of the banks with larger ones and get 0.5 + 2 = 2.5 megabytes.

That would involve making a carrier board to do it neat.

Soldering and etching isn't a problem for me, so I only need some advice and the schema. If one of you has it, could you please email it to

erikp@stack.urc.tue.nl

Erik van de Pol

3496. Colour effects with v_pline

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 12:55:21 UTC
From: Chris.Forker@newcastle.ac.uk
Message-ID: <Buo98A.Dnt@newcastle.ac.uk>
Source record: 42846

I am writing a program in which I would like to get a lightened black line
similar to that obtained using v_gtext for text on the screen.

Does anyone have any pointers to how this might be done. Programs such AvantVector
manage this but I am unsure how to do it.

I am using Lattice C, so any tips in `C' would be appreciated..

Thanks in advance..

Chris

+-=--=--=--=--=--=--=--=--=--=--=--=--=--+--=--=--=--=--=--=--=--=--=--=--=--=

3497. Re: Official Keycode Guidelines of Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 13:14:45 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.716649285@groucho.phil.ruu.nl>
Source record: 42850

The Control-W for close-windows is used on the macintosh (Command-W) - maybe that's why CTRL-W was choosen for the Atari guidelines. And, since you state that CTRL-W is used for 'cycle windows' at the moment: how many programs *do* have a 'cycle-windows' option?

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy ------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

3498. Keycodes:- first report

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 15:03:27 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1992Sep16.150327.22994@cs.ruu.nl>
Source record: 42851

Here's a compilation of what I heard so far. I'm beginning to see some
philosophies to design a bigger range of more or less agreed key codes.
Keep contributing!

Close Window

The Control-W for close-windows is used on the macintosh (Command-W) - maybe
that's why CTRL-W was choosen for the Atari guidelines. And, since you state
that CTRL-W is used for 'cycle windows' at the moment: how many programs *do*
have a 'cycle-windows' option?
--
Hendrik Jan Veenstra hjv@phil.ruu.nl

AVG: Good argument. Also already supported by lots of software. Would also
support ^U, though.

Search and Replace

Although remarkable, I think Atari's control H is a source of new creativity
(as it was for me with my text editress Edith). Let's stick to that, though
let's also keep ^R and ^T reserved for Replace/Next.

Cycling Windows

John Henders (jhenders@jonh.wimsey.bc.ca)

German editors are the only ones I've seen with cycle windows. I
like the alt-1, alt-2 etc to pick windows better, myself.

AVG: A good idea, but lacks a definition of what exactly the alt-1 and alt-2
and so on mean. Not window handles, I hope, for those are most likely
to exceed 10 in the near future.

John Henders:

I'd rethink alt-q for cycle windows. There's a lot of editors that
use alt-q for quit.

Save and Save As...

Chris Herborth:
^s should be Save
Shift-^s should be Save As

AVG: One should definitely make more use of shift-control in the future, for there are indeed lots of functions with two similar alternatives, like save and save as... So this seems to me an excellent idea, although I'd like to reserve ^m for save as AS WELL.

Other ideas like this:

^p Print
Shift-^p Printer Queue

^w Close Window
Shift-^w Close All Windows

Selection/Blocks/Buffers

There should be something for Clear Selection at least; I (AVG) suggest

^a select all (fixed already)
^i invert selection (if you can, that is; Edith can!)
^e clear selection (`erase marks') I've also seen ^h for this but that's clearly out of the question.

General:

John Henders:

While it's nice to see a standard defined, with so many gem based text editors out there already with totally incompatable keymaps, I think the best thing to do is follow the new standard, but allow for remapping, like Tempus and a few other editors do.

AVG: I totally agree on this point. I would like to add here that it is worth looking at a lot of other programs, and then try to combine as many codes as possible: for Edith (it seems that we're only talking about text editors here:- this is not true) I combined Tempus, TC, GFA Assembler codes; lots of actions also have a function key, like

(I might be slightly wrong with these because I don't use them myself, with the exception of F10)

F6 Special Characters (GFA Assembler)
F7 Search Next (Tempus)
F8 Delete Line (Lots; note: Germans use ^Y which usually turns out to be ^Z for us provided they didn't use the complete scan code, in that case the whole combination is impossible!)
F10 Clear Selection (Tempus: clear block marks)

The comments with F8, ^Y, ^Z bring us to a very important point: we should point out a way of reading key codes, so that in the future, German and particularly French users will not have to suffer from their incompatibility. Unfortunately, codes with alternate are impossible to read independently of their place on the keyboard (the scan code does not contain an ascii value), but the Control combinations

are, provided that you AND out the ascii code and check k_shift for the 'control' part.

Annius.

--

_____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

3499. Re: GFA: Interrupt programming fails in TT-RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 15:13:23 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep16.151323.23073@newshost.lanl.gov>
Source record: 42848

In article 141116@rrz.uni-koeln.de, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>
>P.S.: You may flame me for programming in GFA basic if you must.
>But please include code for implementing equivalents of the EVERY
>command in your favorite language in this case. ;-)

Jan, anyone who flames another for writing programs in a language that is not their favorite for whatever reason is only proving to the world what a "flaming idiot" they really are. These people have the same low mentality as the "my computer is better than your computer" crowd. Just ignore them as they are not worth the bandwidth. If it works for you then that's all the justification that is needed, IMHO.

Unfortunately, I don't see anything wrong with your program listing so it must be a TT-specific problem. Sorry.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3500. Re: SF354-=>SF314

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 15:38:58 UTC
From: ST32373@VM.CC.LATECH.EDU
Message-ID: <1686487B2.ST32373@VM.CC.LATECH.EDU>
Source record: 42847

Could you explain how this is done? Where do the jumpers need to go, and what I
C's must be removed?

3501. XBIOS say() in MultiTOS :)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 15:49:24 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1992Sep16.154924.26311@cs.ruu.nl>
Source record: 42854

Another suggestion for Atari, and otherwise for someone else
who knows about speech synthesis on the ST: preferably when
the Falcon comes out on the market, there should be a neat way
to have your applications give spoken form alerts etc. (Like on
the NeXT a sweet woman's voice tells you `Your Printer is Out
of Paper'

There are at least two ways this could be done:

1. Implement an Xbios function

say(char* sentence, int accent);

This especially fits into the idea of a 'dedicated
multi-media machine' Atari like to claim they are
working on.

2. Design a program that stays resident (executed by
profile) and can receive messages from applications
and then handles speech requests from applications
in FIFO order.
--
____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

3502. Re: digitized sound, how to?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 17:23:35 UTC
From: eker@loria.crin.fr
Message-ID: <480@muller.loria.fr>
Source record: 42852

[sorry if you've seen this before but my first attempt to post it appears to have failed - at least it's not visible at my site]

In article <Bu8u83.KCG@iat.holonet.net>, wilsont@holonet.net (Timothy Wilson) wr
ites:
|> Hi again. ok you tech guys...
|> how do i get sound samples out of my ST?

Well this is my understanding of how you play samples using the PSG; its
only theoretical cos I've never tried it myself...

The basic idea is that when you change the volume on the PSG the chips it is laz
y
and generates

```
_ _ _ _
| | | | | | | _ _
| | | | _ _ instead of | | | |_| |_| |_
_| |_| |_| |_| |_ _| |_|
```

ie it only varies the top of the waveform & leaves recentering to the
decoupling capacitors in the audio amp section.

Now the frequency is set high enough & the volume is changed fast enough
two things happen:
(1) The very high frequency components get lost in the works.
(2) The changes in volume cannot be recentered by the decoupling caps and
themselves constitute an AC waveform (which of course itself gets centered).

This is kind of like the way AM signals get demodulated in a radio set
where the lazyness of the PSG chip plays the role of the diode and the
inherent capacitance of the audio section shunts off the high frequency carrier.

So the basic idea is to set the playback frequency on the 3 square wave channels
as high as possible (to be the carrier) and vary the volume to encode
your PCM samples as amplitude modulation.

Now the volume on the PSG is logorithmic rather than linear ie it goes up by a r
atio of sqrt{2} for each step. So by combining all three channels you can get
a pretty fair approximation of 8bit resolution (rather than the 5.5bit resolutio
n
you would expect if the volume was linear).

So what you want is an interrupt routine that runs at your chosen playback
frequency and for each sample in succession looks up the volume for each of the
3 channels in a precomputed table (indexed by the sample) & sets them.

|> is optimized C fast enough to handle this job?

Not a chance.

|> I've looked in my TOS book, but only the PSG s there, and it doesn't seem to
|> have a way to control the speaker directly.

Well there is but you need to use amplitude modulation.

|> I also looked at noisetra.s, (68k code for noisetracker), but it seems not
|> a single standard call is used (therefore i couldn't reference it)

It accesses the PSG chip directly; TOS calls are _far_ to slow.

|> books, code, ftp site would be helpful!

I've not seen the technique descibed in any book but if you have
noisetra.s then you already have the code.

Steven

3503. Re: DESKTOP.INF (NEWDESK.INF) memory

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 18:23:50 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.9uFiV1SG1jw@fredrik.atari.no>
Source record: 42853

In <HESCHE.92Sep16094422@zetkin.cs.tu-berlin.de>, Herwig Schelauske writes:
>
>In article <1992Sep11.095915.1006@irisa.fr> guerard@irisa.fr (Jean-Philippe Guerard)
writes:
>
> > Is there a way to allocate more memory to the DESKTOP.INF
> > file ? (I'm running out of memory with my 4 ko NEWDESK.INF
> > file).
>
>Yes, for NEWDESK.INF, there is: take GEMRAM V1.1 and SHBUF. Gemram
>copies the GEM into the RAM, so that SHBUF can patch the size of the
>Shell-Buffer. This operation cost you much more then only the space
>for a bigger NEWDESK.INF, but there is no other way around.
>
>Ciao
> Herwig
>--
> Herwig Schelauske | Internet: hesche@cs.tu-berlin.de
>Charlottenburger Ufer 1 | MAUS: @ B
> 1000 Berlin 10 | StarNet : PGS #1223 | Please send flames to dev/null
>Phone: +49 30.342 05 39 | Fido-Net: 2:2403/12.16

Do someone know wheter it would be possible to patch the rom to only increase
the space for NEWDESK.INF (I'm thinking of TOS 3.06)!
Yes, I know that there is a crc check, but I also know what the checksum is
suposed to be, and how to fix it after patching the rom!!
--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

3504. 68K Trap Stack formats

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 20:39:14 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <16620008@hpfcso.FC.HP.COM>
Source record: 42860

Ok, I'll admit that I'm blown away. In the world of Atari 68K machines, user level code makes calls to the OS with the use of TRAP instructions. This all seems fine until you consider that Atari uses 68000 and 68030 processors. After a TRAP instruction the stack frames look different on the two processors:

68000 68030

SSP---->Status Register SSP---->Status Register
PC PC
User parameter2 Stack Format
User Parameter1 User Parameter2
User Parameter0 User Parameter1
User Parameter0
The 68010 and up all put that nice little word known as the stack format on the stack. This is for that virtual memory support thing so that one can determine how to restart an instruction that caused a page fault.

This means that TOS and GEM need to know which processor they are playing on to access the user level parameters. Also, when someone writes code that intercepts a trap vector, that code needs to know which processor it is running on in order to get the correct displacement to the parameters.

My questions are:

1. Did Atari redo nearly every line of code for the new ROMs in the 030 machines (TT030/falcon)?
2. Are people who write code that steals the trap vectors who say that their code runs on all Atari machines really smart?
3. Is that famous guy who is putting together an 040 based upgrade for 68000 machines writting his own TOS and GEM or does he require one to buy TT030 ROMs?
4. Am I an idiot who can not read data books from Motorala correctly which would make the previous questions stupid?

Please help me out.

Ted Rossin the Butt Hole not Inc.

3505. Finding x,y resolution

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 22:55:56 UTC
From: Conan.Ford@debug.cuc.ab.ca
Message-ID: <1992Sep16.225556.17563@debug.cuc.ab.ca>
Source record: 42865
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, how can I find the x and y screen resolution, preferably with a VDI call? I'm using GFA Basic but I can use an Assembler or C routine.

Thanks,

~~~~~~
Email: Conan.Ford@Debug.cuc.ab.ca	. .	.				
Fidonet/Metronet: Conan Ford at 1:134/9,	. . --*-- .				
1:134/21,201:5500/9	. .	. .	_/	_
~~~~~~

3506. Re: XBIOS say() in MultiTOS :)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-16 23:57:26 UTC
From: healy@nosc.mil
Message-ID: <1992Sep16.235726.6721@nosc.mil>
Source record: 42858

It is nothing fancy, but I have a function for my 1040stf that will speak the string you pass it. The 1040 speech program doesn't sound very human, but I think it dates from 1988. So I guess we beat next in terms of speaking at all, although not in voice quality!

Mike Healy

healy@cod.nosc.mil

3507. Atari HD Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-17 02:24:31 UTC
From: dgray@menudo.uh.edu
Message-ID: <DGRAY.92Sep16212426@menudo.uh.edu>
Source record: 42859

Hello All!

I am looking for a Hard drive for an Atari ST. So, if you have one
please let me know.

-dennis
--

Dennis Gray, Jr. DGray@uh.edu
Consultant -- Academic Computing User Services
--

Dennis Gray, Jr. DGray@uh.edu
Consultant -- Academic Computing User Services

3508. Renaming a file from within HighSpeed Pascal

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-17 04:36:26 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <F8F9qB1w164w@sys6626.bison.mb.ca>
Source record: 42863

Does anyone know how I can rename a file from within a HSPascal program? HSP doesn't apparently allow access to direct gemdos calls, so I can't do it that way. Does anyone know a direct HSP command (or even a way to access gemdos calls)?

Thanks.

--- (Trevor Cordes) a user of sys6626, running waffle 1.64
E-mail: genius@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

3509. Re: 68K Trap Stack formats, another question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-17 10:23:57 UTC
From: muts@fys.ruu.nl
Message-ID: <MUTS.92Sep17122354@ruunfs.fys.ruu.nl>
Source record: 42861

I want to add another question concerning the Traps used in TOS:

as I understand it, the trap instruction does not do anything with
parameters on the stack; but as TOS runs un system-mode the stack
remains the same and the parameters are still visible. Otherwise they
would have needed to be in registers.

Is this true? If so, why does TOS use the expensive trap instruction
when it is not needed to switch from user to supervisor mode?
--

Peter Mutsaers. |==========
muts@fys.ruu.nl | Quod licet bovi, non licet Jovi

3510. Re: The ST parallel (printer) port

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-17 12:17:19 UTC
From: peter@rhrk.uni-kl.de
Message-ID: <1992Sep17.121719.14616@rhrk.uni-kl.de>
Source record: 42862

mgm@world.std.com (michael g moncur) writes:

> (I'm building an EPROM programmer that will be controlled by an ST
>via the parallel port, and a "read" option would be nice...)
>
> Also, what would I use to read the printer port? An example in C would
>be greatly appreciated.
>

If anyone is interested, I can post some assembler lines here, how to
read or write from/to the printer port. (Or to be more exact: from/to
the 8 data lines)
It's easier to do that stuff directly in assembler....
So let me know.

cu

3511. Re: 68K Trap Stack formats

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-17 14:41:12 UTC
From: powers@asd.enet.dec.com
Message-ID: <1992Sep17.144112.20044@nntpd.lkg.dec.com>
Source record: 42864

Most recent versions of TOS should work with any of the 680X0
CPU's. The OS also installs a cookie in the cookie jar which can
be checked by programs to figure out which type of CPU they are
running on.

Bill Powers
--
Digital Equipment Corp. - Advanced Services Engineering - Nashua NH
The opinions expressed above are my own, not my employers.
E-MAIL - powers@asd.enet.dec.com
I'd been surrounded for hours by the sound of thinking metal - G Numan

3512. Re: AES bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-17 14:54:14 UTC
From: micro@imada.ou.dk
Message-ID: <1992Sep17.145414.14169@imada.ou.dk>
Source record: 42866

johnj@echo.philips.nl (John Janssen) writes:

>Oops I forgot to mention, you'd better use event_mult() or event_mouse()
>instead of graf_mkstate(). It takes some time to learn the usage, but it's
>sure worht it.

evnt_multi() dosen't always fill out the return parameters correctly. It is
easily reproduceable, and a known bug (also TOS 1.04)...
You have to call graf_mkstate() after evnt_multi() to get the correct values.
graf_mkstate() is much faster than evnt_multi() when doing mouse-tracking.

-Klaus

3513. Re: XBIOS say() in MultiTOS :)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-17 15:10:02 UTC
From: micro@imada.ou.dk
Message-ID: <1992Sep17.151002.14513@imada.ou.dk>
Source record: 42867

avgroeni@cs.ruu.nl (Annius Groenink) writes:
> 1. Implement an Xbios function
>
> say(char* sentence, int accent);

Make that >> say(char *string, int accent, int language); <<

Ofcause the function could just read the language in the OS-header, and if the program was written in german, then the function could translate the german string into say - danish, and say the message - real easy.

The best way may be to have a general translation build into the function as in
Function >>say()<< XBIOS 666:

say(char * sentence, int accent, int source_language, int dest_language)

where source_language and dest_language, is ordered as in the OS header.
the accent is a packed short with the following meaning:

| female | freq of pitch change | pitch | freq of volume change |... |

That is easy, now all Atari have to do is to implement it...

-Klaus

3514. Re: Bootstraping a gnu development system.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-17 17:24:32 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Sep17.132432.1@uwovax.uwo.ca>
Source record: 42868

In article <195vfbINN588@usenet.INS.CWRU.Edu>, ak751@cleveland.Freenet.Edu (Mark Saltzman) writes:
> The specs on the new atari falcon have got me thinking about selling
> either my mac, or my 486, or both. If I could bootstrap a gnu
> developments system I would be convinced to switch. Can this be done?

Sure. There are binaries available for gcc, GNU make, bison, flex, perl, bash, and pretty much all of the other common GNU tools. All are available from atari.archive.umich.edu, and run under the native operating system (TOS) or under MiNT (see below).

> Also, what is this MiNT? Is it some kind of alternative
> unix-like operating system.

MiNT is a TOS-compatible operating system that adds a lot of Unix like features (pipes, signals, multitasking, job control, etc.). It's freeware, there's a complete C library (mostly ANSI and Posix compatible) available in source and binary form, and lots of utilities (including tcsh, ksh, and bash) have been compiled to take advantage of its features. (Plus, it will run well-behaved TOS programs, like the GNU utilities mentioned above.) Source code to MiNT is also available. Atari has announced that their forthcoming multitasking version of TOS will be based upon MiNT.

> Does minix for the ST run in protected
> mode? Does it use the virtual memory features of the 68030?

It does run in protected (supervisor) mode; all OS's on the Atari do, as far as I know. However, the 68000 doesn't offer much in the way of memory protection, even in supervisor mode. The 68030 could, but so far as I know minix doesn't (yet) run on the 68030. This may have changed recently.

MiNT doesn't take advantage of the 68030's MMU. Statements from Atari indicate that MultiTOS (when it's available) will offer memory protection.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3515. Re: XBIOS say() in MultiTOS :)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-17 17:29:35 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Sep17.132935.1@uwovax.uwo.ca>
Source record: 42869

In article <1992Sep16.154924.26311@cs.ruu.nl>, avgroeni@cs.ruu.nl (Annius Groenink) writes:
> Another suggestion for Atari, and otherwise for someone else
> who knows about speech synthesis on the ST: preferably when
> the Falcon comes out on the market, there should be a neat way
> to have your applications give spoken form alerts etc. (Like on
> the NeXT a sweet woman's voice tells you `Your Printer is Out
> of Paper'

An excellent idea (and in fact it could be done for the ST, too).

> There are at least two ways this could be done:
> 1. Implement an Xbios function
> 2. Design a program that stays resident

You left out:
3. Implement a MiNT/MultiTOS device driver for speech.

I think this is the best option; then the user could (from a CLI) do something like:

copy file.txt u:\dev\speech

to have a file read aloud.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3516. Re: 68K Trap Stack formats

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-17 17:38:41 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Sep17.133841.1@uwovax.uwo.ca>
Source record: 42870

```
In article <16620008@hpfcso.FC.HP.COM>, rossin@hpfcso.FC.HP.COM (Ted Rossin) writes:
> Ok, I'll admit that I'm blown away. In the world of Atari 68K machines,
> user level code makes calls to the OS with the use of TRAP instructions.
> This all seems fine until you consider that Atari uses 68000 and 68030
> processors. After a TRAP instruction the stack frames look different on
> the two processors:

Yes, but you'll notice that they're not much different; on a 68000,
you add 6 to the current SSP to get to user parameters, on a 680x0 x >= 1,
you add 8.

Atari's TOS startup code for TOS 1.6 and later determines what kind of
CPU the program is running, and sets a variable in low memory (and
also a cookie in the cookie jar) accordingly. I forget the exact address
of the variable, but for the sake of argument let's assume that it's
$59e. Then the TRAP code would look something like:

tst.w $59e ; or whatever the right address is
bne not000
is000:
lea 6(sp),a0
bra continue
not000:
lea 8(sp),a0
continue:
; now A0 points at the user's parameters

(Note that I've also omitted the code for getting the parameters if
the call was made from user mode; that would just be a move.l usp,a0
after the appropriate test.)

So the same code can easily be made to work on 68000 and 68030 machines,
provided that you're careful to check the appropriate variable.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario
```

3517. Re: 68K Trap Stack formats, another question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-17 17:43:28 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Sep17.134328.1@uwovax.uwo.ca>
Source record: 42871

In article <MUTS.92Sep17122354@ruunfs.fys.ruu.nl>, muts@fys.ruu.nl (Peter Mutsaers) writes:
> as I understand it, the trap instruction does not do anything with
> parameters on the stack; but as TOS runs un system-mode the stack
> remains the same and the parameters are still visible. Otherwise they
> would have needed to be in registers.

There are TWO stack pointers on the 68000 (and 3 on the 68030, but the third one is not used in the Atari's OS). The user stack pointer, usp, is register a7 in user mode. The supervisor stack pointer, ssp, is register a7 in supervisor mode, and the usp is accessible through a special move usp,aN instruction. That's how the OS is able to get the parameters from the user stack.

> Is this true? If so, why does TOS use the expensive trap instruction
> when it is not needed to switch from user to supervisor mode?

Au contraire, the trap instructions (or a similar exception, e.g. the line A and line F emulator traps, or the various bus error and similar exceptions) are the only way to switch from user to supervisor mode. User mode code is not permitted to change the status register or to otherwise enter supervisor mode without going through a special trap; otherwise, there would be no way to provide security.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3518. Question about MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-17 17:50:43 UTC
From: dmcdulin@cs1.uct.ac.za
Message-ID: <dmcdulin.9.0@cs1.uct.ac.za>
Source record: 42873

First time I'm posting to this group. Having read all this about MiNT, I have to ask the obvious question of a newbie :)
What exactly is MiNT, and where can I get hold of it? (Assuming that it is Shareware, freeware or whatever...)

Any help would be great, as I am currently having the honour (?) of keeping the Cape Town ST User group (in South Africa) up to date on happenings around the world, and I am also rather new to the Net.

Thanks in advance...

```
/-------------------------------------------------------------------------\
| BuzMack says: Do Unto Others, Then Split! |
| Flames, greetings and any email to: dmcdulin@cs1.uct.ac.za |
\-------------------------------------------------------------------------/
```
See ya
BuzMack The Terrible.

3519. Inline assembly in gcc

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-17 17:51:38 UTC
From: dawinic@eos.ncsu.edu
Message-ID: <1992Sep17.175138.19717@ncsu.edu>
Source record: 42872

Can someone please explain to me how to implement inline assembly code
that will access non-local variables in gcc.

e.g.: I have been using the following inline routine using LaserC to
detect if GDOS was present:

```
void foo()
{
int GDOS = 0;

/* Find out if gdos is installed */
asm {
move.w #-2, D0
trap #2
cmp.w #-2, D0
beq gdos_not_installed
move.w #1, GDOS(A6)
gdos_not_installed:
}

if (GDOS) {
/* GDOS installed... */
}
else {
/* GDOS not installed... */
}
}
```

I have translated all of this "routine" into the gas syntax, except:

```
move.w #1,GDOS(A6) ==> movew #1,a6@(GDOS) ???
^^^^
||||
```

How do I declare this variable properly in order to keep this inline.
(I know one solution is to make this a separate subroutine in order to
use the stack for passing and returning values).
--

```
+++++++++++++++++++++++++++++++++++++++@+++++++++++++++++++++++++++++++++++
+ To build a computer that knows \`---.----/| dawinic@eos.ncsu.edu +
+ more about itself than I won't `!8^},~~~;====>| (David "Dez" Winick) +
+ require much thinking, I think. >@======---'-----\| Yo, save the humans. +
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ #include /as_many/disclaimers/as_necessary/to_keep/me/from_any/more_trouble +
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

3520. Re: Official Keycode Guideline

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-17 20:10:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A48004@MS.maus.de>
Source record: 42745

John Henders (jhenders@jonh.wimsey.bc.ca) wrote:
>> ^H Replace ??? Never heard of this. I thought it was
>>
>> ^R Replace
>> ^T Replace Next
>
> I have to agree this one makes no sense. The only use I've seen
>in various text editors I've used for ^h is unmark block. Speaking
>of which, did they suggest keycodes for block start and block end.
>It seems half the editors out there make you use the mouse to mark
>blocks, with no support for keyboard alternatives. ;-(

For me, ^H is 'Revert'. This is what my preferred text editor (qed), my preferred RSC editor (Interface) and PureC use (and it's the same shortcut as on the Mac).

3521. Re: Finding x,y resolution

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-17 20:12:25 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Sep17.131226.3712@arizona.edu>
Source record: 42874

In article 17563@debug.cuc.ab.ca, Conan.Ford@debug.cuc.ab.ca (Conan Ford) writes:
> Hi, how can I find the x and y screen resolution, preferably with a VDI
> call? I'm using GFA Basic but I can use an Assembler or C routine.
>
> Thanks,
>
> ~~~~~~
> |Email: Conan.Ford@Debug.cuc.ab.ca |. . | .| ||| |
> |Fidonet/Metronet: Conan Ford at 1:134/9, | . . --*-- . | ||| |
> | 1:134/21,201:5500/9 |. . | . . | _/ | _ |
> ~~~~~~

In GFA Basic (I'm using 3.6) the resolutions are found by:

```
x_res%=WORK_OUT(0)
y_res%=WORK_OUT(1)
```

Also helpful is

```
number_colors%=WORK_OUT(13)
```

I just had to find these for a program myself! :)

-Paul Harris
paul@jupiter.ame.arizona.edu

3522. Re: AES bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-17 21:12:21 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Sep17.211221.27769@donau.et.tudelft.nl>
Source record: 42877

In <1992Sep17.145414.14169@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:

>johnj@echo.philips.nl (John Janssen) writes:

>>Oops I forgot to mention, you'd better use event_mult() or event_mouse()
>>instead of graf_mkstate(). It takes some time to learn the usage, but it's
>>sure worht it.

>evnt_multi() dosen't always fill out the return parameters correctly. It is
>easily reproduceable, and a known bug (also TOS 1.04)...
>You have to call graf_mkstate() after evnt_multi() to get the correct values.
>graf_mkstate() is much faster than evnt_multi() when doing mouse-tracking.

Perhaps, but using graf_mkstate() and evnt_multi() in the same program
may cause terrible problems, since evnt_multi() assumes that nobody
collects samples of the mouse state behind its back, and will get out
of sync if you do.

I've never heard of the bug you mention, perhaps you can give
some details?

=-=-=-=
C. van Reeuwijk e-mail: reeuwijk@et.tudelft.nl

3523. Re: ANSI C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-17 21:19:55 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Sep17.211955.27890@donau.et.tudelft.nl>
Source record: 42878

In <BuL349.ABp@mtholyoke.edu> kslate@MtHolyoke.edu (Kevin D. Slate) writes:

>This should have read: I'm wondering if there is a true ANSI C for the
>St...ie Mark Williams C. If any one knows please let me know.

There are at least three: Pure C, Lattice C, and GNU C.

I own Pure C and can recommend it, even if your German isn't too good (mine
isn't), it is about $250/#125 (using out of date but convenient
exchange rates :);
Lattice C is also a commercial program; GNU C is public domain,
but I understand it requires *at least* 2M of memory, and is somewhat
slow.

=-=-=-=
C. van Reeuwijk e-mail: reeuwijk@et.tudelft.nl

3524. Re: The ST parallel (printer) port

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-17 21:25:43 UTC
From: pegram@emba-news.uvm.edu.UUCP
Message-ID: <1992Sep17.212543.20360@uvm.edu>
Source record: 42875

From article <BuKrqt.30s@gpu.utcs.utoronto.ca>, by gbcusg@gpu.utcs.utoronto.ca (I. Barnett):
> In article <BuGEEz.F0@world.std.com> mgm@world.std.com (michael g moncur) writes:
>>send and receive data through the parallel port. Can anyone confirm that
>>the parallel port can be used as input? Someone once told me that the
>>PC's parallel port can do both input and output (which I know is true) but
>>the ST can't... And Abacus has been known to stretch the truth
>>occasionally. thoughts?
>>
>> (I'm building an EPROM programmer that will be controlled by an ST
>>via the parallel port, and a "read" option would be nice...)
>>
>> Also, what would I use to read the printer port? An example in C would
>>be greatly appreciated.
>>
>> Michael Moncur
>> mgm@world.std.com (preferred)
>> sysop@only_bbs.via.mind.org (alternate)
>>
>>
>
> To use the parallel port for both input and output, you need a special cable.
> This cable has the data and status/control lines crossed. This way you send
> data using the data lines and receive data on the status lines. For a
> really cool article on this subject, see this month's "C Users Journal",
> September, 1992.
>
> Darren King, GBC, Toronto...email :: gbcusg@gpu.utcs.utoronto.ca
>
>
I hate to contradict you, but the ST's parallel port is already
bidirectional, I know I made robot arm send data back through it. I
used standard bindings for reading from ports in Basic (the pascal
like one whose name I can't come up with currently). The ST does not
have all the control and status lines that PCs do, so it cannot notify
you if it has new data, or use PC parallel port communication schemes,
but you simply poll the port when there is incoming data. I needed no
special cabling, but did use all the strobes to get data into the ST.
Bob Pegram

--
pegram@emba.uvm.edu
or
..!uvm-gen!pegram

3525. Re: AES bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-17 22:27:25 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Sep17.222725.133573@rrz.uni-koeln.de>
Source record: 42880

In <1992Sep17.145414.14169@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:

>evnt_multi() dosen't always fill out the return parameters correctly. It is
>easily reproduceable, and a known bug (also TOS 1.04)...

Can you explain that a little further? Which events are not
properly returned, and what errors should be expected?

Wondering, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3526. Re: Keycodes:- first report

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-18 00:20:29 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.716775629@groucho.phil.ruu.nl>
Source record: 42881

avgroeni@cs.ruu.nl (Annius Groenink) writes:

> The comments with F8, ^Y, ^Z bring us to a very important point: we should point
> out a way of reading key codes, so that in the future, German and particularly
> French users will not have to suffer from their incompatibility.

First: why does your text-layout get so terribly f*cked up so often? It's
horrible to read.
Second: about the independant keycodes: with the Interface RSC comes a module
that implements so-called normalized keycodes (NKCC) - it's supposed to provide
country independant keyboard support. Linkable with C programs, etc., etc.

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy ------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

3527. Need to get filenames from unix machine to st intact

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-18 00:48:05 UTC
From: selick@csa.bu.edu
Message-ID: <96249@bu.edu>
Source record: 42876

I need to be able to get all of the files in a given unix directory to my st with all of the filenames intact. This includes spaces, & signs, and # signs. The reason is that my Yamaha TX-16w sampler which reads ms-dos disks, can also read those characters. The files are archived in tar format, but I could convert them if necessary. Any suggestions?
-Steve <selick@csa.bu.edu>

3528. Re: Inline assembly in gcc

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-18 02:14:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10325@uqcspe.cs.uq.oz.au>
Source record: 42879

dawinic@eos.ncsu.edu (DAVID AARON WINICK) writes:

>Can someone please explain to me how to implement inline assembly code
>that will access non-local variables in gcc.

GCC has very powerful argument validation/passing features for asm.

```
>void foo()
>{
> int GDOS = 0;

> /* Find out if gdos is installed */
> asm {
> move.w #-2, D0
> trap #2
> cmp.w #-2, D0
> beq gdos_not_installed
> move.w #1, GDOS(A6)
> gdos_not_installed:
> }
> ...
```

Firstly, this can be done by standard bindings at the end of vdibind.h,
but for the sake of exercise (and at the risk of making a typo), this
translates to:

```
void foo()
{
int GDOS = 0;

/* Find out if gdos is installed */
asm ("
movew #-2,d0
trap #2
cmpw #-2,d0
beq gdos_not_installed
movew #1,%0@
gdos_not_installed:
" : /* Outputs: */
/* none */
: /* Inputs: */
"a" (&GDOS)
: /* Destroyed registers: */
"d0"
);
...
```

(You could also do it by using GDOS as an output value, but I'm still a bit confused about INPUT OUTPUT variables (which it might be, since it starts off with value 0).

I found this out by reading the GCC documentation - but it is a bit sketchy - it is easier to simply look at the examples of how things are done in the osbind.h file, and other places asm is used.

The details though, appear in the Machine Description sections of the GCC installation manual.

As you can see, with all this explicit declaration of destroyed registers, and stuff, the compiler can generate very efficient code.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

3529. DIY memory upgrade - THANKS!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-18 06:45:48 UTC
From: erikp@blade.stack.urc.tue.nl
Message-ID: <5498@tuegate.tue.nl>
Source record: 42882

I want to thank all people who have sent mail to me and replied to my request for information on memory upgrades for the atari. I got more than I expected to get, so to all of you

Thanks for your quick replies!

Erik van de Pol

3530. Re: Official Keycode Guidelines of Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-18 07:40:04 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Sep18.074004.1532@echo.philips.nl>
Source record: 42883

jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>In <1992Sep14.142048.18305@cs.ruu.nl>, Annius Groenink writes:
>>I suppose you've all heard it: Atari has official key code guidelines.
>>Of course, we couldn't expect them to come up with REASONABLE propositions:
>>
> I have to agree this one makes no sense. The only use I've seen
>in various text editors I've used for ^h is unmark block. Speaking
>of which, did they suggest keycodes for block start and block end.
>It seems half the editors out there make you use the mouse to mark
>blocks, with no support for keyboard alternatives. ;-(

Lattice C lets you mark blocks with key codes.
I find there F1 and F2 (resp. begin and end) very handy.

>>
>> ^W Close Window Well God D******* why this? I thought ^W was
>> cycle windows and (maybe only in Germany, but after all that is
>> the leading ST territory)
> German editors are the only ones I've seen with cycle windows. I
>like the alt-1, alt-2 etc to pick windows better, myself.

No, again Lattice C (definetly not german:-) allows you to cycle windows too.
They use ^V for this (at least in 5.2.x, as I haven't use 5.5 not that much yet).

For closing windows, I like the C as used by the desktop. So why not make
it ^C within applications.

The above for picking windows alt-1, etc, seems a good idea to me!

>> ^U was close window. OK, I implemented ^U for close window as well as
>> ^W, and put cycle windows on Alt-Q. (With all possible dangers of someone
>> accidentally using Control-Q :)

Do _NOT_ use Alt keys, as they are used in some countries to allow other
characters to be entered, which are not in the standard letter set!!!

John
--
John Janssen Email: johnj@echo.tds.philips.nl
The Netherlands or: John.Janssen@atehv.bso.nl
Work: +31 40 756425
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, Astrology, C

3531. Re: 68K Trap Stack formats

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-18 08:15:59 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.716804159@mi.el.utwente.nl>
Source record: 42884

In <16620008@hpfcso.FC.HP.COM> rossin@hpfcso.FC.HP.COM (Ted Rossin) writes:

]Ok, I'll admit that I'm blown away. In the world of Atari 68K machines,
]user level code makes calls to the OS with the use of TRAP instructions.
]This all seems fine until you consider that Atari uses 68000 and 68030
]processors. After a TRAP instruction the stack frames look different on
]the two processors:

] 68000 68030

] SSP---->Status Register SSP---->Status Register
] PC PC
] User parameter2 Stack Format
] User Parameter1 User Parameter2
] User Parameter0 User Parameter1
] User Parameter0

Wrong, i think. The user parameters will generally be on the user stack,
and the status reg, pc and stack format on the SSP.

]The 68010 and up all put that nice little word known as the stack format
]on the stack. This is for that virtual memory support thing so that one can
]determine how to restart an instruction that caused a page fault.

]This means that TOS and GEM need to know which processor they are playing
]on to access the user level parameters. Also, when someone writes code
]that intercepts a trap vector, that code needs to know which processor
]it is running on in order to get the correct displacement to the parameters.

]My questions are:

] 1. Did Atari redo nearly every line of code for the new ROMs in
] the 030 machines (TT030/falcon)?

Let we hope so :-). Probably not -- they might have heard of modular
programming.

] 2. Are people who write code that steals the trap vectors who
] say that their code runs on all Atari machines really smart?

You can steal the trap vectors with looking only at the USP for the
normal traps. Exceptions (buserr, floating point emul) are a different
ball game.

] 3. Is that famous guy who is putting together an 040 based upgrade
] for 68000 machines writting his own TOS and GEM or does he
] require one to buy TT030 ROMs?

Isn't tos 2.x safe for 680[34]0 machines? I would go that way!

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

3532. Re: Official Keycode Guidelines of Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-18 20:24:44 UTC
From: don@milton.u.washington.edu
Message-ID: <1992Sep18.202444.7412@u.washington.edu>
Source record: 42885

When did Atari publish official keycode guidelines? I don't believe I ever received anything from Atari that dealt with this issue.

As far as I know, Atari has not sent out any official documentation to US developers since January--at least I haven't received any. So far, I have not received any information from Atari even hinting that they plan on releasing a new computer (the Falcon) or a new operating system (MultiTOS).

Am I being left out, or is this the experience of other developers too?

Don Clifton
SpiritWare

3533. Re: Official Keycode Guidelines of Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-18 21:05:26 UTC
From: baffoni@aludra.usc.edu
Message-ID: <19dgamINN5be@aludra.usc.edu>
Source record: 42886

In article <1992Sep18.074004.1532@echo.philips.nl> johnj@echo.philips.nl (John Janssen) writes:

>The above for picking windows alt-1, etc, seems a good idea to me!

Just to put in my $.02, I like the alt-1, etc. too. Like someone posted, what if you have more than 10 windows? First it means you are running to d*mn many programs at once. :) Second, there should be a nice way of accessing the other windows - how about alt-"+" (on the keypad) and alt"-" to cycle up/down through the windows?

Are there programs that absolutely must have those?

>John
>--
>John Janssen Email: johnj@echo.tds.philips.nl
>The Netherlands or: John.Janssen@atehv.bso.nl
>Work: +31 40 756425
>Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, Astrology, C

-Mike

3534. Re: Official Keycode Guidelines of Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-18 23:55:16 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.tKXDcja8CCU@jonh.wimsey.bc.ca>
Source record: 42888

In <1992Sep18.074004.1532@echo.philips.nl>, John Janssen writes:
>jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>>In <1992Sep14.142048.18305@cs.ruu.nl>, Annius Groenink writes:
>>It seems half the editors out there make you use the mouse to mark
>>blocks, with no support for keyboard alternatives. ;-(
>
>Lattice C lets you mark blocks with key codes.
>I find there F1 and F2 (resp. begin and end) very handy.

Yes, but shift F4 to remember a block and shift F to delete are
a bit clumsy, unless you have awfully long fingers. ;-(Personally, I
like cntrl B to mark the beginning and cntrl E to mark the end, then
the standard "mac'isms" of cntrl C,V,E,H,etc for copy, paste, delete,
and unmark. This is how I reconfigured TempusII. Also, to close a window,
I used cntrl N for NEW. If no file is given, the window deletes. Then I
configured alt 1-4 for selecting between the windows. I find switching
between editors a pain in the b*tt, but at least if the editor allows
reconfiguring of the keyboard, it's a little less painful. Then all you
have to do is learn the configuration language.
Of course, some editor's design philosophys don't allow certain
conventions. For instance, I can't figure out a way to mark the end of a
block in emacs. Seems someone decided that start of block to current
cursor was all that was necessary.

>>>
>>> ^W Close Window Well God D******* why this? I thought ^W was
>>> cycle windows and (maybe only in Germany, but after all that is
>>> the leading ST territory)
>> German editors are the only ones I've seen with cycle windows. I
>>like the alt-1, alt-2 etc to pick windows better, myself.
>
>No, again Lattice C (definetly not german:-) allows you to cycle windows too.
>They use ^V for this (at least in 5.2.x, as I haven't use 5.5 not that much yet).
>
But cntrl V is supposed to be Paste block.
>For closing windows, I like the C as used by the desktop. So why not make
>it ^C within applications.
>
Well, much as cntrl C is a standard abort in tos applications, it's
commonly used for copy block ap[plications in a number of editors.

>The above for picking windows alt-1, etc, seems a good idea to me!
>
>
>>> ^U was close window. OK, I implemented ^U for close window as well as

>>> ^W, and put cycle windows on Alt-Q. (With all possible dangers of someone
>>> accidentally using Control-Q :)
>
>Do _NOT_ use Alt keys, as they are used in some countries to allow other
>characters to be entered, which are not in the standard letter set!!!
>
But doesn't HiSoft still use alt-q for quit?

With all the different "standard" key commands out there, it's about as
much use for anyone to define a "standard" now as it is to define a
"standard" language for the whole world to speak. The only reasonable
solution is to all low remapping, and maybe define "standard" functions that
should be the bare minimum present in an editor.

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

3535. Program to strip out GFA PSAVE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-19 05:34:30 UTC
From: fsctc@lerc03.lerc.nasa.gov
Message-ID: <1992Sep19.053430.21769@eagle.lerc.nasa.gov>
Source record: 42887

Help. I put PSAVE into my code a little to prematurely. I want my program back so I can edit it. I remember that there was a small program that can strip the PSAVE command out of a GFA source file. Does anyone know where I can find a copy of it? I thought I might have seen it here on Internet or or DELPHI.

Thanks.

Clarence T. Chang

3536. Re: PLEEASE HELP: GDB won't load my program

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-19 18:14:26 UTC
From: Bjarne Pohlers <POHLERB@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92263.181426POHLERB@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 42890

```
In article <195b57INN454@roundup.crhc.uiuc.edu>, svleest@jobim.crhc.uiuc.edu
(Steve VanderLeest) says:
>
>I am having problems getting gdb, the GNU debugger, to work.
>I used the following command sequence:
>
>>gcc -c -g -D__NO_IN_LINE__ test.c
>>gcc -o test.ttp test.o
^^^
>>sym_ld -r -o test.sym crt0.o test.o -l gnu
^^
>>gdb -e test.prg -s test.sym
^^^
>*run
>
Did you misspell? If not, this is no surprise as test.ttp and test.prg
are surely not the same.
I alsways use `sym-ld' without the `-r'-flag and gdb works fine on my
system.
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <pohlerb@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!
```

3537. Re: ANSI C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-19 21:03:31 UTC
From: mcarrico@terapin.com
Message-ID: <mcarrico.1jwg@terapin.com>
Source record: 42889

In article <BuL349.ABp@mtholyoke.edu>, kslate@MtHolyoke.edu (Kevin D. Slate) writes:
>
>This should have read: I'm wondering if there is a true ANSI C for the
>St...ie Mark Williams C. If any one knows please let me know.
Lattice C Version 5.5 sells for 99 pounds in europe. Here is an excert from the ad itself, I saw this in ST FORMAT magazine..

Lattice C V5.5 is a versatile and powerful development system for the popular C programming langauge, adhering extremely closely to the ANSI standard. It contains the most complete set of C libraries to be found on the Atari 68000 computers, Gem based installation program, multi-window editor, project manager and lots more. Requires 1 Meg.

99.95 Pounds Made by HISOFT call MJC Computer Supplies
Tel: (0462)481166

Well that's the ad I hope you find what your looking for.

ST MASTER -- The Programming Wizard

3538. Summary of how to get x,y resolution

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-19 23:37:43 UTC
From: Conan.Ford@debug.cuc.ab.ca
Message-ID: <1992Sep19.233743.15812@debug.cuc.ab.ca>
Source record: 42742

Thanks to everyone who responded to my post asking how to determine the screen x and y boundaries.
Someone requested that I post a summary of the responses, so here it is (I have only been able to try the work_out(0), work_out(1) in GFA Basic so far, and it looks like they are valid after making a call in GFA Basic that uses a GEM function.)

ntomczak@vega.math.ualberta.ca suggested using vq_extnd() - opcode 102

kim@vax.mpiz-koeln.mpg.dbp.de says WORK_OUT(0) and WORK_OUT(1) - it worked

gseto@biome.bio.ns.ca suggested finding the resolution and setting a c constant at the beginning of the program after finding the resolution (low/med/high), so I guess he meant using getrez(): [The only problem I could see with this is that the Multi-TOS will not be able to accurately tell you what your boundaries in your window are with just low/med/high resolution. Plus the Falcon will have a 640x480 resolution, and we don't know what number that will be. So, for future support I'd go with finding the x,y boundaries.]

DAVEW@D.SSS.CO.UK said to use "wind_get (0,5,.....) as window 0 is the desktop."

bpat@binkley.cs.mcgill.ca said:
"Just calling open_virtual_workstation (v_openvwk) will give them to you in
ptsout(0) ans ptsout(1) (I don't know anything about Gfa, but I'm sure you can call this one)"

paul@jupiter.ame.arizona.edu said to use WORK_OUT(0), WORK_OUT(1)

==========
GFA Basic doesn't seem to enable WORK_OUT(0) and WORK_OUT(1) until after some sort of GEM call has been preformed in a compiled program. I'm speculating that this is because with a GEM function it's forced to use a appl_init() and v_openvwk() at the beginning of the program.

Any idea what the parameters are for v_openvwk()?

Thanks to everyone who responded!
~~~~~~
Email: Conan.Ford@Debug.cuc.ab.ca	. .	.				
Fidonet/Metronet: Conan Ford at 1:134/9,	. . --*-- .				
1:134/21,201:5500/9	. .	. .	_/	_
~~~~~~

3539. 80 ns SIMM's on an STE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-20 12:50:08 UTC
From: jarleb@athena.uio.no
Message-ID: <1992Sep20.125008.27243@ulrik.uio.no>
Source record: 42741

Hi, I have a question :

I've borrowed 4 1MB SIMM's to try on my STE. Originally a 520 STE.
They were all 80 ns.

I didn't have too much time to try them out, but most of the time everything seemed to work fine.

So my question is :

Is there any known problems with these fast RAM-chips, are there
any timing problems ?

I did try the snork-demo and it worked fine, but then I tried a
few Ram-disks, and they tended to bomb out after a while.

Jarle.

3540. Re: 80 ns SIMM's on an STE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-20 15:15:39 UTC
From: d89-sla@dront.nada.kth.se
Message-ID: <1992Sep20.151539.5990@kth.se>
Source record: 42743

In article <1992Sep20.125008.27243@ulrik.uio.no> jarleb@athena.uio.no (Jarle Brinchmann) writes:

>I've borrowed 4 1MB SIMM's to try on my STE. Originally a 520 STE.
>They were all 80 ns.
>

>Is there any known problems with these fast RAM-chips, are there
>any timing problems ?
>
>I did try the snork-demo and it worked fine, but then I tried a
>few Ram-disks, and they tended to bomb out after a while.
>

I'm using 70 ns simms and have never had any problems with ram disks or other programs.

Stefan.
--

3541. Re: Magnification

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-20 18:46:06 UTC
From: eker@loria.crin.fr
Message-ID: <484@muller.loria.fr>
Source record: 42744

In article <1992Sep10.130539.8756@umbc3.umbc.edu>, cs311113@umbc5.umbc.edu (cs311113) writes:
|> Morning.. I was just wondering, in some demos and other programs, they have
|> very fast image or graphic manipulation. For example, magnification. What
|> sort of algorythim would you use for realtime zooming in on a block of the
|> screen? Thanks..

Scaling in the vertical direction is easy just copy the lines of pixels the appropriate number of times.

For horizontal scaling use a look up table. Eg for 2x scaling you have a 256 entry table of words where

abcdefgh -> aabbccddeeffgghh

Or else if you have a blitter you can use the smudge bit.

Steven

3542. Modem under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-20 19:22:49 UTC
From: mintha@geog.ubc.ca
Message-ID: <1992Sep20.192249.28309@unixg.ubc.ca>
Source record: 42749

I have a communication program that I wrote a while ago. The problem is that it runs to slow to keep up with my modem (now that I have a V.everything modem) This is especially true under MiNT. I remember Eric posting something about using Fread to read a bunch of characters from the modem port at once. This sounds like a good idea but I can't seem to get it to work.

I'm trying something like this:

```
chan=Fopen("AUX:",2);

amt_to_read=Finstat(chan);
Fread(chan,amt_to_read,buf);
```

And I can't seem to get it to work. Finstat always seems to return 1 byte to read, and Fread only sort of seems to work. What is the proper way to do this (Everything works fine using bios calls, but then I can only get 1 char at a time.) In the MiNT docs an example shows Fopen("U:/DEV/MODEM",3) What is parameter '3', my documentation doesn't show it?

Any help appreciated.
Jim

--
Jim Mintha Home: (604) 467-2148
mintha@geog.ubc.ca Work: (604) 465-5074

3543. JOVE for MiNT uploaded to atari.archive.umich.edu

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-20 20:25:37 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92Sep20152537@leidecker.gsfc.nasa.gov>
Source record: 42746
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

After about a year, I have somewhat reluctantly decided to release my port of the JOVE text editor, V.4.14.6, by uploading it to atari.archive.umich.edu. I say reluctantly, because I wish that it could have been better, but I just haven't had the time to work on it. However, I have been using this editor constantly for a year now, and so the usefulness of the JOVE environment convinced me to upload.

The good news is that all of the process control and job control features work, and that the ptys are implemented, allowing an interactive shell window. The commands for compiling and interactively linting your source code are available (M-X compile-it and M-X next-error). Other process control functions include:

shell-command (non-interactive)
i-shell-command (interactive, asynchronous, and multiple i-shell-commands run at the same time)
shell-command-to-typeout (non-interactive, doesn't send output to a text buffer, but writes directly to the screen, using
a pager)
shell (interactive shell of your choice. Make sure SHELL environment variable is set)

JOVE uses termcap, and will run from the console or under TOSWIN or MGR. The special keys are implemented (function keys, etc.), but in a kludgy way that breaks under MGR. This port would vastly benefit from the addition of MiNT's xkeys feature.

The F2 key is bound to display-bindings. F1 is the help key, and it requires that cmds.doc be in c:\jove\lib, or you will have to fix the environment.

When reporting problems, remember that I have been using JOVE for a year, and so I am aware of most of the problems. Sorry about the ^Ms showing up in all the interactive process windows. Source is provided for the adventurous. I have ifdef'd all of my modifications. getch.c is a complete rewrite, to implement the special keys. The quadruple backslashes are used in the makefile, because the lines get fed through sed. Aren't they gross?

Oh, yes, one other thing. Make sure that you use the drive u: notation when changing directories or referring to files on other drives. Otherwise, the readline emulation breaks.

Believe me, with all of it's shortcomings JOVE is still an extremely useful programming environment. Jonathan Payne did an excellent job.

(And the memory usage is minimal, especially compared with emacs.)

Doug

--
dstailey@leidecker.gsfc.nasa.gov
Try running two greps at once. That's
M-X i-shell-process grep -n MiNT *.[ch]
M-X i-shell-process grep -n DoShell *.c

3544. Re: JOVE for MiNT uploaded to atari.archive.umich.edu

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-20 20:28:28 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92Sep20152828@leidecker.gsfc.nasa.gov>
Source record: 42747
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

After that long-winded post, I realized that I forgot one vital piece of information. JOVE is at atari.archive.umich.edu, in subdirectory atari/new, filename mintjove.zoo.

Sorry.

3545. Re: AES bug ? (Solution)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-20 22:21:58 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Sep20.222158.2329@news.th-darmstadt.de>
Source record: 42748

In article <1992Sep17.211221.27769@donau.et.tudelft.nl> reeuwijk@dutentb.et.tudelft.nl (C. van Reeuwijk) writes:
>In <1992Sep17.145414.14169@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:
>
>>johnj@echo.philips.nl (John Janssen) writes:
>
>>>Oops I forgot to mention, you'd better use event_mult() or event_mouse()
>>>instead of graf_mkstate(). It takes some time to learn the usage, but it's
>>>sure worht it.
Gee thanks, I hope its not above my paltry coding skills. (har)

>>evnt_multi() dosen't always fill out the return parameters correctly. It is
>>easily reproduceable, and a known bug (also TOS 1.04)...
>>You have to call graf_mkstate() after evnt_multi() to get the correct values.
>>graf_mkstate() is much faster than evnt_multi() when doing mouse-tracking.
>
Agreed.

>Perhaps, but using graf_mkstate() and evnt_multi() in the same program
>may cause terrible problems, since evnt_multi() assumes that nobody
>collects samples of the mouse state behind its back, and will get out
>of sync if you do.
Would you also say the same for the various other graf_... calls too ? I can't believe this. Else the graf_... library apart from graf_handle and graf_mouse would be useless.

Anyway, the solution to my original question (provided by Klaus Pedersen and Peter Missel thru Email (thanks again)) is:

You must beg for the mouse with wind_update(BEG_MCTRL) before using graf_mkstate.

[Warning: the following is not proven fact]

It seems that a WHOLE lot of my problems with GEM disappeared when I started using BEG_MCTRL more lavishly, as for example `graf_dragbox' calls that got stuck, evnt_multi calls that gave inconsistent button messages over obscured windows and that didn't track mouse leavage of rectangles properly, when the mouse cursor went off into the menubar.

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "Psalm 69" Ministry

3546. Text editors... for C even!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-20 22:37:40 UTC
From: landrews@outb.wimsey.bc.ca
Message-ID: <landrews.04t7@outb.wimsey.bc.ca>
Source record: 42752

With all this discussion on text editors... I have found an *excellent* text editor called Alice.

I'm not sure where it originated from and I forgot who the author was, but it has just about every feature you've ever needed.

And as long as we're talking about key commands, it uses CTRL-S and CTRL-E to start and end a block (respectively). I believe you can edit up to 6 texts at once, although there is no way to switch windows via keyboard, you must use the mouse.

There is also no word wrap available, but you CAN make it warn you (via the ST "ding") that you have gone past a certain limit (which you can set).

You can also set it to show you the time/date and/or the cursor position. But I noticed that with either of these functions on, the movement of the cursor tends to lag behind a bit (like when you hold down backspace or delete).

Anyway, I use Sozobon C, which is relatively ANSI-ish but it doesn't come with an editor, and up until now, I have had a tough time finding something I like (besides using Interlink or FzDT).

--- Via UCI v1.02 (C-Net Amiga)

Luke Andrews /*/ landrews@outb.wimsey.bc.ca. /*/ Vancouver, BC
=--=
"We can rise and fall like empires, flow in and out like the tide, be vain
and smart, humble and dumb, we can hit and miss like pride."
- Neil Peart
"Anyway, can a dead person sure for libel?" - DGHDA (Douglas Adams)

3547. Re: XBIOS say() in MultiTOS :)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-21 09:45:40 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.717068740@freyr>
Source record: 42751

In comp.sys.atari.st.tech Eric writes:

> 3. Implement a MiNT/MultiTOS device driver for speech.

>I think this is the best option; then the user could (from a CLI)
>do something like:

> copy file.txt u:\dev\speech
>to have a file read aloud.

>--
>Eric R. Smith email:
>Dept. of Mathematics eric.smith@uwo.ca
>University of Western Ontario

Great! Anybody interested? Should be easy, at least for the ST we would
just have to re-hack one of the existing speech synthesis programs.

--
Annius Victor Groenink-- undergraduate student Mathematics and Computer Science
at the university of Utrecht, Netherland. Working at PTT Research Leidschendam
for Sept-Dec. 1992. Laan van Borgele 24, 7415 DJ Deventer, phone +31 5700 29396
or +31 70 33 25445; e-mail A.V.Groenink@research.ptt.nl or avgroeni@cs.ruu.nl

3548. 1.44MB Floppy on a 1040STF??? (FAQ?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-21 10:58:54 UTC
From: wang@hp4at.eunet.co.at
Message-ID: <1992Sep21.105854.8633@hp4at.eunet.co.at>
Source record: 42750

Since the floopy in my old 1040STF is dead I've to replace it!
The prices for 720kB and 1.44MB Drives are very close here so I wonder
if and how a 1.44MB drive can be connected and what modifications
have to be done! Of course these mods have to be fully compatible with
a normal drive.
Anyone knows such a modification??

Thanks a lot!!
/m

--
Michael Zacherl, Wang Austria Ltd., Vienna |
E-MAIL: mza@pag.wang.co.at | "Proof your chances,
PHONE: +43 (1) 89-111 ext. 433 | and leave them or not."
FAX: +43 (1) 894-17-14 |

3549. Does WINX work on non-german TOS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-21 12:45:23 UTC
From: tvoverbe@estwk5.estec.esa.nl
Message-ID: <BuxI3o.GDw@wm.estec.esa.nl>
Source record: 42753

I have tried to use WINX 2.0 (delivered as part of MultiGEM 2.0, also available on atari.archive.umich.edu) on my TT with UK TOS 3.06. It does start but quits with the message 'Cannot Identify GEM'. My guess is that it only works with German TOS versions. Is this correct or does anybody have it working on a non German TOS. I also tried it on my old ST with UK TOS 1.4 with the same result.

For those who do not know WINX extends the number of open GEM windows from 8 to 40 plus some other additions to GEM. Almost a must under MultiGEM with a few applications open.

Ton van Overbeek

3550. Laser C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-21 13:27:16 UTC
From: carl@syscon.rn.com
Message-ID: <1992Sep21.132716.29792@syscon.rn.com>
Source record: 42754

Are there any Laser C experts out there?

Why doesn't fgets cook the input (ie process 0x08)? Am I just spolied
by OS-9?

--
Carl Kreider Usenet uunet!rde!gator!syscon!carl
CIS 71076,76 Internet carl@syscon.rn.com

3551. Re: 1.44MB Floppy on a 1040STF??? (FAQ?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-21 14:35:10 UTC
From: jarleb@athena.uio.no
Message-ID: <1992Sep21.143510.286@ulrik.uio.no>
Source record: 42755

```
In article <1992Sep21.105854.8633@hp4at.eunet.co.at>, wang@hp4at.eunet.co.at (Wang)
writes:
|>Newsgroups: comp.sys.atari.st.tech
|>From: wang@hp4at.eunet.co.at (Wang)
|>Subject: 1.44MB Floppy on a 1040STF??? (FAQ?)
|>
|>Since the floopy in my old 1040STF is dead I've to replace it!
|>The prices for 720kB and 1.44MB Drives are very close here so I wonder
|>if and how a 1.44MB drive can be connected and what modifications
|>have to be done! Of course these mods have to be fully compatible with
|>a normal drive.
|>Anyone knows such a modification??
|>
|>Thanks a lot!!
|>/m
|>
|>--
|>Michael Zacherl, Wang Austria Ltd., Vienna |
|>E-MAIL: mza@pag.wang.co.at | "Proof your chances,
|>PHONE: +43 (1) 89-111 ext. 433 | and leave them or not."
|>FAX: +43 (1) 894-17-14 |
|>
--
Well, I'm not sure if this is in the FAQ, but look at sol.cs.ruu.nl in
their pub/ATARI-ST/doc folder, there is a file called hd_ctrl4 which
might be of interest.

---------------------------------------
Internet: jarleb@medusa.uio.no
or Jarle.Brinchmann@astro.uio.no
---------------------------------------
```

3552. Re: Program to strip out GFA PSAVE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-21 19:12:42 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep21.191242.4489@newshost.lanl.gov>
Source record: 42756

In article 21769@eagle.lerc.nasa.gov, fsctc@lerc03.lerc.nasa.gov (Clarence Chang) writes:
>Help. I put PSAVE into my code a little to prematurely. I want my program
>back so I can edit it. I remember that there was a small program that can
>strip the PSAVE command out of a GFA source file. Does anyone know where
>I can find a copy of it? I thought I might have seen it here on Internet
>or or DELPHI.

Clarence, I don't know about FTP sites of on Delphi, but I do know the program
is available on GEnie in the ST Library. It's called UNPSAVE.PRG and does
just what you want.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3553. Circuit Design

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-21 20:13:12 UTC
From: cs311113@umbc8.umbc.edu
Message-ID: <1992Sep21.201312.9594@umbc3.umbc.edu>
Source record: 42757

Hey all.. I'm looking for a circuit design program for the ST. I am doing a little basic design work and would like any programs that do anything from boolean logic equations to drawing and printing circuits. I don't know what is out there, so any info would be great. Thanks..

Oh, please reply in email. If you want a summary of what (if) I receive anything.. just ask. Thanks..

3554. Finding the starting cluster of a directory

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-21 22:38:58 UTC
From: Conan.Ford@debug.cuc.ab.ca
Message-ID: <1992Sep21.223858.4583@debug.cuc.ab.ca>
Source record: 42759
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How can one find the starting cluster of a directory?

~~~~~~
Email: Conan.Ford@Debug.cuc.ab.ca	. .	.				
Fidonet/Metronet: Conan Ford at 1:134/9,	. . --*-- .				
1:134/21,201:5500/9	. .	. .	_/	_
~~~~~~

3555. Re: The ST parallel (printer) port

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-22 03:43:22 UTC
From: mgm@world.std.com
Message-ID: <BuynoB.JnC@world.std.com>
Source record: 42758

peter@rhrk.uni-kl.de (Gunter Bitz) writes:

>mgm@world.std.com (michael g moncur) writes:

>> (I'm building an EPROM programmer that will be controlled by an ST
>>via the parallel port, and a "read" option would be nice...)
>>
>> Also, what would I use to read the printer port? An example in C would
>>be greatly appreciated.
>>

>If anyone is interested, I can post some assembler lines here, how to
>read or write from/to the printer port. (Or to be more exact: from/to
>the 8 data lines)
>It's easier to do that stuff directly in assembler....
>So let me know.

>cu

I am interested... I'd like to see it. assembler is fine.

3556. Just use the mac keys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-22 07:36:56 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <44779@ucbvax.BERKELEY.EDU>
Source record: 42760

There's already a set of keys which has become widely accepted: the mac conventions. The reason is because Apple was the only company around pushing their standard. They refined it and since it was good enough and certainly common enough, developers adopted it.

Atari should expand their RSC format to allow keymappings, so people can attach keys to menu items (it the application does not mess with the menus that is...)

Atari might want to create a keypad standard too, so that commands like cut paste, copy, clear, close window, cycle window, etc are at standard locations on the keypad. The functional keypad is the only thing Apollo users seem to rave about :-)

--
John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

3557. Re: Just use the mac keys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-22 10:21:05 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.717157265@groucho.phil.ruu.nl>
Source record: 42761

kawakami@ocf.berkeley.edu (John Kawakami) writes:

>There's already a set of keys which has become widely accepted: the mac
>conventions. The reason is because Apple was the only company around
>pushing their standard. They refined it and since it was good enough
>and certainly common enough, developers adopted it.

Completely agreed. Lots of proposed key-bindings in the Atari-document are
already Mac-alike, so why not let all the bindings be thus?

>Atari should expand their RSC format to allow keymappings, so people can
>attach keys to menu items (it the application does not mess with the menus
>that is...)

Hmmm, dunno.... First: if you, as a programmer, really want the shortcuts to be
user-definable, you can write your program accordingly. Do e.g. a tree-search
on the menu, find all the '^*' (=^ with a letter) strings and adapt the
key-handling routine accordingly. So a user can edit the resource to edit the
key-bindings. Or provide the user with a menu-item 'Change keys...' which gives
a dialog, etc., etc. You get the picture. On the other hand: do you really want
users to be able to mess up the key-bindings - ^S for Stop, ^Q for Quote...?
I admit that I like this freedom when working with MS-Word on the Mac, but...
Maybe the user should only be allowed to change certain bindings - like the
non-standard bindings (i.e. program specific) - while the standard bindings
like Close, Open, Quit, Print, Select All, etc., are fixed. Yeah, I kinda like
this idea myself... :)

Just my 0.00002

Hendrik Jan

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy ------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

3558. Re: 80 ns SIMM's on an STE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-22 11:41:22 UTC
From: dconroy@outb.wimsey.bc.ca
Message-ID: <dconroy.051o@outb.wimsey.bc.ca>
Source record: 42763

Is there a way for people to use 4 mb SIMMS in the STE?

--- Via UCI v1.02 (C-Net Amiga)

3559. Re: The ST parallel (printer) port

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-22 11:59:01 UTC
From: annius@loki.research.ptt.nl
Message-ID: <annius.717163141@freyr>
Source record: 42765

mgm@world.std.com (michael g moncur) writes:

>peter@rhrk.uni-kl.de (Gunter Bitz) writes:

>>If anyone is interested, I can post some assembler lines here, how to
>>read or write from/to the printer port. (Or to be more exact: from/to
>>the 8 data lines)
>>It's easier to do that stuff directly in assembler....
>>So let me know.

>I am interested... I'd like to see it. assembler is fine.

Me too. If I understand well enough it should be possible to write
a terminal program with two windows that addresses both the printer
and modem ports at 9600baud? That would be very interesting. I
expected something like that of Rufus, but although it supports up
to six different ports (TT) it has only one terminal window. The advantages
of a multiple system are clear if you think of a connection to a Unix
workstation. (By the way, I know something called 'uw' exists, but this
would be a lot easier.)

--
Annius Victor Groenink-- undergraduate student Mathematics and Computer Science
at the university of Utrecht, Netherland. Working at PTT Research Leidschendam
for Sept-Dec. 1992. Laan van Borgele 24, 7415 DJ Deventer, phone +31 5700 29396
or +31 70 33 25445; e-mail A.V.Groenink@research.ptt.nl or avgroeni@cs.ruu.nl

3560. Re: The ST parallel (printer) port

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-22 11:59:14 UTC
From: peter@rhrk.uni-kl.de
Message-ID: <1992Sep22.115914.24528@rhrk.uni-kl.de>
Source record: 42762

```
; Ok, as promised here is a short programm to read/write to/from the
; printer port of the Atari ST.

flock EQU $043E

read_ym: ; parameters: none
move.l A0,-(SP) ; save registers
st flock.w ; TOS don't disturb
lea $FFFF8800.w,A0 ; sound-chip base address
move.b #7,(A0) ; select register #7
move.b (A0),D0 ; read register value
bclr #7,D0 ; port B is input
move.b D0,2(A0) ; write value back to reg #7
move.b #15,(A0) ; select reg. #15
move.b (A0),D0 ; read value
clr.w flock.w ; allow floppy access
movea.l (SP)+,A0 ; restore registers
rts ; centronics data is in d0 (as byte)

write_ym: ; parameters: value in d0
movem.l D1/A0,-(SP) ; save registers
st flock.w ; TOS don't disturb
lea $FFFF8800.w,A0 ; sound-chip base address
move.b #7,(A0) ; select register #7
move.b (A0),D1 ; read register value
bset #7,D1 ; port B is output
move.b D1,2(A0) ; write value back to reg #7
move.b #15,(A0) ; select reg. #15
move.b D0,2(A0) ; write data to port
clr.w flock.w ; allow floppy access
movem.l (SP)+,D1/A0 ; restore registers
rts ; no return value
END
```

3561. Speech Device Driver

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-22 12:18:39 UTC
From: annius@loki.research.ptt.nl
Message-ID: <annius.717164319@freyr>
Source record: 42764

If someone would like to have a go at the speech device driver,
he should notice that there seem to be ready-to-use sources available;
They even contain a function like `speak(sentence)' (it's C of course)
Unfortunately, I deleted the message (from a certain Warwick with
an Australia-logo if I remember properly) that contains the
address.

--
Annius Victor Groenink-- undergraduate student Mathematics and Computer Science
at the university of Utrecht, Netherland. Working at PTT Research Leidschendam
for Sept-Dec. 1992. Laan van Borgele 24, 7415 DJ Deventer, phone +31 5700 29396
or +31 70 33 25445; e-mail A.V.Groenink@research.ptt.nl or avgroeni@cs.ruu.nl

3562. Re: Just use the mac keys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-22 13:23:01 UTC
From: annius@eri.research.ptt.nl
Message-ID: <annius.717168181@freyr>
Source record: 42767

kawakami@ocf.berkeley.edu (John Kawakami) writes:

>Atari might want to create a keypad standard too, so that commands like cut
>paste, copy, clear, close window, cycle window, etc are at standard locations
>on the keypad. The functional keypad is the only thing Apollo users seem to
>rave about :-)

If only there was a function that returned the same code whenever someone
pressed the combination for e.g. SELECT ALL regardless of the type keyboard
(QUERTY, AZERTY, QWERTZ). This would immediately encourage use of standard
codes.

--
Annius Victor Groenink-- undergraduate student Mathematics and Computer Science
at the university of Utrecht, Netherland. Working at PTT Research Leidschendam
for Sept-Dec. 1992. Laan van Borgele 24, 7415 DJ Deventer, phone +31 5700 29396
or +31 70 33 25445; e-mail A.V.Groenink@research.ptt.nl or avgroeni@cs.ruu.nl

3563. Re: Speech Device Driver

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-22 14:05:34 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Sep22.140534.23697@email.tuwien.ac.at>
Source record: 42766

annius@loki.research.ptt.nl (Annius Groenink) writes:
:
: If someone would like to have a go at the speech device driver,
: he should notice that there seem to be ready-to-use sources available;
: They even contain a function like `speak(sentence)' (it's C of course)
: Unfortunately, I deleted the message (from a certain Warwick with
: an Australia-logo if I remember properly) that contains the
: address.
:
From comp.dsp:

Free (but not public domain) text to speech conversion software is
available via anonymous ftp from wilma.cs.brown.edu in the pub directory
as speak.tar.Z. It will compile and run on a SPARC's built-in audio
after modifying speak.c with the path of your libaudio.h (e.g.,
/usr/demo/SOUND/libaudio.h). It's a simple phoneme concatenation
system with commensurate synthesized speech quality (a directory of
phoneme audio files is included).

-MY

3564. Re: Re: 68K Trap Stack formats, another question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-22 15:11:32 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <16620009@hpfcso.FC.HP.COM>
Source record: 42782

Hi,
It's me again. The reason for my original post was to determine whether or not I should spend some time designing in a 68030 into my 1986 vintage 1040ST. What I am hearing is that newer versions of TOS were written to deal with the stack frame differences. I assumed that Atari cared about performance and would not insert a test in front of every OS call. I guess it is a small performance hit.

Anyway What version of TOS do I need to get. I currently have the stock ROMs that came with the machine in 1986. People are hinting that 2.x will work. Does anyone know for sure. Also, in the ads, I believe that TOS 2.x comes in two chips not six. Can I just cram these into my 1040ST by converting the chip select lines to the higher order address bits needed by the denser ROMs. I know that there is a board available that will take the two ROMs and convert the addresses. But I like to solder.

Also, what version of TOS should a spend my $59 on even if I don't get around to throwing a 68030 at the ST and what are the bummers associated with some of the versions. Will my software (games, compilers, MIDI sequencers) die if I upgrade?

Bye

Ted Rossin

3565. Re: 80 ns SIMM's on an STE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-22 15:12:19 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep22.151219.17181@newshost.lanl.gov>
Source record: 42768

In article 051o@outb.wimsey.bc.ca, dconroy@outb.wimsey.bc.ca (Dave Conroy) writes:

>Is there a way for people to use 4 mb SIMMS in the STE?

Dave, unless I'm mistaken, 4Mb is the maximum you can install in an STe due to some hardware restriction of some sort. By the same token, 14Mb will be the limit in the new Falcon due to the use of proprietary memory, _not_ SIMMS. I'm sure a more knowledgable source will correct me here if this is wrong. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3566. Re: Speech Device Driver

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-22 15:25:07 UTC
From: ki@cs.tu-berlin.de
Message-ID: <1992Sep22.152507.18126@cs.tu-berlin.de>
Source record: 42769

(Marinos Yannikos) writes:
>
>Free (but not public domain) text to speech conversion software is
>available via anonymous ftp from wilma.cs.brown.edu in the pub directory
>as speak.tar.Z. It will compile and run on a SPARC's built-in audio
>after modifying speak.c with the path of your libaudio.h (e.g.,
>/usr/demo/SOUND/libaudio.h). It's a simple phoneme concatenation
>system with commensurate synthesized speech quality (a directory of
>phoneme audio files is included).

Hello,

before anyone else starts to spend some time in this, i have to make a
little announcement... I already did a Sun Sparc compatible /dev/audio
device driver for MiNT. It is now in the Beta test and will be freely
awailable in quite a short time (2-3 weeks).

The driver has lots of features (plays AU,WAV,VOC,RAW,AIFF, automatic
resampling if the input rate is different from the output rate, a
\pipe\audio pipe for asynchronos sound, daemon process that can be quit,
support for stereo files, sun sparc FCNTLs are supported, ATARI extension
for better sample rates...) and i also have done some ports of SUN audio
software (sox, saytime). In my 'MiNT-audio' distribution there will be some
more programs, like a CPX and TTP for configuration...

I just FTPed the speak.tar.Z package and i will put this goody into
my distribution...

Greetings, Karsten (OverScan,Berlin)

PS: I already had the phonems and looked around, where to get a
word -> phonem converter...

3567. Re: Just use the mac keys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-22 15:36:11 UTC
From: annius@loki.research.ptt.nl
Message-ID: <annius.717176171@freyr>
Source record: 42770

hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>kawakami@ocf.berkeley.edu (John Kawakami) writes:

>>There's already a set of keys which has become widely accepted: the mac
>>conventions. The reason is because Apple was the only company around
>>pushing their standard. They refined it and since it was good enough
>>and certainly common enough, developers adopted it.

Is there a short list of those available somewhere?

>Hmmm, dunno.... First: if you, as a programmer, really want the shortcuts to be
>user-definable, you can write your program accordingly. Do e.g. a tree-search
>on the menu, find all the '^*' (=^ with a letter) strings and adapt the
>key-handling routine accordingly. So a user can edit the resource to edit the
>key-bindings. Or provide the user with a menu-item 'Change keys...' which gives
>a dialog, etc., etc. You get the picture. On the other hand: do you really want
>users to be able to mess up the key-bindings - ^S for Stop, ^Q for Quote...?
>I admit that I like this freedom when working with MS-Word on the Mac, but...
>Maybe the user should only be allowed to change certain bindings - like the
>non-standard bindings (i.e. program specific) - while the standard bindings
>like Close, Open, Quit, Print, Select All, etc., are fixed. Yeah, I kinda like
>this idea myself... :)

The program should refuse to run if it finds standard keycodes as specified
by Atari (or Mac, even better) replaced in the RSC. That is, a title

```
File
-------
Print ^Q
```

should be rejected, but not

```
WeirdOptions
-------
Print ^S
```

(That is, the specification should include that ^P HAS to appear in the
File menu, ^X always in the Edit menu, etc.)

It seems a waste of effort if every program would check the standard codes.
The AES already replaces the 'Desk' by the name of the application, so
why would it not be ably to get angry with programs that don't follow
the (menu-layout) rules? Of course, the problem here is that nothing
would run in such an AE. Define an RSC format that contains, say, an
optional version number; if a program wishes to be checked the version
number should be 2.0 or higher.

Just our 0.00003

(and we'd better leave it here. It's going in the wrong direction,
I fear)

>Hendrik Jan

>--
>Hendrik Jan Veenstra hjv@phil.ruu.nl
>Department of Philosophy ------------------------------------
>University of Utrecht All opinions expressed above
>The Netherlands are pure coincidence
--
Annius Victor Groenink-- undergraduate student Mathematics and Computer Science
at the university of Utrecht, Netherland. Working at PTT Research Leidschendam
for Sept-Dec. 1992. Laan van Borgele 24, 7415 DJ Deventer, phone +31 5700 29396
or +31 70 33 25445; e-mail A.V.Groenink@research.ptt.nl or avgroeni@cs.ruu.nl

3568. Re: Just use the mac keys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-22 15:44:22 UTC
From: annius@loki.research.ptt.nl
Message-ID: <annius.717176662@freyr>
Source record: 42772

I (annius@eri.research.ptt.nl) (Annius Groenink) wrote:

>If only there was a function that returned the same code whenever someone
>pressed the combination for e.g. SELECT ALL regardless of the type keyboard
>(QUERTY, AZERTY, QWERTZ). This would immediately encourage use of standard
>codes.

Gotcha. A control panel module lets you set the keycodes for

1. A number of standard functions, defined in a c header file:

MNE_ABOUT 0
MNE_NEW 1
MNE_OPEN 2
etc.

2. A number of application-assignable functions, ordered by a
number.

You can set the codes by just pressing a key; then, the scancode as
well as the k_shift are stored, using the new function

wind_set(WF_MENUKEY,standard,number,k_code,k_shift);

Then, there is a new AES message, MN_KSELECTED with in word
(oops the # is not next to the return key) #3 the standard/user
flag and in word #4 the code itself. Programs that wish to use
the feature simply build in a routine for this message; old ST-
programs won't notice anything.

I forgot: what about the key if the program does or does not read
the message (which is rather important :\ )

>--
>Annius Victor Groenink-- undergraduate student Mathematics and Computer Science
>at the university of Utrecht, Netherland. Working at PTT Research Leidschendam
>for Sept-Dec. 1992. Laan van Borgele 24, 7415 DJ Deventer, phone +31 5700 29396
>or +31 70 33 25445; e-mail A.V.Groenink@research.ptt.nl or avgroeni@cs.ruu.nl
--
Annius Victor Groenink-- undergraduate student Mathematics and Computer Science
at the university of Utrecht, Netherland. Working at PTT Research Leidschendam
for Sept-Dec. 1992. Laan van Borgele 24, 7415 DJ Deventer, phone +31 5700 29396
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3569. Re: Just use the mac keys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-22 16:15:49 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92266.181549HAC041@DJUKFA11.BITNET>
Source record: 42771

In article <44779@ucbvax.BERKELEY.EDU>, kawakami@ocf.berkeley.edu (John Kawakami) says:
>
>There's already a set of keys which has become widely accepted: the mac
>conventions. The reason is because Apple was the only company around
>pushing their standard. They refined it and since it was good enough
>and certainly common enough, developers adopted it.

I disagree with one point: the Mac keycode convention is not good enough in my opinion. Of course it is good enough for many users, that's why Apple can get along with it. But there are many computer users - myself included - who are not satisfied with it and therefore don't use Macs. (Remember that although the Mac is fairly widespread the majority of computer users still work with DOS and Windows. Of course there are also other reasons for this, but there is no statistic evidence for the claim that everyone likes Macs.)

The major shortcoming is that the convention is too limiting - there can be no more than 26 keycodes, which means that only a small subset of all commands in a big application can get one. Everything else has to be done with the mouse, which some people like and others don't.

It is a mistake to assume that just because Apple sold a lot of Macs with their conventions, Atari would sell just as many if it adopted the same conventions. After all, why should a Mac-user opt for an ST, now that Macs are no longer prohibitively expensive? Making the ST a bad Mac copy doesn't help selling it.

In my opinion Atari should provide something much more flexible than the Mac conventions. To satisfy as many potential customers as possible, keycodes should be user-configurable in a flexible manner, allowing multi-key codes of (ideally) arbitrary length, like Emacs does. Then anyone could pick his choice, whether it is Mac-compatible, WordStar-compatible, or something else. While this could be implemented in individual programs, this would be inconvenient for the user. It would be much better to have a global configuration (editable with a CPX module and stored in a public file) for all 'common' commands and additional private configurations for the specific commands of individual applications. The implementational effort would be a bit higher, but still small compared to the benefits.

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

3570. Re: Just use the mac keys

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-22 16:53:12 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.717180792@groucho.phil.ruu.nl>
Source record: 42773

annius@eri.research.ptt.nl (Annius Groenink) writes:

>kawakami@ocf.berkeley.edu (John Kawakami) writes:

>>Atari might want to create a keypad standard too, so that commands like cut
>>paste, copy, clear, close window, cycle window, etc are at standard locations
>>on the keypad. The functional keypad is the only thing Apollo users seem to
>>rave about :-)

>If only there was a function that returned the same code whenever someone
>pressed the combination for e.g. SELECT ALL regardless of the type keyboard
>(QUERTY, AZERTY, QWERTZ). This would immediately encourage use of standard
>codes.

I've got the impression that the NKCC package (Normalized Key Codes) that comes
with the Interface resource editor does the trick. It's a lib you can link with
your C-source. Anyone know for sure?

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy ------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

3571. LZH HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-22 19:34:24 UTC
From: kslate@MtHolyoke.edu
Message-ID: <BuzvpD.54r@mtholyoke.edu>
Source record: 42775

Help!! What is the latest version being used to un-lzh a file dl through atari.archive.umich.edu? What is the latest version. I tried LZH201L.TTP with no luck. Is there a newer version? The file is a printer driver file prtinstl.lzh.

Kevin

3572. Re: 80 ns SIMM's on an STE

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-22 19:43:04 UTC
From: kslate@MtHolyoke.edu
Message-ID: <Buzw3t.5D1@mtholyoke.edu>
Source record: 42776

John Hutchinson (hutch@bellman.lanl.gov) wrote:
>
> >Is there a way for people to use 4 mb SIMMS in the STE?

NO! you can't use 4mb simms the ST's MMU chip or memory contol chip
will not support it.
>
> Dave, unless I'm mistaken, 4Mb is the maximum you can install in an STe due to
> some hardware restriction of some sort. By the same token, 14Mb will be the
> limit in the new Falcon due to the use of proprietary memory, _not_ SIMMS. I'm
> sure a more knowledgable source will correct me here if this is wrong. :)
>
There actualy is a way to add more than 4 mb of memory but it involves adding
extra pins to the MMU chip and is probably more of a pain than its worth.

As far as the speed of the simms, it should not matter, the extra speed is
just wasted. If you ever decide to upgrade to ADspeed or another excelerator
they would be important but with the motorola 68000 running at 8 Mhz it is
fine. Check the ram disks you are using and maybe desk acc's.

Kevin

3573. Mark Willams C problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-22 19:45:30 UTC
From: kslate@MtHolyoke.edu
Message-ID: <Buzw7v.5H1@mtholyoke.edu>
Source record: 42777

Has anyone ran into problems setting up MW C , or running it, on an STE? I have installed the program but it will not run. Anyone with some experience?

Kevin

3574. Re: Renaming a file from within HighSpeed Pascal

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 03:47:41 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1992Sep23.034741.1216@gumby.cc.wmich.edu>
Source record: 42778

In article <F8F9qB1w164w@sys6626.bison.mb.ca> genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
> Does anyone know how I can rename a file from within a HSPascal program?
> HSP doesn't apparently allow access to direct gemdos calls, so I can't do
> it that way. Does anyone know a direct HSP command (or even a way to
> access gemdos calls)?

Try: Rename (oldFileString, newFileString). This should be documented
in both your HighSpeed manual, and the online help system.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3575. Re: DESKTOP.INF (NEWDESK.INF) memory

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 04:02:42 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1992Sep23.040242.1411@gumby.cc.wmich.edu>
Source record: 42779

In article <1992Sep11.095915.1006@irisa.fr> guerard@irisa.fr writes:
>
> Is there a way to allocate more memory to the DESKTOP.INF
> file ? (I'm running out of memory with my 4 ko NEWDESK.INF
> file).

Unfortunately, no, not unless you patch the ROMs or replace the AES.
You're limited to 4 kB (actually 4192 bytes).

You might be able to alleviate the problem a bit by examining the
file with a text editor to see if there are any lines you could
delete. Sometimes, obsolete information accumulates. Also, if
a have a lot of Installed Applications deep in a folder hierarchy,
you can save a fair bit of space by moving them toward the root
(I know this is a kludge, but don't know how desparate you might
be! :-).

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3576. JOVE for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 05:10:51 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92Sep23001051@leidecker.gsfc.nasa.gov>
Source record: 42701
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The zoo archive containing JOVE was much too large, at over 800K.
I removed mintjove.zoo from atari.archive and replaced it with
mjovesrc.zoo and mjovebin.zoo. The latter contains the documentation,
as well as an executable JOVE and setmaps.ttp. Sorry about the
inconvenience.

--
Doug
dstailey@leidecker.gsfc.nasa.gov

In the spaceship, the silver spaceship, the lion waves goodbye.

3577. Re: 1.44MB Floppy on a 1040STF??? (FAQ?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 05:23:16 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <HTgJRB7w164w@tcpbbs.pcn.org>
Source record: 42786

wang@hp4at.eunet.co.at (Wang) writes:

> Since the floopy in my old 1040STF is dead I've to replace it!
> The prices for 720kB and 1.44MB Drives are very close here so I wonder
> if and how a 1.44MB drive can be connected and what modifications
> have to be done! Of course these mods have to be fully compatible with
> a normal drive.
> Anyone knows such a modification??
>
> Thanks a lot!!
> /m
>
> --
> Michael Zacherl, Wang Austria Ltd., Vienna |
> E-MAIL: mza@pag.wang.co.at | "Proof your chances,
> PHONE: +43 (1) 89-111 ext. 433 | and leave them or not."
> FAX: +43 (1) 894-17-14 |

You should get in touch with DREAM PARK. They sell the control chip
(in Kit form) so you'll be able to use your HD drive in your ST.

3578. Re: AES bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 05:47:03 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1992Sep23.054703.1667@gumby.cc.wmich.edu>
Source record: 42780

In article <1992Sep14.181457.16038@news.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:

```
> I am (for whatever reasons) having enormous problems with the graf_...
> calls in the AES library (TOS 1.4). The following little program, for instance
> shows a weird behaviour of the graf_mkstate call. ...
>
> main()
> {
> int i, x, y, state, shift;
>
> for( i = 1000; i--;)
> {
> graf_mkstate( &x, &y, &state, &shift); /* press left mouse button */
> printf( "%d %d %d %d\n", x, y, state, shift);
> }
> }
```

Since you're making calls to routines in the AES libraries (graf_xxx),
I'd consider it a good idea to initialize things first, and let the AES
know what you're doing, with appl_init.

> I also have had problems with graf_watchbox and graf_dragbox, which for
> no apparent reasons get stuck sometimes (but not predictably).

Not too surprising, for the above reason. I (and many others) have been
using these routines successfully for years, with negligible problems.

> I am writing my first real GEM program and at least in the version I
> have GEM seems to be reeking of bugs.

This remark really annoyed me, and I was going to respond with an angry
retort. But I'll restrain myself, and simply point out that it seems
rather naive to me for someone who is writing their "first real GEM
program" to describe GEM as "reeking of bugs", without considering
the quite obvious possibility that the errors may be of their own
creation.

> Apart from the most basic windowing and object redraw
> mechanisms, it appears that one has to rewrite/extend
> all of Atari/DRs code to get decent results.

While GEM does have its share of known bugs and limitations, some
minor, some rather annoying, I think it's a bit of an exaggeration
to say that each programmer has to rewrite it all to get decent
results. If this was actually true, there would be a lot less
quality applications for the ST than there are today.

I'd suggest you get a good book on GEM programming and read a bit before you jump head first into your first GEM project. You might also want to examine the source code of an existing app as an example to follow. Then you'll find the process much less frustrating, and you can get up to speed more quickly.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3579. Re: Does WINX work on non-german TOS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 06:24:25 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1992Sep23.062425.1933@gumby.cc.wmich.edu>
Source record: 42781

In article <BuxI3o.GDw@wm.estec.esa.nl> tvoverbe@estwk5.estec.esa.nl writes:
> I have tried to use WINX 2.0 (delivered as part of MultiGEM 2.0, also available
> on atari.archive.umich.edu) on my TT with UK TOS 3.06. It does start but quits
> with the message 'Cannot Identify GEM'. My guess is that it only works with
> German TOS versions. Is this correct or does anybody have it working on a non
> German TOS. I also tried it on my old ST with UK TOS 1.4 with the same result.

I've tried WINX 2.0 on U.S. ROMs for TOS 1.0, 1.2, 1.4, and 3.01.
It didn't work for any of them (which was very disappointing).
I'd really like to have the GEM window limit raised as well.
If anyone comes up with a patch to make this work, I hope they
will let us all know about it.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3580. Re: Mark Willams C problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 07:04:12 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Sep23.020412.2384@doug.cae.wisc.edu>
Source record: 42783

In article <Buzw7v.5H1@mtholyoke.edu> kslate@MtHolyoke.edu (Kevin D. Slate) writes:
>
>
>Has anyone ran into problems setting up MW C , or running it, on an
>STE? I have installed the program but it will not run. Anyone with some
>experience?

I have 3.0.6 and it works fine. You DID NOT specify a specific problem,
write back and be specific about preferably these points:

1) won't startup msh?
2) won't startup cc
3) any exceptions internal or otherwise.

MWC WILL NOT db itself over STE TOS's. The debugger is quite weak and
is probably just as well, you wouldn't want to use it anyway.
>
>
>Kevin
>

-Greggy POO

3581. Re: 68K Trap Stack formats, another question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 07:41:42 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <lahtinen.717234102@gideon>
Source record: 42785

rossin@hpfcso.FC.HP.COM (Ted Rossin) writes:

>Hi,
>It's me again. The reason for my original post was to determine whether or
>not I should spend some time designing in a 68030 into my 1986 vintage 1040ST.
>What I am hearing is that newer versions of TOS were written to deal with
>the stack frame differences. I assumed that Atari cared about performance
>and would not insert a test in front of every OS call. I guess it is a small
>performance hit.

Are you planning to make this your self? Interesting!
I am waiting for SST board, as far as I know it is finally very close.

>Anyway What version of TOS do I need to get. I currently have the stock ROMs
>that came with the machine in 1986. People are hinting that 2.x will work.
>Does anyone know for sure. Also, in the ads, I believe that TOS 2.x comes in
>two chips not six. Can I just cram these into my 1040ST by converting the
>chip select lines to the higher order address bits needed by the denser ROMs.
>I know that there is a board available that will take the two ROMs and
>convert the addresses. But I like to solder.

Yes the TOS you shoul look is 2.06 and yes it is bigger, so you need to do
a harware modification. There is quite many available, or perhaps you can
make one yourself, but do not ask me how.

>Also, what version of TOS should a spend my $59 on even if I don't get
>around to throwing a 68030 at the ST and what are the bummers associated
>with some of the versions. Will my software (games, compilers, MIDI
>sequencers) die if I upgrade?

I think in US Codehead sell a thing called TEC and it comes with TOS 2.06.

Or if you buy a ready made 68030 card I think they come also with a new
TOS (SST at least comes).

--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

3582. RANDOM GENERATION

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 08:42:18 UTC
From: mark.thomas@rose.com
Message-ID: <1992Sep23.074220.8251@rose.com>
Source record: 42784

Date Entered: 09-23-92 03:36
Does anybody know how to get good random number generation using
Laser C?
My tests of the UNIX rand() function show that the odds of the
first digit being a 1 or a 2 are about 7 times greater that any other
digit.
My test of the Bios Random() function show that the odds or the
first digit being a 1 are about 7 times greater than any other digit.

Please do not ask me to access archives as it is not allowed from
this site.

Mark Thomas mark.thomas@rose.com

* MMST 2.09 UnRegistered

RoseMail 2.00 : Usenet: Rose Media - Hamilton (416) 575-5363

3583. Modem under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 10:46:46 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <9130033@hpbbrd.bbn.hp.com>
Source record: 42714

```
> amt_to_read=Finstat(chan);
> Fread(chan,amt_to_read,buf);

From what I remember, Finstat() always returns a flag (ie., 0 or 1).
Just use

amt_read = Fread(chan, sizeof(buf), buf);

if (amt_read > 0) {
/* do neat things with the `amt_read' bytes in `buf' */

} else if (amt_read < 0) {
/* complain about read errors */
}

Bye,

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-4308 TELNET : 778-4308
Fax : (0|+49)7031-14-2049
------------------------------------------------------------------------------
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.
```

3584. Re: RANDOM GENERATION

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 11:02:20 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.717246140@groucho.phil.ruu.nl>
Source record: 42788

mark.thomas@rose.com (mark thomas) writes:

>Date Entered: 09-23-92 03:36
> Does anybody know how to get good random number generation using
>Laser C?

Dunno about Laser-specifics, but I recently downloaded a bit of source for a rand-number generator (ints and doubles I think), together with some 'utility-functions'. I haven't tried it out myself yet, but chances are good that it's much better than BIOS-rand et.al. If you're interested, email me. In fact this question belongs in comp.programming if I'm not mistaken. But who cares... :)

Hendrik Jan

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy ------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

3585. Re: LZH HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 11:44:24 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <19plaoINNksd@golem.wcc.govt.nz>
Source record: 42787

In article <BuzvpD.54r@mtholyoke.edu>, kslate@MtHolyoke.edu (Kevin D. Slate) writes:
>
>
>Help!! What is the latest version being used to un-lzh a file dl through
>atari.archive.umich.edu? What is the latest version. I tried LZH201L.TTP
>with no luck. Is there a newer version? The file is a printer driver
>file prtinstl.lzh.
>
>Kevin

No ! LZH201L is the very latest, but please read the Doc's, the -k option
from memory could be the option that you need to add, with some of the older
LHA archives, as this will skip the bad headers...

Note: LZH201L will extract files with folders with out setting any options
at all, just give it the file name...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3586. Adaptec 4000

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 12:15:23 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.6.717250523@dhhalden.no>
Source record: 42789

Anyone having a Adaptec 4000 board for sale. I am writing for a friend, so if you have one, e-mail me.

Stig Jorgensen

E-mail adresse: stigj@dhhalden.no

3587. Re: Modem under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 12:50:38 UTC
From: cki44@cs.ruu.nl
Message-ID: <1992Sep23.125038.20501@cs.ruu.nl>
Source record: 42691

In <1992Sep20.192249.28309@unixg.ubc.ca> mintha@geog.ubc.ca (Jim Mintha) writes:

> I have a communication program that I wrote a while ago. The
>problem is that it runs to slow to keep up with my modem (now that I
>have a V.everything modem) This is especially true under MiNT. I

There is a new Gem/Tos function in MiNt, and with that you change the priority
of the programms. If you set your programm to highest priority, it will keep
up with the modem, else MiNT slows it down too much..

Greetings,

Martijn

--
Martijn van Berkum - RUU
Usenet : cki44@cs.ruu.nl
FidoNet : 2:281/801.16
NeST : 2:4001/201.16

3588. Re: RANDOM GENERATION - use random

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 13:07:04 UTC
From: jbww@ukc.ac.uk
Message-ID: <1682@eagle.ukc.ac.uk>
Source record: 42790

In article <1992Sep23.074220.8251@rose.com> mark.thomas@rose.com (mark thomas) writes:
>
>Date Entered: 09-23-92 03:36
> Does anybody know how to get good random number generation using
>Laser C?
> My tests of the UNIX rand() function show that the odds of the
>first digit being a 1 or a 2 are about 7 times greater that any other
>digit.
> My test of the Bios Random() function show that the odds or the
>first digit being a 1 are about 7 times greater than any other digit.
>
> Please do not ask me to access archives as it is not allowed from
>this site.
>
>Mark Thomas mark.thomas@rose.com
>
>
>* MMST 2.09 UnRegistered
>---
> RoseMail 2.00 : Usenet: Rose Media - Hamilton (416) 575-5363

O.K.,
rand() is known to be very unrandom !
random() is much better - it just uses a simple shift-register
with feedback approach; it suffers from some regularity in low
order bits.
even better are one that are like random() but permute the bits.

I can send you Gnu sources if you like, but they may be available on your
mainframe anyway.
look at glibc_???/stdlib/{random.c,__random.c}
and AGC - the one that permutes

here follows a bit from __random.c :

(was 15k, have chopped chunks out, so don't expect it to compile as is)

The random number generation technique is a linear feedback
shift register approach, employing trinomials (since there are fewer terms
to sum up that way). In this approach, the least significant bit of all
the numbers in the state table will act as a linear feedback shift register,
and will have period 2^deg - 1 (where deg is the degree of the polynomial
being used, assuming that the polynomial is irreducible and primitive).
The higher order bits will have longer periods, since their values are
also influenced by pseudo-random carries out of the lower bits. The
total period of the generator is approximately deg*(2**deg - 1); thus

```
doubling the amount of state information has a vast influence on the
period of the generator. Note: The deg*(2**deg - 1) is an approximation
only good for large deg, when the period of the shift register is the
dominant factor. With deg equal to seven, the period is actually much
longer than the 7*(2**7 - 1) predicted by this formula. */

/* Good feed-back taps : */

/* Linear congruential. */

/* x**7 + x**3 + 1. */

/* x**15 + x + 1. */

/* x**31 + x**3 + 1. */

/* x**63 + x + 1. */

#define MAX_TYPES 5 /* Max number of types above. */

static int degrees[MAX_TYPES] = { DEG_0, DEG_1, DEG_2, DEG_3, DEG_4 };
static int seps[MAX_TYPES] = { SEP_0, SEP_1, SEP_2, SEP_3, SEP_4 };

/* Initially, everything is set up as if from:
initstate(1, randtbl, 128);
Note that this initialization takes advantage of the fact that srandom
advances the front and rear pointers 10*rand_deg times, and hence the
rear pointer which starts at 0 will also end up at zero; thus the zeroeth
element of the state information, which contains info about the current
position of the rear pointer is just
(MAX_TYPES * (rptr - state)) + TYPE_3 == TYPE_3. */

static long int randtbl[DEG_3 + 1] =
{ TYPE_3,
0x9a319039, 0x32d9c024, 0x9b663182, 0x5da1f342,
0xde3b81e0, 0xdf0a6fb5, 0xf103bc02, 0x48f340fb,
0x7449e56b, 0xbeb1dbb0, 0xab5c5918, 0x946554fd,
0x8c2e680f, 0xeb3d799f, 0xb11ee0b7, 0x2d436b86,
0xda672e2a, 0x1588ca88, 0xe369735d, 0x904f35f7,
0xd7158fd6, 0x6fa6f051, 0x616e6b96, 0xac94efdc,
0x36413f93, 0xc622c298, 0xf5a42ab8, 0x8a88d77b,
0xf5ad9d0e, 0x8999220b, 0x27fb47b9
};

/* If we are using the trivial TYPE_0 R.N.G., just do the old linear
congruential bit. Otherwise, we do our fancy trinomial stuff, which is the
same in all the other cases due to all the global variables that have been
set up. The basic operation is to add the number at the rear pointer into
the one at the front pointer. Then both pointers are advanced to the next
location cyclically in the table. The value returned is the sum generated,
reduced to 31 bits by throwing away the "least random" low bit.
Note: The code takes advantage of the fact that both the front and
rear pointers can't wrap on the same call by not testing the rear
pointer if the front one has wrapped. Returns a 31-bit random number. */
```

```
long int
DEFUN_VOID(__random)
{
if (rand_type == TYPE_0)
{
state[0] = ((state[0] * 1103515245) + 12345) & LONG_MAX;
return state[0];
}
else
{
long int i;
*fptr += *rptr;
/* Chucking least random bit. */
i = (*fptr >> 1) & LONG_MAX;
++fptr;
if (fptr >= end_ptr)
{
fptr = state;
++rptr;
}
else
{
++rptr;
if (rptr >= end_ptr)
rptr = state;
}
return i;
}
}
/*This is Gnu code , so some copyrights :
*/
/*
* Copyright (c) 1983 Regents of the University of California.
* All rights reserved.
*
* Redistribution and use in source and binary forms are permitted
* provided that the above copyright notice and this paragraph are
* duplicated in all such forms and that any documentation,
* advertising materials, and other materials related to such
* distribution and use acknowledge that the software was developed
* by the University of California, Berkeley. The name of the
* University may not be used to endorse or promote products derived
* from this software without specific prior written permission.
* THIS SOFTWARE IS PROVIDED ``AS IS'' AND WITHOUT ANY EXPRESS OR
* IMPLIED WARRANTIES, INCLUDING, WITHOUT LIMITATION, THE IMPLIED
* WARRANTIES OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE.
*/

/*
* This is derived from the Berkeley source:
* @(#)random.c 5.5 (Berkeley) 7/6/88
```

```
* It was reworked for the GNU C Library by Roland McGrath.
*/
```

3589. Re: RANDOM GENERATION

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 13:14:24 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Sep23.131424.13530@cs.mcgill.ca>
Source record: 42692

AS far as I know, BIOS Random() works perfectly well. The seed is
random enough at first. I use it for Tetris, and I never get the same piece
at the start of every game.

Patrick.

3590. Re: Does WINX work on non-german TOS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 13:38:08 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <wekCD0200awWEAma8W@andrew.cmu.edu>
Source record: 42700

Excerpts from netnews.comp.sys.atari.st.tech: 23-Sep-92 Re: Does WINX work on non-g.. Mark O'Bryan@gumby.cc.wm (887)

> In article <BuxI3o.GDw@wm.estec.esa.nl> tvoverbe@estwk5.estec.esa.nl writes:
> > I have tried to use WINX 2.0 (delivered as part of MultiGEM 2.0, also
> available
> > on atari.archive.umich.edu) on my TT with UK TOS 3.06. It does start
> but quits
> > with the message 'Cannot Identify GEM'. My guess is that it only works with
> > German TOS versions. Is this correct or does anybody have it working on a non
> > German TOS. I also tried it on my old ST with UK TOS 1.4 with the same
> result.

> I've tried WINX 2.0 on U.S. ROMs for TOS 1.0, 1.2, 1.4, and 3.01.
> It didn't work for any of them (which was very disappointing).
> I'd really like to have the GEM window limit raised as well.
> If anyone comes up with a patch to make this work, I hope they
> will let us all know about it.

> --
> Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
> Western Michigan University
> Kalamazoo, MI 49008

I believe there is another prg which permits more windows
and it is called TOS 4.0 or MultiTOS (I can't remember)

Stefan Monnier

3591. Re: RANDOM GENERATION

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 13:49:20 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <0ekCNU600awWIAmad9@andrew.cmu.edu>
Source record: 42698

Excerpts from netnews.comp.sys.atari.st.tech: 23-Sep-92 RANDOM
GENERATION mark thomas@rose.com (615)

> Date Entered: 09-23-92 03:36
> Does anybody know how to get good random number generation using
> Laser C?
> My tests of the UNIX rand() function show that the odds of the
> first digit being a 1 or a 2 are about 7 times greater that any other
> digit.
> My test of the Bios Random() function show that the odds or the
> first digit being a 1 are about 7 times greater than any other digit.

> Please do not ask me to access archives as it is not allowed from
> this site.

> Mark Thomas mark.thomas@rose.com

> * MMST 2.09 UnRegistered
> ---
> RoseMail 2.00 : Usenet: Rose Media - Hamilton (416) 575-5363

Try and write your own:
For example something like:
(int should be 32bits long for this example)

```
int rand=674457757; //could be initialized to the current time

int nextRand(int x)
{
return x+1734329845+(x>>1);
}

void randSeed(int s)
{
rand=nextRand(s);
}

int random(int m) // m should not be too big
{
return ((rand+(rand=nextRand(rand))) >>4)%m;
}
```

A lot of other (even simpler or more complex) are
possible: just try ! (I can tell you it's fun)

Stefan Monnier

3592. MiNT and concurrency

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 13:57:08 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <wekCUoC00awWQAmaxj@andrew.cmu.edu>
Source record: 42699

I just don't have access to my ST anymore, but I may want
to get one back. The reason is that I would like to get a
machine I already know a bit ! (sure, I'm lazy)

BUT, I need to have access to threads. So (as I can't remember)
is there some threads in MiNT or is there only processes ?

Stefan Monnier

3593. Re: Mark Willams C problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 15:13:42 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <Bv1EAu.MBJ@gpu.utcs.utoronto.ca>
Source record: 42693

In article <Buzw7v.5H1@mtholyoke.edu> kslate@MtHolyoke.edu (Kevin D. Slate) writes:
>
>
>Has anyone ran into problems setting up MW C , or running it, on an
>STE? I have installed the program but it will not run. Anyone with some
>experience?
>
>
>Kevin

I had no problem running MWC on my Mega STe. When I got the new computer, I just plugged in the hard drive and MWC worked fine. BTW, I have since seen the light and have switched to GNU C and it is much better than (ANSI!!!) MWC, IMHO.

Darren

3594. Re: AES bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 16:19:31 UTC
From: and@thor.mim.uni-hannover.dbp.de
Message-ID: <and.1@thor.mim.uni-hannover.dbp.de>
Source record: 42694

>I also have had problems with graf_watchbox and graf_dragbox, which for no
>apparent reasons get stuck sometimes (but not predictably).

>Does anyone have a clue or the same woes ?

It's absolutely normal for the ST operating system to get stuck sometimes (e.
g. when it's raining). There are some very severe bugs in the window event
handling and in graf_rubberbox(), graf_dragbox() and graf_watchbox() that
may cause a deadlock whenever you haven't saved your text. As I know these
bugs aren't fixed in newer versions of TOS, because nobody could force them
explicitely. You can try to use wind_update(BEG_MCTRL) instead of
BEG_UPDATE, than the bug should appear not so often, but you cannot write
programs that can't freeze the system.
Today the only way ist to use a TOS patch like KAOS 1.4.2B where these bugs
were fixed or an alternate operating system like the multi tasking Mag!X
where these bugs cannot appear.

Andreas Kromke and@thor.mim.uni-hannover.de
X400: C=DE AD=DBP PD=UNI-HANNOVER
OU1=MIM OU2=THOR S=AND

3595. Re: AES bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 19:01:16 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Sep23.190116.21852@news.th-darmstadt.de>
Source record: 42695

In article <1992Sep23.054703.1667@gumby.cc.wmich.edu> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>In article <1992Sep14.181457.16038@news.th-darmstadt.de> wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>Since you're making calls to routines in the AES libraries (graf_xxx),
>I'd consider it a good idea to initialize things first, and let the AES
>know what you're doing, with appl_init.
Ok I left this out in order to simplify the code (with hindsight this probably was too confusing), since the graf_mkstate behaves this way regardless whether you appl_init first.

>> I am writing my first real GEM program and at least in the version I
>> have GEM seems to be reeking of bugs.
>
>This remark really annoyed me, and I was going to respond with an angry
>retort. But I'll restrain myself, and simply point out that it seems
>rather naive to me for someone who is writing their "first real GEM
>program" to describe GEM as "reeking of bugs", without considering
>the quite obvious possibility that the errors may be of their own
>creation.
Well, lets put it this way. It is my first GEM program but I am not `totally naive' programmingwise. Having to enclose graf_dragbox in win_update(BEG_MCTRL) calls I would call a bug. Having graf_watchbox freeze on you I'd call a bug. Having evnt_multi calls that can't properly detect mouse leavage I'd call a bug and so on..

>While GEM does have its share of known bugs and limitations, some
>minor, some rather annoying, I think it's a bit of an exaggeration
>to say that each programmer has to rewrite it all to get decent
>results. If this was actually true, there would be a lot less
>quality applications for the ST than there are today.
Sure, I was exaggerating. Me thinks though that a lot of the quality applications you mention actually DID a whole lot of rewriting and extending to get something good going.

>I'd suggest you get a good book on GEM programming and read a bit
>before you jump head first into your first GEM project. You might
>also want to examine the source code of an existing app as an ex-
>ample to follow. Then you'll find the process much less frustrating,
>and you can get up to speed more quickly.
Thanks for the suggestion.

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----

"Bang that bit that doesn't bang"
Album of the month: "Psalm 69" Ministry

3596. Re: AES bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 20:19:53 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.717279593@groucho.phil.ruu.nl>
Source record: 42696

and@thor.mim.uni-hannover.dbp.de (Andreas Kromke) writes:

>>I also have had problems with graf_watchbox and graf_dragbox, which for no
>>apparent reasons get stuck sometimes (but not predictably).

>>Does anyone have a clue or the same woes ?

>It's absolutely normal for the ST operating system to get stuck sometimes (e.
>g. when it's raining). There are some very severe bugs in the window event
>handling and in graf_rubberbox(), graf_dragbox() and graf_watchbox() that
>may cause a deadlock whenever you haven't saved your text.

Huh? I've been working/programming with my ST for several years now, and have
never encountered those 'severe bugs' you're talking about. Could you tell use
more about them, please? Esp. when they show up, of course :).
And the original poster had obviously forgotten to do an appl_init() call and a
v_opnvwk() call, as someone else noted in a previous posting, so probably
that was the problem, and not those 'severe bugs'. OK, TOS/AES/VDI could all
have been better, but they're not *that* bad.

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy ------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

3597. GCR Help (again...)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 20:53:49 UTC
From: gs32+@andrew.cmu.edu
Message-ID: <wekBZRS00aw6E7P10J@andrew.cmu.edu>
Source record: 42697

Ok, I just bought a Spectre GCR (used) on Monday. I finally got the thing to boot up, and it gets to the MAC Desktop fine. Great. The keyboard commands work. Great. If I move my mouse at all, the whole things locks up. Not great. HELP!!!!!!

Geoff Spear
Freshman, ECE, Carnegie-Mellon University

The following sentence is false.
The preceding sentence is true.

3598. Re: LZH HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-23 22:07:05 UTC
From: landrews@outb.wimsey.bc.ca
Message-ID: <landrews.055j@outb.wimsey.bc.ca>
Source record: 42704

>Help!! What is the latest version being used to un-lzh a file dl through
>atari.archive.umich.edu? What is the latest version. I tried LZH201L.TTP
>with no luck. Is there a newer version? The file is a printer driver
>file prtinstl.lzh.

If you have tried v2.01l of LHARC, (the one you mentioned), then you are as new as you can get.

However, the other possibility is that the file is in an OLD archive format, such as LH1 or LHA, and to extract it, you need to specify a certain flag (I don't know the exact flags, but if you have a graphics shell for it, it should be easy).

--- Via UCI v1.02 (C-Net Amiga)

Luke Andrews /*/ landrews@outb.wimsey.bc.ca. /*/ Vancouver, BC
=--=
"We can rise and fall like empires, flow in and out like the tide, be vain
and smart, humble and dumb, we can hit and miss like pride."
- Neil Peart
"Anyway, can a dead person sue for libel?" - "DGHDA" (Douglas Adams)

3599. Re: Finding the starting cluster of a directory

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-24 04:09:08 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.WGUmrqI75ck@nasim.sta.sub.org>
Source record: 42716

In <1992Sep21.223858.4583@debug.cuc.ab.ca>, Conan Ford writes:
>How can one find the starting cluster of a directory?
>

Use DISKSTAT from DoubleKlick Software. It will give you a lot of
information about your hard disk!

Knarf

>~~~~~~
>|Email: Conan.Ford@Debug.cuc.ab.ca |. . | .| ||| |
>|Fidonet/Metronet: Conan Ford at 1:134/9, | . . --*-- . | ||| |
>| 1:134/21,201:5500/9 |. . | . . | _/ | _ |
>~~~~~~
--
+---+
| A whore is never too tired to open her legs - Pink Turns Blue |
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - Germany |
+---+

3600. Re: RANDOM GENERATION

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-24 05:24:06 UTC
From: IFF327@DJUKFA11.BITNET
Message-ID: <92268.072406IFF327@DJUKFA11.BITNET>
Source record: 42702

If somebody wants to write his own random number generator, or even
wants to test an existing one, I suggest to have a look at the
large and _readable_ chapter on random numbers in vol. 2 of
Don Knuth's "The Art of Computer Programming" encyclopedia.

3601. GEM font format

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-24 09:08:15 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Sep24.040815.28145@hemlock.cray.com>
Source record: 42703

Hi People,

Here's a simple question for you: what's the internal format of a GEM
font file?

Cheers,

[M][a][r][c]

3602. Re: RANDOM GENERATION

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-24 10:04:02 UTC
From: CASTAN@bonnie.physik.uni-stuttgart.de
Message-ID: <1992Sep24.100402.19238@news.uni-stuttgart.de>
Source record: 42705

Hello,

Assume, I have a good random-generator Random() for numbers in [0,1[.
Now I need a Function that gives a Gaussian (Lorentz...) distribution
using Random().
Is there any sourcecode/book where I can find this?

Gerd

##
internet: CASTAN@bonnie.physik.uni-stuttgart.de
##
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 #

3603. Calamus SL & TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-24 13:32:41 UTC
From: morris@divsun.unige.ch
Message-ID: <1992Sep24.153242.19179@uni2b.unige.ch>
Source record: 42709

I have just been told by a dealer that Calamus SL does not "protect" itself
by looking at the TOS language.

Does anybody know if this is true?

Thanks,
Mike M.

3604. Re: Mark Willams C problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-24 13:54:37 UTC
From: kslate@MtHolyoke.edu
Message-ID: <Bv35B2.Gv3@mtholyoke.edu>
Source record: 42706

The problem I'm having is with the Profile file, I think. I finaly
got the prg to run by setting the correct paths in Neo Desks environment.
If i try any statements ie printf.... or even the example me.hello or what
ever the right command was (I got it out of the book) it said me not
present. I am assuming that I don't have the correct paths set yet when I
tried to adjust the paths I didn't get to far.

Kevin

3605. IDE Drives on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-24 14:02:52 UTC
From: psurge@cs.utexas.edu
Message-ID: <lc3ikcINNsj@grit.cs.utexas.edu>
Source record: 42707

I have a 1040ST, 20 Meg HD, ICD controller (original type, not new), and an OMPTI controller (MFM).

Now, I have a friend who can get me an 80 meg IDE drive (for about $200, is this a good price?). What I need to know is if it can be used on an ST, and what extra hardware will I need. I think I recall the fact that IDE drives will not work on the SCSI chain, and I need some other controller for it. I want to know what other controller that is, and can I use an IDE drive on the ST or is it a waste of money for me.

Thanks,

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3606. Re: MiNT and concurrency

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-24 14:32:12 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Sep24.103212.1@uwovax.uwo.ca>
Source record: 42708

In article <wekCUoC00awWQAmaxj@andrew.cmu.edu>, sm86+@andrew.cmu.edu (Stefan Monnier) writes:
> BUT, I need to have access to threads. So (as I can't remember)
> is there some threads in MiNT or is there only processes ?

It depends on how you define "threads" (there are many conflicting definitions). MiNT allows two or more processes to share the same address space. These are "full size" processes, in a sense, but since they're running in the same address space at the same time they act in many ways like threads. The tfork() function in the MiNT library is used to start such a "thread";
tfork(function, arg)
starts a new process executing the code in the given function, with the given 32 bit argument as a parameter.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3607. Laser C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-24 14:36:06 UTC
From: carl@syscon.rn.com
Message-ID: <1992Sep24.143606.2441@syscon.rn.com>
Source record: 42710

Ok, Laser C users. Here is some hard earned information about using the debugger. The following code from an expression evaluator:

```
while ((*(*cptr++).c_operator)())
;
```

generates the following assembler:

```
000050 MOVEA.L 0xac4.L, A0
000056 ADDQ.L #0x4, 0xac4.L
00005c MOVEA.L (A0), A0
00005e JSR (A0)
000060 BNE.B 0x50
```

Note that the contition codes are expected to be preserved across the return from the fuction call. But, the following function:

```
int db_xstop()
{
return (FALSE);
}
```

generates the following assembler:

```
000000 LINK A6, #0x0
000004 PEA 0x8a6.L
00000a PEA 8(A6)
00000e JSR __dbugin.L
000014 ADDQ.L #8, A7
000016 MOVE.W #0x0, D0
00001a PEA 0x8b8.L
000020 JSR __dbugout.L
000026 ADDQ.L #0x4, A7
000028 UNLK A6
00002a RTS
```

But __dbugout does not preserve the condition codes. This makes the debugger considerably less useful.... All it takes is tst.w d0 after the jsr to fix it. Another example of sacrificing functionality for speed?

--
Carl Kreider Usenet uunet!rde!gator!syscon!carl
CIS 71076,76 Internet carl@syscon.rn.com

3608. ** Laser C for sale **

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-24 19:47:40 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep24.194740.4252@newshost.lanl.gov>
Source record: 42711

I've got a like-new copy of the latest version of Laser C that is just sitting on my bookshelf. I've never used it, maybe someone out here can. I think it also has the separate debugger package(?) or something (like I said, I've never used it but I can check for you). Make me a reasonable offer and it's yours.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3609. Re: GCR Help (again...)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-24 21:43:20 UTC
From: gs32+@andrew.cmu.edu
Message-ID: <sekePsu00aw5M86kVf@andrew.cmu.edu>
Source record: 42717

No, it's nothing to do with the clock; I have a MEGA with
battery-powered clock, and it's always set for the right time. I will
see about upgrading the software to v3.0. I have had several other
suggestions about how to fix this problem (such as unplugging the
keyboard to reset the chips or something like that) but none of them
have worked. It seems ike this is a common problem with more than one
cause...

Geoff Spear
Freshman, ECE, Carnegie-Mellon University

The following sentence is false.
The preceding sentence is true.

3610. Re: GCR Help (again...)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-24 22:34:07 UTC
From: BING_SIN@bdt.COM
Message-ID: <1992Sep24.223407.25502@bdt.com>
Source record: 42713

I remember that happened to me once or twice. The way I fix that problem was to set my clock to the current date. Every time when the clock is set to 1/1/80 and then bring up Spectre it freeze the computer after a few seconds of mouse movement. Hope this will solve your problem; it did for me.

-Bing

3611. Re: RANDOM GENERATION

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-24 23:12:32 UTC
From: wmagro@baron.ncsa.uiuc.edu
Message-ID: <Bv3v4y.KIx@news.cso.uiuc.edu>
Source record: 42712

In article <1992Sep23.074220.8251@rose.com> mark.thomas@rose.com (mark thomas) writes:

>
> Date Entered: 09-23-92 03:36
> Does anybody know how to get good random number generation using
> Laser C?
> My tests of the UNIX rand() function show that the odds of the
> first digit being a 1 or a 2 are about 7 times greater that any other
> digit.
> My test of the Bios Random() function show that the odds or the
> first digit being a 1 are about 7 times greater than any other digit.
>
> Please do not ask me to access archives as it is not allowed from
> this site.
>
> Mark Thomas mark.thomas@rose.com
>
>
> * MMST 2.09 UnRegistered
> ---
> RoseMail 2.00 : Usenet: Rose Media - Hamilton (416) 575-5363

I have implemented the Cray Y-MP random number generator, which is excellent. Mine will run on any IEEE floating point compliant 32-bit architecture. There is one hitch, though. It is written in FORTRAN. A c version of it is trivial, though. I am happy to share source.

It is a 48-bit random number generator, and is linear congruential with optional large prime adders.

--Bill

3612. Line A: C lib?/ bitmap manipulation on the ST..?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-25 04:32:01 UTC
From: wilsont@orac.holonet.net
Message-ID: <Bv49xE.1s9@iat.holonet.net>
Source record: 42726

Yes.. more questions for the tech guys..

I was wondering if there are PD C library files for the Line A routines?
or.. should I bite the bullet and learn ASM?

also, I just found out, in my TOS book, that one pixel in lowres is
spread out over 4 bytes. I have heard of this before in other architectures.
but.. Why do they do this? Isn't it slower to do it this way?

I'd like to be able to manipulate bitmaps (rotations etc) but
since the pixel info is spread out, how to I convert these types of algorithms?

i would assume that to get one pixel out of a graphics screen long word
would take 32 shifts and 4 long word masks. Am I underestimating the speed
of the 68000? it would seem that it would take a while (time that would add up
over a large bitmap) to compute.

Thanks in advance for any help.

3613. Re: Text editors... for C even!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-25 04:35:18 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.9MPztTejOY_@nasim.sta.sub.org>
Source record: 42722

In <landrews.04t7@outb.wimsey.bc.ca>, Luke Andrews writes:
>With all this discussion on text editors... I have found an *excellent* text editor called Alice.
>
>I'm not sure where it originated from and I forgot who the author was, but it has just about every feature you've ever needed.
>
>And as long as we're talking about key commands, it uses CTRL-S and CTRL-E to start and end a block (respectively). I believe you can edit up to 6 texts at once, although there is no way to switch windows via keyboard, you must use the mouse.
>
>There is also no word wrap available, but you CAN make it warn you (via the ST "ding") that you have gone past a certain limit (which you can set).
>
>You can also set it to show you the time/date and/or the cursor position. But I noticed that with either of these functions on, the movement of the cursor tends to lag behind a bit (like when you hold down backspace or delete).
>
>Anyway, I use Sozobon C, which is relatively ANSI-ish but it doesn't come with an editor, and up until now, I have had a tough time finding something I like (besides using Interlink or FzDT).
>
>--- Via UCI v1.02 (C-Net Amiga)
>
> Luke Andrews /*/ landrews@outb.wimsey.bc.ca. /*/ Vancouver, BC
>=--=
> "We can rise and fall like empires, flow in and out like the tide, be vain
> and smart, humble and dumb, we can hit and miss like pride."
> - Neil Peart
> "Anyway, can a dead person sure for libel?" - DGHDA (Douglas Adams)

A normal monitor has still 80 col/line! Please switch your WRAP on! Your
text is ugly to read!

Knarf
--
+---+
| A whore is never too tired to open her legs - Pink Turns Blue |
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - Germany |
+---+

3614. Re: Calamus SL & TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-25 04:41:42 UTC
From: ekrimen@wet.UUCP
Message-ID: <4319@wet.UUCP>
Source record: 42719

In article <1992Sep24.153242.19179@uni2b.unige.ch> morris@divsun.unige.ch writes:
>I have just been told by a dealer that Calamus SL does not "protect" itself
>by looking at the TOS language.
>
>Does anybody know if this is true?

The only "protection" SL has is that when booting, it checks the integrity
of the program file against viruses and things like that. It doesn't even
like its program flags changed.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

3615. RAM upgrade question, yet another!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-25 05:45:34 UTC
From: reyy@vax5.cit.cornell.edu
Message-ID: <1992Sep25.014535.15069@vax5.cit.cornell.edu>
Source record: 42715

Greetings.

My apologies for asking about yet another RAM upgrade. I got
a file from atari.archive (2_5ram.zoo, I believe) and it describes
how to upgrade a 520/1040 STF/STFM to 2.5 megs. I have a
really old 520 ST here, and it only has one bank of drams
(this makes sense, right!). Anyway, the upgrade tells me to
use the upper bank to hook up some SIPs. Having an old 520ST,
I don't know how to access the upper bank. Is it a bad idea to
access the MMU directly (how could I?)? If so, does anyone
have the pinout of the MMU (I already checked, and I have the
proper MMU that can deal with 4 megs, I know that some had a
problem..)? Any recommendations?

Thanks!

David S. Rowell
REYY@Vax5.cit.cornell.edu
.sig available upon request

3616. upload to a.a.: TOS/MiNT bindings library for Turbo/Pure C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-25 08:10:52 UTC
From: mh1@irz209.inf.tu-dresden.de
Message-ID: <OAC72OC@math.fu-berlin.de>
Source record: 42718
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,de.comp.sys.st

I just uploaded an archive containing a library with TOS/MiNT bindings for Turbo/
Pure C. From the distributions README:

```
------------------------------------------------------------------------------

----------------------------------------
TOS and MiNT bindings for Turbo C / Pure C
by Ole Arndt, changes by Ulf Moeller
----------------------------------------

OSBIND.LIB fully replaces PCTOSLIB. In contrast to the original Turbo C
library, this library is reentrant. All MiNT 0.95 bindings are implemented.

This library and the assembler sources may be freely copied.

EMail:
Ole_Arndt@f.maus.de
Ulf_Moeller@hh2.maus.de

------------------------------------------------------------------------------

This library is particularly interesting for Turbo C users who want to use the
Turbo/Pure C support in the next MiNT library.

I uploaded the archive (filename: pcosbind.zoo) to the following places:

atari.archive.umich.edu
ftp.rus.uni-stuttgart.de
ftp.uni-muenster.de

The archive should make it to the respective atari/programming or atari/mint
directory soon.

If you have questions concerning the library, forward them to
ulf_moeller@hh2.maus.de.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de
```

3617. Re: GEM font format

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-25 13:20:37 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Sep25.132037.19187@cs.mcgill.ca>
Source record: 42720

It's the same as for Line-A. now this may not help much, so I'll post the GEM font format on monday (Can't do it during the weekend).

Patrick.

3618. IBM 8515 monitor and STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-25 16:00:35 UTC
From: gavin@praxis.co.uk
Message-ID: <1992Sep25.160035.6928@praxis.co.uk>
Source record: 42724

Can monitors designed for PC use be used with an ST(E)?

To be more specific, I have recently acquired a used IBM 8515 colour monitor, and I would like to connect this to an STE.

I'm afraid I know very little about the monitor, other than that "it supports VGA, SVGA, XGA and 8514/A standard video". I do have details of the pin-outs on the connector attached to the monitor, so I could probably work out how to connect the two together (in principle at least!).

Can anyone who knows about these things tell me if this is worth pursuing? I suspect there's more to it than just wiring and there may be a problem with line frequencies, etc.

TIA
Gavin

3619. GNU C 2.2x available yet?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-25 19:32:41 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1992Sep25.193241.1556@cs.wayne.edu>
Source record: 42721

I've been using GCC 1.4x for about a year (?) waiting to go to 2.0
when it was "safe". I just read somewhere that 2.2 is available for
the ST. If so, where? Do I keep all the same g++ libs I have
or is this a totally different beast altogether? I heard Objective
C has been rolled into the compiler in addition to the Ansi C and
C++ compilers. True? Is 2.2 more stable than 2.1?

thanks in advance for the info.

--
"Again, the kingdom of heaven is like unto a net," | DoD #1966
Matthew 13:47 | 81 Honda CB400T Hawk

3620. Non-Blocking reads

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-25 20:32:33 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Sep25.203233.1046@csi.uottawa.ca>
Source record: 42723

I've got a program I'm trying to get ported to the Atari from the big wide world out there, and seem to be down to two "missing" functions:

(1) Something called kbhit(), more particularly:

```
int kbhit(void)
{ /* code omitted */
} /* This function returns TRUE if there is a key code waiting to be */
/* read, and FALSE otherwise */
```

```
(2)
int getch(void)
{
}
/* This function returns the keycode that was waiting to be read */
/* Yup, it's supposed to return an integer, not a char. That's NOT a */
/* typo. */
```

Ideally, I'd LOVE to get something that's portable between MiNT and TOS both.

There's a Unix implementation that looks like the following:

```
------Cut Here--------
#ifndef CRUDE
int kbhit(void)
/* Return TRUE if there is a key to be read */
{
#ifdef USE_SELECT /* use select() system call */
struct timeval t;
fd_set n;
int r;

timerclear(&t);
FD_ZERO(&n);
FD_SET(ttyfd, &n);
r = select(32, &n, NULL, NULL, &t);
if (r == -1) {
perror("select");
exitPGP(1);
}
return r > 0;
#else
#ifdef USE_NBIO /* use non-blocking read() */
unsigned char ch;
if (kbuf >= 0)
return(1);
```

```
if (read(ttyfd, &ch, 1) == 1) {
kbuf = ch;
return(1);
}
return(0);
#else
long lf;
if (ioctl(ttyfd, FIONREAD, &lf) == -1) {
perror("ioctl: FIONREAD");
exitPGP(1);
}
return(lf);
#endif
#endif
}
#endif /* !CRUDE */

int getch(void)
{
char c;
#ifdef USE_NBIO
while (!kbhit()); /* kbhit() does the reading */
c = kbuf;
kbuf = -1;
#else
read(ttyfd, &c, 1);
#endif
return(c);
}
-----------Ends Here------------
```

From what I can tell, this LOOKS sufficiently UNIX tty-ish that it's probably not going to be directly Atari friendly (although it's POSSIBLE with a proper redefining of "ttyfd", it might be ok).

Based on recent history, this posting is likely to actually hit the net some time in November...

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

3621. weird desktop with HD

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-25 23:13:48 UTC
From: osoelgaultier+@CMU.EDU
Message-ID: <0ektogu00aw90MmYo5@andrew.cmu.edu>
Source record: 42727

A friend of mine recently got an ST with 1MB (an enhanced 520STf
with TOS 2.1) and separately an even older 20MB HD from atari,
the famous SH204 !

The problem is that when he tries to use his HD, the desktop
reacts a strange way: when using text, no problem. But when
displying files as icons, some files just don't appear: the window
has 'holes' where the icon should appear but doesn't !
I tried everything: without HD or connected to another HD
(ST157N-1 with ICD adapter), no problem. But with the
SH204, a bunch of problems (the disappearing icons is
just one part of the problem. A lot of transfers are generally
erroneous)

Any idea ?

Stefan Monnier

3622. how to write UNIXMODE programs?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-26 00:47:48 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.92Sep25184748@great-gray.owlnet.rice.edu>
Source record: 42725

How does one go about writing programs that fully support UNIXMODE? I have the documnet describing the standard, but what I'd really like is some kind of C library that is ready to use. Does such a thing exist?

Thanks,
--
---> Kendall Gelner (kendall@rice.edu)
FORTRAN...Then, as now, the language used by scientists with real problems.

3623. Re: GNU C 2.2x available yet?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-26 03:01:21 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.717476481@vega>
Source record: 42728

pbh@jake.cc.wayne.edu (Patrick Haggood) writes:

>I've been using GCC 1.4x for about a year (?) waiting to go to 2.0
>when it was "safe". I just read somewhere that 2.2 is available for
>the ST. If so, where? Do I keep all the same g++ libs I have
>or is this a totally different beast altogether? I heard Objective
>C has been rolled into the compiler in addition to the Ansi C and
>C++ compilers. True? Is 2.2 more stable than 2.1?

gcc 2.2.2 for ST is currently at PatchLevel 3. It was available
some two days after FSF release.

There is a series of updates on a.a which contain - among other
things Atari specific patches (not very extensive) to FSF distribution.
Look somewhere in 20'th. The last one is from August this year.
Howard Chu promissed some time ago that he will put binaries
on a.a. I do not know if they are there.

You may compile 2.x.... releases to provide compilers for C, C++
and Objective-C. This depends on compilation flags. PD-runtime
and class libraries for Objective-C are still "work in progress"
but you can go into "an experimental mode" on it.

Libraries were extensively updated (both gcc and g++). Better
get current versions.

gcc 2.2.2 still may trip you. It happens. Expect 2.3 RSN.
On the other hand I compiled with it many programs (on ST and
other machines) and they work without a hitch. It compiles,
in particular, itself. I wish if some commercial compilers would
be as stable as this beta release.

Michal Jaegermann
ntomczak@vega.math.ualberta.ca

3624. Re: GNU C 2.2x available yet?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-26 10:58:30 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Sep26.105830.23772@elroy.jpl.nasa.gov>
Source record: 42729

In article <ntomczak.717476481@vega> ntomczak@vega.math.ualberta.ca (N Tomczak-Jaegermann) writes:
>pbh@jake.cc.wayne.edu (Patrick Haggood) writes:
>>I've been using GCC 1.4x for about a year (?) waiting to go to 2.0
>>when it was "safe". I just read somewhere that 2.2 is available for
>>the ST. If so, where? Do I keep all the same g++ libs I have
>>or is this a totally different beast altogether? I heard Objective
>>C has been rolled into the compiler in addition to the Ansi C and
>>C++ compilers. True? Is 2.2 more stable than 2.1?
>
>gcc 2.2.2 for ST is currently at PatchLevel 3. It was available
>some two days after FSF release.
>
>There is a series of updates on a.a which contain - among other
>things Atari specific patches (not very extensive) to FSF distribution.
>Look somewhere in 20'th. The last one is from August this year.
>Howard Chu promissed some time ago that he will put binaries
>on a.a. I do not know if they are there.

Just put 'em up tonight. Go get gnustuff/tos/gcc/gc222bin.zoo and
gnustuff/tos/gnulib/gc222lib.zoo.

The bin archive contains the compiler (gcc 2.2.2, patchlevel 3 +
my changes), assembler (gas 1.38.1 patchlevel 3 + my fix), linker
(patchlevel 31 + my changes) and other associated utilities.

The gc222lib archive contains binaries for the library as well as
the full set of include files. Also, the library is actually built
from the MiNT library, patchlevel 21 plus some of my changes.
Mintlib21 corresponds pretty much with the GNU library patchlevel 83.

Note that my changes haven't yet come back in an official patch
set so this is a very informal, unofficial distribution. I've
been using it myself without trouble, so you should expect to be
able to use it as well, but you might want to wait for the next
official set of patches and such.

>You may compile 2.x.... releases to provide compilers for C, C++
>and Objective-C. This depends on compilation flags. PD-runtime
>and class libraries for Objective-C are still "work in progress"
>but you can go into "an experimental mode" on it.

I didn't build the C++ or Objective-C compilers this time 'round.
>
>Libraries were extensively updated (both gcc and g++). Better
>get current versions.

Yep. The TOS and MiNT libraries are getting closer and closer to being totally merged. *** Huge thanks to Jwahar Bammi and Eric Smith for all the great work they've been doing. *** I have a lot of fun playing with this stuff but only because they've done so much to make everything so powerful and easy to use.

The binaries in these two archives support base-relative addressing for static and global variables, which can be used to create shared-text programs. Under MiNT 0.96, multiple invocations of a program will run from a single copy of the code/text, if the program is marked as sharable. See the Readme file in the bin archive for more info.

Btw, gc222bin.zoo is about 590K, gc222lib.zoo is about 350K.

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

California, land of dreams. For many, moving out to CA is their first step toward fulfilling their dreams. For most of them, it's also their last.

3625. Re: Non-Blocking reads

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-26 14:24:41 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Sep26.102441.1@uwovax.uwo.ca>
Source record: 42657

In article <1992Sep25.203233.1046@csi.uottawa.ca>, cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>
> I've got a program I'm trying to get ported to the Atari from the big
> wide world out there, and seem to be down to two "missing" functions:
>
> (1) Something called kbhit(), more particularly:

< stuff omitted >

> int getch(void)

< stuff omitted>

> From what I can tell, this LOOKS sufficiently UNIX tty-ish that it's
> probably not going to be directly Atari friendly (although it's
> POSSIBLE with a proper redefining of "ttyfd", it might be ok).

At least one of the variants of code you posted would work under MiNT
with the MiNT library (MiNT supports ioctl(FIONREAD,...) and all
of the other common Berkeley ioctl() functions). It wouldn't work
under plain TOS, though.

If you're willing to have the code work only on the console,
you could probably do something like:

```
int kbhit() { return Bconstat(2); } /* is a character waiting */
int getch() { return Bconin(2) & 0x00ff; } /* read 1 character */
```

This will work under both TOS and MiNT.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3626. Xircom Ethernet Adapter Software

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-26 18:06:55 UTC
From: bkr@drdhh.hanse.de
Message-ID: <1992Sep26.180655.3208@drdhh.hanse.de>
Source record: 42734

I heard rumours that there exists a Xircom Ethernet Adadpter
driver for the Atari ST.

(That's the little box you plug into your PC printer port)

If anybody can tell me about the existance and/or location
availability/price for this software or can give me any
address of anybody associated with it, it'd be appreciated.

Please mail answers, I'll post a summary if there is enough
request - otherwise I'll forward responses to interested people.

Thanks for your audience,
Bjoern

--
bkr@drdhh.hanse.de - Bjoern Kriews - Stormsweg 6 - D-2000 Hamburg 76 - FRG

3627. changing vortex HD against another one ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-26 19:02:40 UTC
From: portmann@disuns2.epfl.ch
Message-ID: <4721@disun45.epfl.ch>
Source record: 42731

hello people !

i've got a question for you cracks...
i have a vortex HD with 20MB which i want to replace bye a bigger
one (only the drive, not what's around).
so my questions are:
there are two platines one is by vortex, but what's the other one
for ? what does it control ?
has anybody any suggestions as what kind of drive i should
put in ?

any suggestion is welcome...

TOM

---
portmann@di.epfl.ch / GO NO SAINTS
---
the little shop of horror: ...it's an audry, 2 !...

3628. Re: Non-Blocking reads

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-26 21:46:12 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Sep26.214612.17432@elroy.jpl.nasa.gov>
Source record: 42730

In article <1992Sep25.203233.1046@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

```
>
>I've got a program I'm trying to get ported to the Atari from the big
>wide world out there, and seem to be down to two "missing" functions:
>
>(1) Something called kbhit(), more particularly:
>
>int kbhit(void)
>{ /* code omitted */
>} /* This function returns TRUE if there is a key code waiting to be */
> /* read, and FALSE otherwise */
>
>(2)
>int getch(void)
>{
>}
>/* This function returns the keycode that was waiting to be read */
>/* Yup, it's supposed to return an integer, not a char. That's NOT a */
>/* typo. */
>
>Ideally, I'd LOVE to get something that's portable between MiNT and
>TOS both.
>
>There's a Unix implementation that looks like the following:
>------Cut Here--------
```

Ah, looks like you're porting from MSDOS... On the ST, the GEMDOS function Cconis() will serve for kbhit(), it returns true/false depending on if there is a character available on the console, and Cconin will read 1 character. Cconin returns a long (not just an int) with the high word containing the keyboard scan code of the character read. You can get more info on the GEMDOS calls from most ST programming books. (It also sounds like you're not using any ST programming books in your current effort, otherwise you might have bumped into this solution already... It would be a good idea to get hold of some real documentation before you proceed any further...)

Since MiNT is backward compatible with TOS, you'll be pretty safe using these GEMDOS functions with either TOS or MiNT. Also you should note that these GEMDOS functions can have their target devices redirected, e.g. someone starting up your program can decide to point Ccon at the RS232 port and your program will work using the serial port instead of the console, and all of that is transparent to you... (i.e., you don't have to do anything special to make it work).

Finally, you should be careful about how you do I/O in this program. As an example, in Unix you can use the stdio library (printf, putchar, getchar, etc.) or you can call the Unix system directly (read, write, lseek, etc.). The stdio library is built with the Unix system calls, but adds its own layer of buffering between your program and the system. On the ST you have the same situation, but with several more possible levels of indirection. Most C compilers for the ST come with an ANSI/Unix-style library, which will include an stdio implementation. They will also include Unix read/write/lseek emulation, but now you have to realize that both stdio and read/write are library level, and the actual "system level" is one level deeper, at the GEMDOS function level. In fact, for functions like getting a character from a tty-style device, there's yet another lower layer, the BIOS level. Unix programming manuals warn you not to mix stdio calls with system calls, because the stdio buffering will get fouled up when you go directly to the system. You have to keep this mind on the ST as well, and realize that you have to make sure not to mix up any of BIOS, GEMDOS, read/write, or stdio. Every level of that list provides its own buffering, so mixing calls between them is definitely a bad idea.

(Actually, whether or not the read/write emulation does any buffering varies depending on whose C library you use. As I think about it, most of them simply translate this set of Unix system calls directly to their GEMDOS equivalents.)

The main point of this spiel is to make sure you choose only one level of I/O routines to use, and stick with it. If you really know what you're doing you can mix and match, but it's a real pain when you get it wrong.

Usually when I port stuff I tend to use GEMDOS level or higher, that way the programs will behave properly when run from the console or run remotely over the serial port.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

California, land of dreams. For many, moving out to CA is their first step toward fulfilling their dreams. For most of them, it's also their last.

3629. Re: Text editors... for C even!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-26 23:07:53 UTC
From: landrews@outb.wimsey.bc.ca
Message-ID: <landrews.05hg@outb.wimsey.bc.ca>
Source record: 42732

> A normal monitor has still 80 col/line! Please switch your WRAP on! Your
> text is ugly to read!

I don't know about you, but my messages look fine to me! They should all be in 80 columns, and no more (in fact, they should be less!).

If anything, blame it on the system I call to access Usenet, which is an Amiga, running software called C-Net.

Anyway, does anybody else have problems with my messages? It sounds like your newsreader may be fouling things up for some reason.

--- Via UCI v1.02 (C-Net Amiga)

Luke Andrews /*/ landrews@outb.wimsey.bc.ca. /*/ Vancouver, BC
=--=
"We can rise and fall like empires, flow in and out like the tide, be vain
and smart, humble and dumb, we can hit and miss like pride."
- Neil Peart
"Anyway, can a dead person sue for libel?" - "DGHDA" (Douglas Adams)

3630. Re: Line A: C lib?/ bitmap manipulation on the ST..?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-26 23:33:15 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Sep26.233315.21089@elroy.jpl.nasa.gov>
Source record: 42642

In article <Bv49xE.1s9@iat.holonet.net> wilsont@orac.holonet.net (Timothy Wilson) writes:
>Yes.. more questions for the tech guys..
>
>I was wondering if there are PD C library files for the Line A routines?
>or.. should I bite the bullet and learn ASM?

If you're using GNU C you can just use the linea.h that's provided in the
GCC C library. As far as I know, Turbo C also comes with linea bindings.
MWC does as well.
>
>also, I just found out, in my TOS book, that one pixel in lowres is
>spread out over 4 bytes. I have heard of this before in other architectures.
>but.. Why do they do this? Isn't it slower to do it this way?

Just a function of how they decided to design their video hardware. First of
all, remember that you're working with a 16-bit architecture, not 8-bit. That
means you can grab 16 bits at a time on every memory reference, so there's no
efficiency gain in using byte-oriented data.

The video hardware is built around a chip known as SHIFTER. This chip is so
named because that's exactly what it does; instead of writing a word of
video data to the screen all at once, it grabs the data for 16 pixels at a time
and shifts them out to the screen one pixel at a time. E.g., ST lo-res:

```
word-1 word-2 word-3 word-4 -> word-1
word-2
word-3
word-4
^
|__ 4 bits at a time are peeled
off to form the palette index
```

>I'd like to be able to manipulate bitmaps (rotations etc) but
>since the pixel info is spread out, how to I convert these types of algorithms?
>
>i would assume that to get one pixel out of a graphics screen long word
>would take 32 shifts and 4 long word masks. Am I underestimating the speed
>of the 68000? it would seem that it would take a while (time that would add up
>over a large bitmap) to compute.

Hm. 4 longword masks? I don't see why that would be, you can simply load one
byte at a time. Actually, you can do it really easily with the movep
instruction. Point an address register at the byte containing the first bit
of the pixel you want, use movep to load the pixel bytes into a register,
shift once to get the right orientation, get the even bits, shift again by 8,
and get the odd bits. Like so:

```
/* nothing like real code for examples, eh? */
/* Copyright 1992 by Howard Chu. You may use this code in
your programs provided that you acknowledge the source. */

int
getpixel (int x, int y) /* assumes lo-rez. med-rez is even easier */
{
register char *addr __asm__("a0");
register long pixdat __asm__("d1");
register int result __asm__("d0");
register int shift __asm__("d2");

addr = screenbase + y * bytes_per_row + x/2;
shift = x & 7;
result = 0;

time __asm__("
24 movepl a0@,d1 /* get pixel data */
8-22 lsll d2,d1 /* shift left to desired bit */
8-10 jpl 0f /* first bit is now in sign bit - check it */
4 moveq #1,d0
4 0: tstw d1 /* 3rd bit is word sign-bit - check it */
8-10 jpl 1f
4 addqw #4,d0
24 1: lsll #8,d1 /* shift 2nd and 4th bits into place */
8-10 jpl 2f /* 2nd bit is sign bit - check it */
4 addqw #2,d0
4 2: tstw d1 /* 4th bit is word sign-bit - check it */
8-10 jpl 3f
4 addqw #8,d0
3:");
return(result);
}
```

There ya have it, no longword masks, and only two shift instructions. Piece of cake, and valid GNU-C, t'boot. You can easily convert this into a loop to decode a block of 16 pixels at a time. For medium rez, you only need to do a word-length movep. As a further optimization, you can precompute a table of row_addresses to save time when calculating the initial addr to use.

Total execution time for the marked code is 104 to 126 cycles, best to worst case. (Might actually be 112 best case, I think the 10 cycle branches will get padded to 12 by the bus timing.) That amounts to 13 to 15 microseconds per pixel, running at 8MHz. To convert an entire screen would spend just about 880 milliseconds in this code, best case, to just over 1 second, worst case. Doesn't seem too bad.

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

California, land of dreams. For many, moving out to CA is their first step toward fulfilling their dreams. For most of them, it's also their last.

3631. Re: Text editors... for C even!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-27 00:30:35 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Sep27.003035.12553@newton.ccs.tuns.ca>
Source record: 42733

In article <landrews.05hg@outb.wimsey.bc.ca> landrews@outb.wimsey.bc.ca (Luke Andrews) writes:
>> A normal monitor has still 80 col/line! Please switch your WRAP on! Your
>> text is ugly to read!
>
>I don't know about you, but my messages look fine to me! They should all be in 80 columns, and no more (in fact, they should be less!).
>
>If anything, blame it on the system I call to access Usenet, which is an Amiga, running software called C-Net.
>
>Anyway, does anybody else have problems with my messages? It sounds like your newsreader may be fouling things up for some reason.

The post looks okay when reading but when replying the lines are definitely
longer than 80 characters. I've noticed this on some posts from Germany as
well. As for what causes it, I have no idea.

>
>--- Via UCI v1.02 (C-Net Amiga)
>
> Luke Andrews /*/ landrews@outb.wimsey.bc.ca. /*/ Vancouver, BC
>=--=
> "We can rise and fall like empires, flow in and out like the tide, be vain
> and smart, humble and dumb, we can hit and miss like pride."
> - Neil Peart
> "Anyway, can a dead person sue for libel?" - "DGHDA" (Douglas Adams)

==
Kenneth W.Hartlen E-mail (hartlenk@newton.ccs.tuns.ca)
School of Computer Science or (hartlekw@taurus.cs.tuns.ca)
Technical University of Nova Scotia
P.O. Box 1000
Halifax, Nova Scotia, B3J 2X4 CANADA

3632. Re: GNU C 2.2x available yet?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-27 17:56:51 UTC
From: Bjarne Pohlers <POHLERB@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92271.175651POHLERB@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 42740

In article <ntomczak.717476481@vega>, ntomczak@vega.math.ualberta.ca (N
Tomczak-Jaegermann) says:
>gcc 2.2.2 for ST is currently at PatchLevel 3. It was available
>some two days after FSF release.
>
>There is a series of updates on a.a which contain - among other
>things Atari specific patches (not very extensive) to FSF distribution.
>Look somewhere in 20'th. The last one is from August this year.
>
Where are these update-files? I just can find the files until update20.zo
(atari/gnustuff/tos/updates) and they are to build gcc2.1 and old versions of
the libs.
Thanks,
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <pohlerb@math.uni-muenster.de> &
* Slow address: Friedericusstrasse 15 \
\ W-4400 Muenster-Nienberge | Germany *
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

3633. Re: Text editors... for C even!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-28 08:51:02 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.717670262@freyr>
Source record: 42736

knarf@nasim.sta.sub.org (Frank Bartels) writes:

>In <landrews.04t7@outb.wimsey.bc.ca>, Luke Andrews writes:
>>With all this discussion on text editors... I have found an *excellent* text editor called Alice.
>>
>>And as long as we're talking about key commands, it uses CTRL-S and CTRL-E to start and end a block (respectively). I believe you can edit up to 6 texts at once, although there is no way to switch windows via keyboard, you must use the mouse.

Oh yeah why not Save=start block
Erase=end of block.

Of course, no, that's great.

>>There is also no word wrap available, but you CAN make it warn you (via the ST "ding") that you have gone past a certain limit (which you can set).

But it's even better if it does both (whatever you wish). Wait for my
Edith demo. (Yes, it's still only vapourware, but any program has that phase)

>>You can also set it to show you the time/date and/or the cursor position. But I noticed that with either of these functions on, the movement of the cursor tends to lag behind a bit (like when you hold down backspace or delete).

That sounds pretty stupid. Edith shows a lot of info and isn't slow at all.
(=a bit faster than the turbo C 2.0 editor)

>A normal monitor has still 80 col/line! Please switch your WRAP on! Your
>text is ugly to read!

You're going to regret you've said that when you've got a falcon in
overscan mode and you're trying to run Tempus

>Knarf

Suinna.

--
Annius Victor Groenink-- undergraduate student Mathematics and Computer Science
at the university of Utrecht, Netherland. Working at PTT Research Leidschendam
for Sept-Dec. 1992. Laan van Borgele 24, 7415 DJ Deventer, phone +31 5700 29396
or +31 70 33 25445; e-mail A.V.Groenink@research.ptt.nl or avgroeni@cs.ruu.nl

3634. Re: GEM font format

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-28 08:55:53 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Sep28.035553.21360@hemlock.cray.com>
Source record: 42735

In article <1992Sep25.132037.19187@cs.mcgill.ca>, bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
> It's the same as for Line-A. now this may not help much, so I'll post the
> GEM font format on monday (Can't do it during the weekend).
>
> Patrick.

Does this mean that the format of the font file is the same as in memory?

[M][a][r][c]

3635. Re: Xircom Ethernet Adapter Software

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-28 10:29:36 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1a6mqgINNun@golem.wcc.govt.nz>
Source record: 42737

>I heard rumours that there exists a Xircom Ethernet Adadpter
>driver for the Atari ST.
>
>(That's the little box you plug into your PC printer port)
>
>bkr@drdhh.hanse.de - Bjoern Kriews - Stormsweg 6 - D-2000 Hamburg 76 - FRG

Well some years back when I first saw a Xircom here I informed the Atari distributer here, but the Big problem is that ST does not have all of the pins that are used in a PC, the Atari printer port is very limited...

Roger.......... sheppard_r@kosmos.wcc.govt.nz

3636. Re: IDE Drives on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-28 12:04:53 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <lahtinen.717681893@gideon>
Source record: 42739

psurge@cs.utexas.edu (Troy Carpenter) writes:

>I have a 1040ST, 20 Meg HD, ICD controller (original type, not new), and an
>OMPTI controller (MFM).

>Now, I have a friend who can get me an 80 meg IDE drive (for about $200, is
>this a good price?). What I need to know is if it can be used on an ST, and
>what extra hardware will I need. I think I recall the fact that IDE drives
>will not work on the SCSI chain, and I need some other controller for it.
>I want to know what other controller that is, and can I use an IDE drive on
>the ST or is it a waste of money for me.

I do not know any controllers that convert SCSI to IDE and I think it
would be much better for you to look for a SCSI drive. I think you should
find a 80-100 MB SCSI drive for $200-300, but I not know the prices there.

--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

3637. offgibit(), ongibit()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-28 12:47:38 UTC
From: glens@natinst.com
Message-ID: <1a6utaINNeii@falcon.natinst.com>
Source record: 42738

Can I use these calls within a VBI? I have already tried it and get reboots. I think what might be happening is that the interrupt occurs after the system writes the GI select register but before it does the access so by the time my VBI is done, the GI select register no longer contains the value the system wrote to it. In the developer docs it says bios calls (trap #14) are O.K. in interrupt service routines.

Any help would be greatly appreciated.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@natinst.com

---

3638. Re: Line A: C lib?/ bitmap manipulation on the ST..?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-28 13:10:01 UTC
From: "U.Kuehn" <KUHNU@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92272.131001KUHNU@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 42641

```
In article <Bv49xE.1s9@iat.holonet.net>, wilsont@orac.holonet.net (Timothy
Wilson) says:
>
>Yes.. more questions for the tech guys..
>
>I was wondering if there are PD C library files for the Line A routines?
>or.. should I bite the bullet and learn ASM?
>
>also, I just found out, in my TOS book, that one pixel in lowres is
>spread out over 4 bytes. I have heard of this before in other architectures.
>but.. Why do they do this? Isn't it slower to do it this way?
>
>I'd like to be able to manipulate bitmaps (rotations etc) but
>since the pixel info is spread out, how to I convert these types of
>algorithms?
>
>i would assume that to get one pixel out of a graphics screen long word
>would take 32 shifts and 4 long word masks. Am I underestimating the speed
>of the 68000? it would seem that it would take a while (time that would add up
>over a large bitmap) to compute.
>
PLEASE, do NOT use the Line-A functions, they are lowlevel VDI-driver
functions, and shouldnt be used by other programs. Imagine a ST with a
graphics board, what memory layout does it use for the screen?
Instead, use the appropriate VDI functions, they will work even with
wierd graphics cards, if there is a VDI driver for that card.
The VDI has functions to copy and transform rasters, so use these for
your purpose.

Ulrich

+--------------+--------------------------+-----------------------+
| Ulrich Kuehn | Internet:                | Do they know that they ?
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? ?
+--------------+--------------------------+-----------------------+
```

3639. Re: Xircom Ethernet Adapter Software

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-28 14:57:44 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Sep28.145744.30011@yuma.ACNS.ColoState.EDU>
Source record: 42643

In article <1a6mqgINNun@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>>I heard rumours that there exists a Xircom Ethernet Adadpter
>>driver for the Atari ST.
>>
>>(That's the little box you plug into your PC printer port)
>>
>>bkr@drdhh.hanse.de - Bjoern Kriews - Stormsweg 6 - D-2000 Hamburg 76 - FRG
>
>Well some years back when I first saw a Xircom here I informed the Atari
>distributer here, but the Big problem is that ST does not have all of the pins
>that are used in a PC, the Atari printer port is very limited...
>
>
>Roger.......... sheppard_r@kosmos.wcc.govt.nz

Since there are at least three company making SCSI Ethernet device, a driver for the SCSI Ethernet would be nice. The company that I know of only has the driver for PC and Mac.

These SCSI Ethernet boxes are external and connect to the SCSI port. They do work, at least with Mac as we have four of these boxes working with Mac (from SE to Mac II). Cost is ranging from $250 to $400. And maybe less for higher education.

In principal, with a SCSI device driver and recompile the NCSA Telnet on a ST should work.[No, I don't know how to write a SCSI device driver]

Just some information.
Tang
sytang@lamar.colostate.edu

3640. TOS Chip & Socket Numbers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-28 15:26:21 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep28.152621.29769@newshost.lanl.gov>
Source record: 42644

I've got a 6-chip set of TOS 1.4 and need to know which chips go into which sockets. I had this information before but it's long gone now. Appreciate your help.

Thanks,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3641. Re: GNU C 2.2x available yet?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-28 16:32:48 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.717697968@vega>
Source record: 42645

Bjarne Pohlers <POHLERB@DMSWWU1A.UNI-MUENSTER.DE> writes:

>In article <ntomczak.717476481@vega>, ntomczak@vega.math.ualberta.ca (N
>Tomczak-Jaegermann) says:
>>gcc 2.2.2 for ST is currently at PatchLevel 3. It was available
>>some two days after FSF release.
>>
>>There is a series of updates on a.a which contain - among other
>>things Atari specific patches (not very extensive) to FSF distribution.
>>Look somewhere in 20'th. The last one is from August this year.
>>
>Where are these update-files? I just can find the files until update20.zo
>(atari/gnustuff/tos/updates) and they are to build gcc2.1 and old versions of
>the libs.
>Thanks,

I wish I would know! I uploaded updates 21, 22, 23, and 24 to a.a some
weeks ago and assumed that they filtered in the meantime to their
rightful place. If they are still not yet in .../updates then try
- in blind - .../new directory. Or ask Jeff.

Michal
ntomczak@vega.math.ualberta.ca

3642. ST Minix 1.6.16

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-28 16:39:06 UTC
From: malay@sae.com
Message-ID: <1992Sep28.163906.9245@sae.com>
Source record: 42648
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.os.minix

Help???
Has anybody successfully built this version? And is using it? If so, could you explain what you did different from the 1.6.16 instructions to build a bootable kernel. I have tried following the directions exactly but only end up with a black screen and a white cursor and no keyboard response.

Bob Malay

3643. No red in monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-28 16:49:00 UTC
From: v5914ane@ubvmsd.cc.buffalo.edu
Message-ID: <BvAs2G.2up@acsu.buffalo.edu>
Source record: 42646

Does anyone have any Idea on why my atari color monitor lost the red in the picture??

3644. Re types of diskdrives (was Re: IDE Drives on ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-28 17:05:43 UTC
From: swenker@ptt-iat
Message-ID: <450@ptt-iat>
Source record: 42647

In article <lahtinen.717681893@gideon> lahtinen@gideon.fmi.fi (Kimmo Lahtinen) writes:
>
>I do not know any controllers that convert SCSI to IDE and I think it
>would be much better for you to look for a SCSI drive. I think you should
>find a 80-100 MB SCSI drive for $200-300, but I not know the prices there.
>
>--
>* *
>Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
>Finnish Meteorological Institute Phone : +358 0 758 1322
>Possessed by a Spirit G3 Fax : +358 0 758 1396

I'm looking around for a new Hard Disk. All I see is terms like
SCSI, ACSD, IDE, ICD. Unfortunately all without explanation. So
if someone could explain these terms to me, please do.

BTW I have a Mega ST2 with a Megafile 20.

Thanks, Johan

Johan Swenker | Telephone: +31 50 855257
PTT Telecom BV | Telefax : +31 50 271894
I&AT | E-mail : swenker%ptt-iat@nluug.nl
P.O. Box 188 | DISCLAIMER: This statement is not an official
NL-9700 AD Groningen | statement from, nor does it represent an
The Netherlands | official position of, PTT Telecom B.V.

3645. Haba harddisk software?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-28 19:05:35 UTC
From: winfrvk@dutiws.tudelft.nl
Message-ID: <2136@dutiws.tudelft.nl>
Source record: 42651

Hello all,

A friend of mine has an old HABA harddisk for his ST. The original drive
mechanism was 10Mb, but that one has crashed, and was replaced by a 20Mb
drive.
The problem is: The program to format the drive doesn't have any options,
it's just double-click and it formats 10Mb. This works, but we would like
to use the other half of the diskspace as well.

The question: Does anyone have a version of the haba-software which can
format a 20Mb disk?
If no other version of the software exists, does anyone know if I can use
an old SH204 DMA->SCSI adapter in place of the one that I presume is in
the haba-box?

I hope someone remembers this beast, otherwise I'l have to ask in
alt.folklore.computers, and I don't know if that says something good or bad
about the ST. ;-)

Bart.

Bart Schuller (NeXTmail OK) | What is a 're-mix?' "A total cheat"...
schuller@dutiea.twi.tudelft.nl | ..."A gift"-- when it's Frankie... TCH

3646. Re: Re types of diskdrives (was Re: IDE Drives on ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-28 19:14:37 UTC
From: sakaria@vipunen.hut.fi
Message-ID: <1992Sep28.191437.4629@nntp.hut.fi>
Source record: 42649

```
SCSI Small Computer Systems Interface - a standard way of interfacing
devices, say, hard disks, with computers
ACSI Atari Computer Systems Interface - Atari's interpretation of the
SCSI standard; applies to their Megafile units (and the DMA port)
IDE Integrated Drive Electronics - a nonstandard way of interfacing
devices, say, hard disks, to the PC/AT bus; many, if not most,
PC's now have IDE drives inside, with SCSI drives more rare
ICD a maker of add-on products, e.g., SCSI/ACSI adapters, for the
Atari ST

Hope this helps (and is correct :-),

--
------------------------------------------------------------------------
Sakari Aaltonen Helsinki University of Technology
Email: sakaria@vipunen.hut.fi
--- You can't keep a Finn down without him getting all red in the face ----
```

3647. Re: TOS Chip & Socket Numbers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-28 19:30:36 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Sep28.193036.2270@a.cs.okstate.edu>
Source record: 42650

In article <1992Sep28.152621.29769@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>I've got a 6-chip set of TOS 1.4 and need to know which chips go into which
>sockets. I had this information before but it's long gone now. Appreciate
>
>_____________________________ John "HUTCH" Hutchinson ____________________________

Using the C-xxxxn numbers for tos 1.0, and the L0, L1,... H2
numbers for tos 1.4

1.0 1.4
C-0 H2
C-1 H1
C-2 H0
C-3 L2
C-4 L1
C-5 L0

If this isn't enough... maybe someone else has the Unn numbers from the
motherboard they can add to the table....

Seeya!
jc

3648. Re: Line A: C lib?/ bitmap manipulation on the ST..?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-28 21:04:49 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Sep28.210449.19010@bas-a.bcc.ac.uk>
Source record: 42652

In article <92272.131001KUHNU@DMSWWU1A.UNI-MUENSTER.DE> KUHNU@DMSWWU1A.UNI-MUENSTER.DE (U.Kuehn) writes:
>In article <Bv49xE.1s9@iat.holonet.net>, wilsont@orac.holonet.net (Timothy
>Wilson) says:
>>
>>Yes.. more questions for the tech guys..
>>
>>I was wondering if there are PD C library files for the Line A routines?
>>or.. should I bite the bullet and learn ASM?
>>
>>also, I just found out, in my TOS book, that one pixel in lowres is
>>spread out over 4 bytes. I have heard of this before in other architectures.
>>but.. Why do they do this? Isn't it slower to do it this way?
>>
>>I'd like to be able to manipulate bitmaps (rotations etc) but
>>since the pixel info is spread out, how to I convert these types of
>>algorithms?
>>
>>i would assume that to get one pixel out of a graphics screen long word
>>would take 32 shifts and 4 long word masks. Am I underestimating the speed
>>of the 68000? it would seem that it would take a while (time that would add up
>>over a large bitmap) to compute.
>>
>PLEASE, do NOT use the Line-A functions, they are lowlevel VDI-driver
>functions, and shouldnt be used by other programs. Imagine a ST with a
>graphics board, what memory layout does it use for the screen?
>Instead, use the appropriate VDI functions, they will work even with
>wierd graphics cards, if there is a VDI driver for that card.
>The VDI has functions to copy and transform rasters, so use these for
>your purpose.
>

There is one one problem with this.. to get any image on the screen with any speed you have to generate a raster image in memory before you use VDI to display it.. you then need to know the screen format! If only there were a simple 24bit standard image format which VDI interpreted and displayed :-).

Even better would be a 32 bit image format, byte order being RGBA where R = red channel, G = green channel, B = blue channel and A = Alpha channel. :-)

>Ulrich
>
>+---------------+---------------------------+-------------------------+
>| Ulrich Kuehn | Internet: | Do they know that they :
>| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? :

```
>+---------------+---------------------------+-------------------------+
```

Steve
(Living in cloud cookcoo land and can't spell)
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

3649. Need Mega4 Motherboard

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-28 21:37:22 UTC
From: jad2433@ritvax.isc.rit.edu
Message-ID: <1992Sep28.213722.9398@ultb.isc.rit.edu>
Source record: 42655

I want to buy new/used a working Mega4 Motherboard.

I dont need anything else but the motherboard w/most of the chips
I might even settel for a Mega2 motherboard if there are empty banks
to solder another 2 megs of chips into.

If you a have a Mega 4 motherboard to sell, or know of where to get one
for a pretty good price, please Write to the following Internet Address, or
call be direct on the East Coast, I can be reached at;

JAD2433@ritvax.isc.rit.edu or JAD2433@rit.edu

Justin DuBois (716) 359-9888

Thanks.

3650. Re: GNU C 2.2x available yet?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-29 00:21:47 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Sep29.002147.13054@elroy.jpl.nasa.gov>
Source record: 42653

In article <ntomczak.717697968@vega> ntomczak@vega.math.ualberta.ca (N Tomczak-Jaegermann) writes:
>Bjarne Pohlers <POHLERB@DMSWWU1A.UNI-MUENSTER.DE> writes:
>>In article <ntomczak.717476481@vega>, ntomczak@vega.math.ualberta.ca (N
>>Tomczak-Jaegermann) says:
>>>gcc 2.2.2 for ST is currently at PatchLevel 3. It was available
>>>some two days after FSF release.
>>>
>>>There is a series of updates on a.a which contain - among other
>>>things Atari specific patches (not very extensive) to FSF distribution.
>>>Look somewhere in 20'th. The last one is from August this year.
>>>
>>Where are these update-files? I just can find the files until update20.zo
>>(atari/gnustuff/tos/updates) and they are to build gcc2.1 and old versions of
>>the libs.
>>Thanks,
>
>I wish I would know! I uploaded updates 21, 22, 23, and 24 to a.a some
>weeks ago and assumed that they filtered in the meantime to their
>rightful place. If they are still not yet in .../updates then try
>- in blind - .../new directory. Or ask Jeff.

Those files seem to have disappeared. I sent them again today. Btw, the
file renaming has occurred, so now you can find things in
~ftp/atari/Gnustuff/Tos/Updates

I've put updates 21-24 up, which is the latest official collection.
The gc222bin and gc222lib stuff that I put up is based on update24 +
additional changes...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

California, land of dreams. For many, moving out to CA is their first step
toward fulfilling their dreams. For most of them, it's also their last.

3651. Re: XBIOS say() in MultiTOS :)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-29 00:24:21 UTC
From: gordonf@monashee.sfu.ca
Message-ID: <1992Sep29.002421.11957@sfu.ca>
Source record: 42654

In article <1992Sep16.154924.26311@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:
>
>Another suggestion for Atari, and otherwise for someone else
>who knows about speech synthesis on the ST: preferably when
>the Falcon comes out on the market, there should be a neat way
>to have your applications give spoken form alerts etc. (Like on
>the NeXT a sweet woman's voice tells you `Your Printer is Out
>of Paper'
>

Oh, God. Pleeeeeease, nobody do this!
We have one of those "wonderful" NeXT printers in the lab, and whenever
it starts whining at us, it's met with a chorus of "SHUT UP!"s from anyone
near it.
Beeps, pings, clicks, and whistles are fine for alerts, and can be sampled
and used by someone to their heart's content, but in my experience talking
appliances are just annoying.

>____
> Annius Groenink|undergraduate student
>Laan van Borgele 24|maths/computer science at the
> 7415 DJ Deventer|University of Utrecht, Holland.

Gordon Farrell |e-mail:gfarrell@sfu.ca |"Shee, you guys are so unhip
| gfarrell@cs.sfu.ca | it's a wonder your bums
Simon Fraser University | gordonf@sfu.ca | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

3652. Cyber Seq. Info and Question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-29 06:16:55 UTC
From: plate@cdsmn.mn.org
Message-ID: <BvBtG9.958@cdsmn.mn.org>
Source record: 42659

Hi,
I started messing around with some picture formats over the weekend.
I wrote a small program to display PI1 format and then began to hack away
at the Cyber Seqence animation format. This is my first attempt at ST
graphics.

First the information: The picture format document that I got from
atari archive was inaccurate in it's description of the Cyber Sequence
format. At least with regard to the three .seq files that I have
(klingone.seq, scanned.seq and lamp.seq). After the initial sequence
header, as described in the document, there is an array of longs that
make up a frame index (this is not in the document).
There is one long (32 bit) word for each frame
of the sequence. Each of these words is an offset into the sequence file
pointing to the frame headers. After this frame index begins the frame
headers and data as described in the document. I was able to figure this
out using a hex file editor.

Now the question: I am having a little trouble understanding how the image
data is packed. The runlength style encoding I understand, it's the splitting
up of the bit planes that I'm having trouble with. My confusion has to do
with the terminology used to descibe the bit planes. The document says
the four bitplanes are split up and written vertically:

bitplane 0, word 0, scanline 0
bitplane 0, word 0, scanline 1
...
bitplane 0, word 0, scanline 199 (assuming 200 scanlines)
bitplane 0, word 1, scanline 0
etc.

How are the bitplanes numbered? What does it mean "word 0" , "word 1"?

I understand that it takes bits from four words to make a pixel. Assuming
these four words are numbered 0, 1, 2, 3, isn't bitplane zero for the
sixteen associated pixels all located in word zero?

Help!

Regards,
Doug Sr.

3653. Re: No red in monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-29 06:47:28 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Sep29.064728.23895@elroy.jpl.nasa.gov>
Source record: 42656

In article <BvAs2G.2up@acsu.buffalo.edu> v5914ane@ubvmsd.cc.buffalo.edu (Steve) writes:
>Does anyone have any Idea on why my atari color monitor lost the red in the
>picture??

Most likely, you have a bad cable and the pin carrying the red signal has
come loose. That happened on one of my monitor cables, had to take the 13-pin
plug apart and re-solder it. (God I hated that. It's a real bitch getting in
there between the other wires...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

California, land of dreams. For many, moving out to CA is their first step
toward fulfilling their dreams. For most of them, it's also their last.

3654. Re: XBIOS say() in MultiTOS :)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-29 08:22:27 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.717754947@freyr>
Source record: 42658

gordonf@monashee.sfu.ca (Gordon Farrell) writes:

>Oh, God. Pleeeeeease, nobody do this!
>We have one of those "wonderful" NeXT printers in the lab, and whenever
>it starts whining at us, it's met with a chorus of "SHUT UP!"s from anyone
>near it.
>Beeps, pings, clicks, and whistles are fine for alerts, and can be sampled
>and used by someone to their heart's content, but in my experience talking
>appliances are just annoying.

I did give this some thought. You're absolutely right you'd better not
replace all alerts by spoken ones without allowing the user to disable
this feature. One possibly interesting idea is the following: when you're
using, say, a text editor (I'm sorry...) and the application senses it's
soon going to be out of memory (but not entirely) it could give you
a spoken message while you go on typing. All spoken messages should be
warnings or compliments rather than failure reports. If spoken messages,
like with the NeXT printer, get too much associated with `there is something
completely wrong' then obviously they will only get irritating in the end.

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____My opinions are my opinions_____ +31 5700 29396 (weekends)

3655. monitor burned away.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-29 09:38:27 UTC
From: ramaer@cs.utwente.nl
Message-ID: <1992Sep29.103827@cs.utwente.nl>
Source record: 42660

Yesterday my monitor started smoking (while I am a non-smoker).
Does anyone know if it is possible to attach a normal monitor
that takes a compisite video signal to an atari?
I have a spare monitor from the old days when I had an apple II, and
if I remember correctly it accepts 1 V top-top at 8 ohm.

I have some docs that say that the signals on the video connector
are divided into horizontal sync, vertical sync and monochrome.
Probably I will have to merge these into one signal but my question
is: how?

I am not afraid of a soldering iron.

Any help is appreciated,
Mark Ramaer

3656. Re: Text editors... for C even!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-29 11:33:42 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Sep29.113342.3322@aston.ac.uk>
Source record: 42663

```
--
Tim Wright. \ Real Life sucks
wrighttj@cs.aston.ac.uk \ losers dry.
```

3657. AHDI upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-29 15:25:40 UTC
From: morris@divsun.unige.ch
Message-ID: <1992Sep29.172540.19181@uni2b.unige.ch>
Source record: 42662

Please forgive a dumb question from a non-techie :

To upgrade to AHDI 5.0, do I have to reformat my drive?
Or can I just copy the new prgs etc. over the old?

Thanks,
Mike M.

3658. Re: XBIOS say() in MultiTOS :)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-29 16:35:45 UTC
From: daryl@piano.adept.ih.att.com
Message-ID: <DARYL.92Sep29103545@piano.adept.ih.att.com>
Source record: 42672

>We have one of those "wonderful" NeXT printers in the lab, and whenever
>it starts whining at us, it's met with a chorus of "SHUT UP!"s from anyone
>near it.
I did give this some thought. You're absolutely right you'd better not
replace all alerts by spoken ones without allowing the user to disable
this feature.

However, as a home computer user, I often walk away from a busy machine to another room. Having the ability for the machine to tell me something finished or that something is wrong is useful. Especially useful is the ability to distinquish between something completing, that I do not need to attend to, and a problem (out of paper) that I may wish to attend to quickly.

Such a feature MUST be selectable. On my GCR I have Trek sounds on some functions and although it is OK during the day, persons trying to sleep are REALLY irritated by the noise (:-)

Daryl Monge AT&T Bell Labs
EMAIL: daryl@adept.att.com VOICE: 708-713-4696
GEnie: D.MONGE
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566

3659. How to setup MiNTlibrary with TurboC (or must I insatall gcc to use MiN

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-29 17:36:24 UTC
From: kinzel@ibr.cs.tu-bs.de
Message-ID: <1992Sep29.173624.3127@ibr.cs.tu-bs.de>
Source record: 42661

Hi!

I want to use the MiNTlib functions under Turbo C. ('cause I like the Turbo C debugger). How to compile the files (... must I compile everything, what about the assembler files, when I tried to compile ??????.c which includes stdio.h, I got some errormassages). All in all it seems, that installing the libs with Turbo C is not possible (,isn't it?).

Jens.

3660. Re: TOS Chip & Socket Numbers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-29 19:06:26 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep29.190626.2770@newshost.lanl.gov>
Source record: 42666

In article 2270@a.cs.okstate.edu, cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
>In article <1992Sep28.152621.29769@newshost.lanl.gov> hutch@bellman.lanl.gov writes:

>>I've got a 6-chip set of TOS 1.4 and need to know which chips go into which
>>sockets. I had this information before but it's long gone now. Appreciate
>
>Using the C-xxxxn numbers for tos 1.0, and the L0, L1,... H2
>numbers for tos 1.4
>
>1.0 1.4
>C-0 H2
>C-1 H1
>C-2 H0
>C-3 L2
>C-4 L1
>C-5 L0
>
>If this isn't enough... maybe someone else has the Unn numbers from the
>motherboard they can add to the table....

Hey, thanks. But I really _do_ need the Unn numbers from the motherboard
sockets of a 520/1040 to match up with the chip numbers. Anybody out there
care to "pop the hood" and check for me?

Thanks,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3661. Re: monitor burned away.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-29 19:13:34 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <1aa9suINN851@usenet.INS.CWRU.Edu>
Source record: 42668

If you have your ST's owner's manual, take a look in the
back. There are pinouts for all ports including the video port.
What you will want to use are the pins labeled: Ground, and
General Purpose output<---(this is a composite video out!)
the only problem is trying to find a 13 pin DIN connector. I
once heard that it was possible to cut a standard PC board from
Radio Snack to size and solder some wires onto it as pins, but
this you must try at your own risk. My local ST dealer was able
to provide me with the 13 pin DIN, so you might check that out
first.
You might use a VCR to connect your ST to a TV set.
admitedly this is the poorest picture, but if all else fails...

--
"I'll let you in on a little secret.
The whole universe is totally INSANE!!!!"
Mr. Natural

3662. Amiga 500 (gasp!) and ST monitor?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-29 19:19:07 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <1aaa7clNN8qq@usenet.INS.CWRU.Edu>
Source record: 42664

I have an Amiga 500 that a friend of mine gave to me.
I've been using the mono video out on the back, but this is
BORING! Does anyone know if I can connect my ST's monitor to the
Amiga's analogue RGB out? The Amiga, I am told, has a Horiz.
sync signal at 15.7 Khz. Will this work with the ST's monitor.
I am also aware that the ST's monitor is an analogue RGB type.
Sounds good. Right? Let me know if I am mistaken or misinformed.

Than-Q
George II Lenzer

--
"I'll let you in on a little secret.
The whole universe is totally INSANE!!!!"
Mr. Natural

3663. 520 ST inside an IBM clone case?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-29 19:23:47 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <1aaag3INN9dh@usenet.INS.CWRU.Edu>
Source record: 42665

I was wondering if I could fit the motherboard of a 520
ST, two SS disk drives, a Serial port expansion, a MIDI thru
expansion, and provisions for connecting an IBM styled keyboard
into an IBM box. Just wondering, that's all.

thanx,
George II Lenzer

--
"I'll let you in on a little secret.
The whole universe is totally INSANE!!!!"
Mr. Natural

3664. Re: How to setup MiNTlibrary with TurboC (or must I insatall gcc to use MiN

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-29 20:17:12 UTC
From: hohmuth@freia.inf.tu-dresden.de
Message-ID: <HOHMUTH.92Sep29211712@freia.inf.tu-dresden.de>
Source record: 42667

In article <1992Sep29.173624.3127@ibr.cs.tu-bs.de> kinzel@ibr.cs.tu-bs.de (Jens Kinzel) writes:

I want to use the MiNTlib functions under Turbo C. ('cause I like the Turbo C debugger). How to compile the files (... must I compile everything, what about the assembler files, when I tried to compile ??????.c which includes stdio.h, I got some errormassages). All in all it seems, that installing the libs with Turbo C is not possible (,isn't it?).

The next MiNT library (pl22) will contain full support for Pure/Turbo C. It should be out Real Soon Now.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

3665. TOS chip pinouts

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-29 20:34:57 UTC
From: dumgrunt@ccwf.cc.utexas.edu
Message-ID: <80750@ut-emx.uucp>
Source record: 42670

Does anyone know the pinouts for the 6-chip TOS ROMs? I want to make a board that will let me mount and switch between two different ROM sets. I know it sounds strange, but there are a few quirks in TOS 1.0 that I actually want to use from time to time. From what I've seen, there's a "chip enable" pin that should let me toggle between the two sets with a simple double throw switch. If I'm right, and you know which pin is which, please let me know. If I'm wrong, please let me know also. :-)

Joel Banks
dumgrunt@ccwf.cc.utexas.edu

3666. Printer drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-29 20:38:31 UTC
From: svleest@handel.crhc.uiuc.edu
Message-ID: <1aaes7INNnbf@roundup.crhc.uiuc.edu>
Source record: 42669

Can anyone give me a brief overview of how to write a printer driver, or point me to a source of info on this topic? I can dump the screen image to my particular printer (converting the screen bit image to something my printer understands), but I assume there is a better way to do it. My method is limited to what is displayed on the screen. I would like to be able to do vdi routines to some buffer area and then dump this to the printer.

Any help would be greatly appreciated...

--
Steve VanderLeest Center for Reliable and High-Performance Computing
University of Illinois
.....
"...post this, post that. Everything is post these days, as if we're all just a footnote to something earlier that was real enough to have a name of its own."
Cat's Eye

3667. Answer, with source code (was Re: Cyber Seq. Info and Question)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-29 22:04:20 UTC
From: dmb@pf.ai.mit.edu
Message-ID: <28601@life.ai.mit.edu>
Source record: 42671

In article <BvBtG9.958@cdsmn.mn.org> plate@cdsmn.mn.org (Doug Plate) writes:
>First the information: The picture format document that I got from
>atari archive was inaccurate in it's description of the Cyber Sequence
>format.

Correct. Thanks for pointing this out. I looked at my Cyber loading
code and found the following:

```
/*
* Check magic to ensure that this is really a .SEQ file
*/
if (sheader.magic != MAGIC1 && sheader.magic != MAGIC2) {
diag(MYNAME, eCORRUPT);
goto Bailout;
}

/*
* Skip over frame offset information
*/
len = sheader.cel_count * 4;
if (Fseek(len, fd, 1) < 0) {
diag(MYNAME, eREAD);
goto Bailout;
}
```

The fact that the offset data is useless may have been the reason I
forgot to mention it in the document. Oops. (For those of you who are
wondering why it's useless, consider that every frame depends on the
previous one, which depends on the previous one, etc.; so you have to
access the frames sequentially regardless of whether you have offsets.)

I'll post the corrected documented in the next message.

>Now the question: I am having a little trouble understanding how the image
>data is packed. The runlength style encoding I understand, it's the splitting
>up of the bit planes that I'm having trouble with. My confusion has to do
>with the terminology used to descibe the bit planes. The document says
>the four bitplanes are split up and written vertically:
>
> bitplane 0, word 0, scanline 0
> bitplane 0, word 0, scanline 1
> ...
> bitplane 0, word 0, scanline 199 (assuming 200 scanlines)
> bitplane 0, word 1, scanline 0
> etc.
>

>How are the bitplanes numbered? What does it mean "word 0" , "word 1"?

ST low res screen ram is has four bitplanes. Consider the first 16
pixels of scanline one (i.e., the 16 pixels that are in the upper
left corner of the screen). Screen memory for these is laid out as
follows:

bitplane 0, word 0
bitplane 1, word 0
bitplane 2, word 0
bitplane 3, word 0

The next 16 pixels look like this:

bitplane 0, word 1
bitplane 1, word 1
bitplane 2, word 1
bitplane 3, word 1

etc. There are 80 words per line total, yielding 20 words per bitplane.

What the description above is trying to say is this: you get the data
a bitplane at a time (unlike the ST screen ram, which packs the
bitplanes together), and in vertical columns (again, unlike the ST,
which stores the screen RAM in horizontal rows).

The reason for the translation is that you get much better compression
when you separate the bitplanes and process them vertically.

>I understand that it takes bits from four words to make a pixel. Assuming
>these four words are numbered 0, 1, 2, 3, isn't bitplane zero for the
>sixteen associated pixels all located in word zero?

Yes, but that's the format of ST screen RAM. The format of the
uncompressed data is not the same.

I've included assembly source to convert the data from the format
above to the ST screen RAM format. Use it in good health.

Dave Baggett

```
*------------------------------------------------------------------------------*
;+
; Title: Convert Vertical Separate Bitplane Data to Horizontal
; Interleaved Bitplane Data.
; Author: David Baggett
; Assembler: Madmac v1.07
; History: 3-May-1991 dmb Created.
; 4-May-1991 dmb Made it work.
; 28-Aug-1991 dmb Save A2 for Laser C.
; 9-Sep-1991 dmb Made it a GW function.
; 10-Sep-1991 dmb No longer saving register D2.
; 27-Nov-1991 dmb Save D2 for Lattic C.
;
; C Exports:
```

```
; void vsb2hib(s, d, width, height)
; int *s, *d;
; int width, height;
;-

TEXT

_vsb2hib:: movem.l D2-D3/A2-A5,-(SP) ; Save C registers

; Equate stack offsets to C parameters
.cargs #28, .s.l, .d.l, .width.w, .height.w

movea.l .s(SP), A0 ; Source address
movea.l .d(SP), A4 ; Destination address
move.w .width(SP), D0 ; Width
move.w .height(SP), D1 ; Height

moveq #0, D2 ; Clear out high word

; Compute size of image in bytes
; (h) * (((((w) - 1) >> 4) + 1) << 2)

subq.w #1, D0
asr.w #4, D0
addq.w #1, D0
asl.w #3, D0 ; Convert to width in byes
move.w D0, D2 ; Backup width in bytes
mulu D1, D0 ; Size = width in bytes * height

; Get starting source pointers

asr.w #2, D0 ; D0 = image length / 4

; A0 = start of bitplane 1

movea.l A0, A1 ; A1 = start of bitplane 2
adda.w D0, A1
movea.l A1, A2 ; A2 = start of bitplane 3
adda.w D0, A2
movea.l A2, A3 ; A3 = start of bitplane 4
adda.w D0, A3

move.w .height(SP), D1 ; Put height back in D1

moveq #0, D3 ; Clear out high word
move.w D2, D3 ; Get width in bytes
asr.w #3, D3 ; get width in words / 4
subq.w #1, D3 ; -1 for dbf

.column:
movea.l A4, A5 ; Get top of this column
addq.l #8, A4 ; Point to next 16 pixels
; for next time through.
```

```
moveq #0, D0 ; Clear D0
move.w D1, D0 ; Height in D0 (loop var)
subq.w #1, D0 ; -1 for dbf

.scanline:
move.w (A0)+, (A5)
move.w (A1)+, 2(A5)
move.w (A2)+, 4(A5)
move.w (A3)+, 6(A5)

adda.w D2, A5 ; Add width in words (drop
; down a scanline)

dbf D0, .scanline
dbf D3, .column

movem.l (SP)+, D2-D3/A2-A5 ; Restore C registers
rts

END
*------------------------------------------------------------------------------*
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS
```

3668. Revised Picture Formats List (was Re: Cyber Seq. Info and Question)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-29 22:06:07 UTC
From: dmb@pf.ai.mit.edu
Message-ID: <28602@life.ai.mit.edu>
Source record: 42673
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
ST Picture Formats
------------------
Edited by:

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(Please report errors or additions.)

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PackBits Compression Algorithm

Introductory Information
----
word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

Caveat: It is wise to mask off the upper four bits of each
palette entry, since a few programs store special
information there (most notably Art Studio).

The Formats

<NEOchrome> *.NEO

1 word flag byte [always 0]
1 word resolution [0 = low res, 1 = medium res, 2 = high res]
16 words palette
12 bytes filename [usually " . "]
1 word color animation limits. High bit (bit 15) set if color
animation data is valid. Low byte contains color animation
limits (4 most significant bits are left/lower limit,
4 least significant bits are right/upper limit).
1 word color animation speed and direction. High bit (bit 15) set
if animation is on. Low order byte is # vblanks per step.
If negative, scroll is left (decreasing). Number of vblanks
between cycles is |x| - 1
1 word # of color steps (as defined in previous word) to display
picture before going to the next. (For use in slide shows)
1 word image X offset [unused, always 0]
1 word image Y offset [unused, always 0]
1 word image width [unused, always 320]
1 word image height [unused, always 200]
33 words reserved for future expansion
16000 words picture data (screen memory)

32128 bytes total

<NEOchrome Animation> *.ANI

NOTE: To get this feature on versions 0.9 and later select the Grabber
icon and click both mouse buttons in the eye of the second R in the
word GRABBER.
Interestingly enough, some versions of NEO only require you
to press the right button, not both. Hmmm...

1 long magic number BABEEBEA (hex) (seems to be ignored)
1 word width of image in bytes (always divisible by 8)
1 word height of image in scan lines
1 word size of image in bytes + 10 (!)
1 word x coordinate of image (must be divisible by 16) - 1
1 word y coordinate of image - 1
1 word number of frames
1 word animation speed (# vblanks to delay between frames)
1 long reserved; should be zero
----
22 bytes total for header

? words image data (words of screen memory) for each frame, in
order

<DEGAS> *.PI1 (low resolution)
*.PI2 (medium resolution)

*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)

32034 bytes total

<DEGAS Elite> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)

32066 bytes total

<DEGAS Elite (Compressed)> *.PC1 (low resolution)
*.PC2 (medium resolution)
*.PC3 (high resolution)

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control/data bytes
4 words left color animation limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag [0 = left, 1 = off, 2 = right]
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)

< 32066 bytes total

Compression Scheme:

PackBits compression is used (see below). Each scan line is compressed
separately; i.e., all data for a given scan line appears before any data
for the next scan line. The scan lines are specified from top to bottom
(i.e., 0 is first). For each scan line, all the data for a given bit plane

appears before any data for the next higher order bit plane. Note that this is identical to the IFF 'BODY' image data.
To clarify: The first data in the file will be the data for the lowest order bit plane of scan line zero, followed by the data for the next higher order bit plane of scan line zero, etc., until all bit planes have been specified for scan line zero. The next data in the file will be the data for the lowest order bit plane of scan line one, followed by the data for the next higher order bit plane of scan line one, etc., until all bit planes have been specified for all scan lines.

Caveats:

DEGAS Elite's picture loading routine places some restrictions on compressed DEGAS files:

o Elite uses a 40-byte buffer to store data being decompressed.

o Whenever a control command is encountered, bytes are stuffed in this buffer.

o The buffer is only emptied when there are EXACTLY 40 characters in it.

The important conclusion here is that

No control command may cause the buffer to have more than 40 bytes in it. In other words, all control commands must end on or before the 40-byte boundary.

Any picture violating the last condition will cause Elite to get a bus error when the picture is loaded.

<Tiny> *.TNY (any resolution)
*.TN1 (low resolution)
*.TN2 (medium resolution)
*.TN3 (high resolution)

Several people have reported sightings of mutated Tiny pictures that do not follow the standard format, so let's be careful out there. What is described here is the format that David Mumper's original TNYSTUFF.PRG produces.

1 byte resolution (same as NEO, but +3 indicates rotation information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits hold left (start) limit; low 4 bits hold right (end) limit
1 byte direction and speed of color animation (negative value indicates left, positive indicates right, absolute value is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)
}

16 words palette
1 word number of control bytes
1 word number of data words
3-10667 bytes control bytes
1-16000 words data words

42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 word is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead, the
data is divided into four sets of vertical columns. (This results in
better compression.) A column consists of one specific word taken
from each scan line, going from top to bottom. For example, column 1
consists of word 1 on scanline 1 followed by word 1 on scanline 2, etc.,
followed by word 1 on scanline 200.
The columns appear in the following order:

1st set contains columns 1, 5, 9, 13, ..., 69, 73, 77 in order
2nd set contains columns 2, 6, 10, 14, ..., 70, 74, 78 in order
3rd set contains columns 3, 7, 11, 15, ..., 71, 75, 79 in order
4th set contains columns 4, 8, 12, 16, ..., 72, 76, 80 in order

Note that Tiny partitions the screen this way regardless of resolution; i.e.,
these aren't bitplanes. For example, medium resoltion only has two bitplanes,
but Tiny still divides medium resolution pictures into four parts.

<Spectrum 512> *.SPU

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

51104 bytes total

Note that the Spectrum 512 mode's three palette changes per scan
line allow more colors on the screen than normally possible, but a
tremendous amount of CPU time is required to maintain the image.

The Spectrum format specifies a palette of 48 colors for each scan line.
To decode a Spectrum picture, one must be know which of these 48 colors
are in effect for a given horizontal pixel position.

Given an x-coordinate (from 0 to 319) and a color index (from 0 to 15),
the following C function will return the proper index into the Spectrum
palette (from 0 to 47):

```
/*
* Given an x-coordinate and a color index, returns the corresponding
* Spectrum palette index.
*
* by Steve Belczyk; placed in the public domain December, 1990.
*/
int
FindIndex(x, c)
int x, c;
{
int x1;

x1 = 10 * c;

if (1 & c) /* If c is odd */
x1 = x1 - 5;
else /* If c is even */
x1 = x1 + 1;

if (x >= x1 && x < x1 + 160)
c = c + 16;
else if (x >= x1 + 160)
c = c + 32;

return c;
}
```

<Spectrum 512 (Compressed)> *.SPC

```
1 word flag word [$5350 or "SP"]
1 word reserved for future use [always 0]
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map
--------------
<= 50014 bytes total
```

Data compression:

Compression is via a modified run length encoding (RLE) scheme,
similar to DEGAS compressed and Tiny. The data map is stored as a
sequence of records. Each record consists of a header byte followed by
one or more data bytes. The meaning of the header byte is as follows:

For a given header byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= -1 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three
palettes for each scan line (597 total). The color map is stored as a
sequence of records. Each record starts with a 1-word bit vector which
specifies which of the 16 palette entries are included in the data
following the bit vector (1 = included, 0 = not included). If a palette
entry is not included, it is assumed to be zero (black). The least
significant bit of the bit vector refers to palette entry zero, while the
most significant bit refers to palette entry 15. Bit 15 must be zero,
since Spectrum 512 does not use palette entry 15. Bit 0 should also be
zero, since Spectrum 512 always makes the background color black.
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).

NOTE: Regarding Spectrum pictures, Shamus McBride reports the following:

"... [The Picture Formats List] says bit 15 of the color map vector
must be zero. I've encountered quite a few files where [bit 15] is
set (with no associated palette entry)..."

<Spectrum 512 (Smooshed)> *.SPS

This format compresses Spectrum 512 pictures better than the standard
method. There are at least two programs that support this format, SPSLIDEX
and ANISPEC, although the two seem to differ slightly in their interpretation
of the format.
One point of interest: Shamus McBride deciphered this format without an ST!

1 word 5350 (hex) ("SP")
1 word 0 (reserved for future use)
1 long length of data bit map
1 long length of color bit map
<= ? bytes compressed data bit map
<= ? bytes compressed color bit map

< ? bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme,
similar to that used in Spectrum Compressed (*.SPC) pictures.

The data map is stored as a sequence of records. Each record consists of a header byte followed by one or more data bytes. The meaning of the header byte is as follows:

For a given header byte, x (unsigned):

0 <= x <= 127 Use the next byte x + 3 times
128 <= x <= 255 Use the next x - 128 + 1 bytes literally
(no repetition)

There are two kinds of *.SPS files.

The data may appear in the same order as *.SPC files (SPSLIDEX format?):

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

The second variant (ANISPEC format?) encodes the data as byte wide vertical strips:

Picture data, bit plane 0, scan line 1, columns 0 - 7.
Picture data, bit plane 0, scan line 2, columns 0 - 7.
Picture data, bit plane 0, scan line 3, columns 0 - 7.
. . .
Picture data, bit plane 0, scan line 199, columns 0 - 7.
Picture data, bit plane 0, scan line 1, columns 8 - 15.
Picture data, bit plane 0, scan line 2, columns 8 - 15.
. . .
Picture data, bit plane 0, scan line 199, columns 312 - 319.
Picture data, bit plane 1, scan line 1, columns 0 - 7.
. . .
Picture data, bit plane 3, scan line 198, columns 312 - 319
Picture data, bit plane 3, scan line 199, columns 312 - 319.

A for loop to process that data would look like

```
for (plane = 0; plane < 4; plane++)
for (x = 0; x < 320; x += 8)
for (y = 1; y < 200; y++)
for (x1 = 0; x1 < 8; x1++)
image[y, x + x1] = ...
```

Color map compression:

Color map compression is similar to *.SPC color map compression, but the map is compressed as a string of bits, rather than words. There are 597 records (one for each palette). Each record is composed of a 14-bit header followed by a number of 9-bit palette entries. The 14-bit header specifies which palette entries follow (1 = included, 0 = not included). The most significant bit of the header refers to palette entry 1, while the least significant bit refers to palette 14. Palette entries 0 and 15 are forced to black (zero). Each palette entry is encoded as "rrrgggbbb".

The format of the palette is described above in the section on uncompressed
Spectrum pictures (*.SPU).

<Art Director> *.ART (low resolution only)

16000 words picture data (screen memory)
16 words palette
15 * 16 words 15 more palettes for animation

32512 bytes total

<C.O.L.R. Object Editor Mural> *.MUR (low resolution only)

16000 words picture data (screen memory)
(palettes are stored in separate files)

32000 bytes total

<Doodle> *.DOO (high resolution only)

16000 words picture data (screen memory)

32000 bytes total

<Cyber Paint Sequence> *.SEQ (low resolution only)

This format, while fairly complex, yields excellent compression of animated
images while offering reasonably fast decompression times.

1 word magic number [$FEDB or $FEDC]
1 word version number
1 long number of frames
1 word speed (high byte is vblanks per frame)
118 bytes reserved
----
128 bytes total for .SEQ header

for each frame {
1 long offset to data for this frame, in bytes [basically useless]
}

for each frame {
1 word type (ignored?)
1 word resolution [always 0]
16 words palette
12 bytes filename [usually " . "]
1 word color animation limits [not used]
1 word color animation speed and direction [not used]
1 word number of color steps [not used]
1 word x offset for this frame [0 - 319]
1 word y offset for this frame [0 - 199]
1 word width of this frame, in pixels (may be 0, see below)
1 word height of this frame, in pixels (may be 0, see below)
1 byte operation [0 = copy, 1 = exclusive or]
1 byte storage method [0 = uncompressed, 1 = compressed]

1 long length of data in bytes (if the data is compressed, this
will be the size of the compressed data BEFORE decompression)
60 bytes reserved
----
128 bytes total for frame header

? bytes data
}

Frames are "delta-compressed," meaning that only the changes from one frame to the next are stored. On the ST, .SEQ files are always full-screen low resolution animations, so the sequence resulting from expanding all the data will be n 320 by 200 pixel low resolution screens, where n is given in the .SEQ header.

Since only the changes from frame to frame are stored, image data for a frame will rarely be 320x200 (except for the very first frame, which will always be a full screen). Instead what is stored is the smallest rectangular region on the screen that contains all the changes from the previous frame to the current frame. The x offset and y offset in the frame header determine where the upper left corner of the "change box" lies, and the width and height specify the box's size.

Additionally, each "change box" is stored in one of five ways. For each of these, the screen is assumed to have the full-screen image from the last frame on it.

o uncompressed copy: The data for this frame is uncompressed image data, and is simply copied onto the screen at position (x, y) specified in the frame header.

o uncompressed eor: The data for this frame is exclusive or'ed with the screen at position (x, y).

o compressed copy: The data for this frame must be decompressed (see below), and then copied onto the screen at position (x, y) specified in the frame header.

o compressed eor: The data for this frame must be decompressed (see below), and then exclusive or'ed with the screen RAM at position (x, y).

o null frame: The width and/or height of this frame is 0, so this frame is the same as the previous frame.

Of the 5 methods above, the one that results in the smallest amount of data being stored for a particular is used for that frame.

Compression Scheme:

Compression is similar to that employed by Tiny, but is not quite as space-efficient.

Control word meanings:

For a given control word, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 32767).
x > 0 Specifies the number of times to repeat the next word
taken from the data section (from 1 to 32767).

Note that a control word of 0 is possible but meaningless.

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead the four
bitplanes are separated, and the data within each bitplane is presented
vertically instead of horizontally. (This results in better compression.)

To clarify, data for a full screen would appear in the following order:

```
bitplane 0, word 0, scanline 0
bitplane 0, word 0, scanline 1
...
bitplane 0, word 0, scanline 199
bitplane 0, word 1, scanline 0
bitplane 0, word 1, scanline 1
...
bitplane 0, word 1, scanline 199
...
bitplane 0, word 79, scanline 199
bitplane 1, word 0, scanline 0
...
bitplane 3, word 79, scanline 199
```

Note however, that the data does not usually refer to an entire screen, but
rather to the smaller "change box," whose size is given in the frame header.

<Animatic Film> *.FLM (low resolution only)

```
1 word number of frames
16 words palette
1 word speed (0 - 99; value is 99 - # vblanks to delay between frames)
1 word direction (0 = forwards, 1 = backwards)
1 word end action (what to do after the last frame)
0 = pause, then repeat from beginning
1 = immediately repeat from beginning
2 = reverse (change direction)
1 word width of film in pixels
1 word height of film in pixels
1 word Animatic version number (major) [< 2]
1 word Animatic version number (minor)
1 long magic number 27182818 (hex)
3 longs reserved for expansion (should be all zeros)
--------
32 words total for header
```

? words image data (words of screen memory) for each frame, in order

<Animaster Sprite Bank> *.ASB (low resolution only)

```
1 word number of frames - 1
1 word ?
1 byte maximum width, in pixels
1 byte maximum height, in pixels
16 words palette
--------
38 bytes total for header

For each frame {
1 word width of this frame (in pixels) - 1
1 word height of this frame (in pixels) - 1
1 word ?
? words image data (words of screen memory)
}

<STOS> *.MBK

9 words ?
1 long $19861987 (magic number?)
1 long offset from this long to header for low resolution
parameter block (if past end of file, no low res frames)
1 long offset from this long to header for med resolution
parameter block (if past end of file, no med res frames)
1 long offset from this long to header for high resolution
parameter block (if past end of file, no high res frames)
1 word number of low resolution frames
1 word number of medium resolution frames
1 word number of high resolution frames

For each frame {
1 long offset to data (probably only used internally by STOS)
1 byte width in words (multiply by 16 to get width in pixels)
1 byte height in pixels
1 byte X hotspot location
1 byte Y hotspot location
}

(The format implies other stuff could be here.)

1 long ["PALT" $50414C54]
16 words palette

? words of data for each frame, in the order mentioned in the
header. Monoplanar mask data follows image data for each frame.
----------
? words total

The frames often seem to be in semi-random order, not necessarily in
the order they are to be animated.

<GEM Bit Image> *.IMG

1 word version number of image file [1]
1 word length of header in words [usually 8]
```

1 word number of color planes [1 for monochrome]
1 word pattern length in bytes [1-8, usually 2 for screen images]
1 word pixel width in microns (1/1000 mm, 25400 microns per inch)
1 word pixel height in microns
1 word line width in pixels
1 word number of lines

? words header length defined in 2nd word of header

? bytes data

NOTES: If the image is a color image (planes > 1), the planes are stored separately starting with plane 0. There is, however, no standard way of storing the color palette. Some programs may save the palette in separate files, some may extend the header. For this reason, you should never assume the header is 8 words long, always get the header length from the 2nd word of the header. Also, the line width in the 7th word is the number of pixels in a line. Since the data is encoded in byte-wide packets, the actual unpacked line width is always a multiple of 8, and may be 1-7 pixels longer than the length specified in the header.

For each byte x in the data section,

x = 0 Pattern/scanline run.
Read the next byte, n (unsigned).

If n > 0 then:
Read a number of bytes equal to the "pattern length" word in the header. Repeat this pattern n times.

If n = 0 then:
Scanline run. Data for the next scanline is to be used multiple times. Read the following record:

1 byte flag byte [$FF]
1 byte number of times to use next scanline data

The data for the next scanline follows, compressed normally.

x = 80 (hex) Uncompressed bit string. The next byte determines the number of bytes to use literally. The literal data bytes follow.

otherwise Solid run. The value of x determines what to draw. The high bit specifies whether the pixels are set or cleared. A 1 indicates a byte-run using $FF, a 0 indicates a byte-run using $00. The low 7 bits, taken as an unsigned quantity, specify the length of the run in bytes.

<STAD> *.PAC (high resolution only)

4 bytes "pM86" (vertically packed) or "pM85" (horizontally packed)
1 byte id byte
1 byte pack byte (most frequently occuring byte in bitmap)
1 byte "special" byte
----
7 bytes total for header

? bytes data

The data is encoded as follows. For each byte x in the data section:

x = id byte Read one more byte, n. Use pack byte
n + 1 times.
x = "special" byte Read two more bytes, d, and n (in order).
Use byte d n times.
otherwise Use byte x literally.

<Imagic Film/Picture> *.IC1 (low resolution)
*.IC2 (medium resolution)
*.IC3 (high resolution)

4 bytes "IMDC"
1 word resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
1 word date (GEMDOS format)
1 word time (GEMDOS format)
8 bytes name of base picture file (for delta compression), or zeroes
1 word length of data (?)
1 long registration number
8 bytes reserved
1 byte compressed? (0 = no, 1 = yes)

If compressed {
1 byte delta-compressed? (-1 = no, > -1 = yes)
1 byte ?
1 byte escape byte
}
----
65 bytes total for header (68 bytes if compressed)

? bytes data

Compressed data may be either stand-alone or delta-compressed (relative
to the base picture named in the header). Delta compression involves
storing only how the picture differs from the base picture (i.e., only
portions of the screen that have changed are stored). This is used to
to encode animated sequences efficiently.

Compressed data, stand-alone:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

```
If n >= 2, use the next byte n times.
If n = 1, keep reading bytes until a
byte k not equal to 1 is encountered.
Then read the next byte d.
If the number of 1 bytes encountered is o,
use d (256 * o + k) times. I.e.,

if (n == 1) {
o = 0;
while (n == 1) {
o++;
n = next byte;
}

k = n;
d = next byte;

Use d (256 * o + k) times.
}
else {
d = next byte;
Use d (n) times.
}

x != escape byte Use x literally.

Compressed data, delta compressed:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 3, use the next byte n times.
If n = 1, do the same as for n = 1 in
stand-alone compression (above).
If n = 2, then set n = next byte.
If n = 0, end of picture.
If n >= 2, take n bytes from base
picture.
If n = 1, do the same as for n = 1
in stand-alone compression (above),
but take (256 * o + k) bytes from
base picture.

x != escape byte Use x literally.

<IFF Format> *.IFF

4 bytes "FORM" (FORM chunk ID)
1 long length of file that follows
4 bytes "ILBM" (InterLeaved BitMap file ID)

4 bytes "BMHD" (BitMap HeaDer chunk ID)
1 long length of chunk [20]
20 bytes 1 word = image width in pixels
```

```
1 word = image height in lines
1 word = image x-offset [usually 0]
1 word = image y-offset [usually 0]
1 byte = # bitplanes
1 byte = mask (0=no, 1=impl., 2=transparent, 3=lasso)
1 byte = compressed [1] or uncompressed [0]
1 byte = unused [0]
1 word = transparent color (for mask=2)
1 byte = x-aspect [5=640x200, 10=320x200/640x400, 20=320x400]
1 byte = y-aspect [11]
1 word = page width (usually the same as image width)
1 word = page height (usually the same as image height)

4 bytes "CMAP" (ColorMAP chunk ID)
1 long length of chunk [3*n where n is the # colors]
3n bytes 3 bytes per RGB color. Each color value is a byte
and the actual color value is left-justified in the
byte such that the most significant bit of the value
is the MSB of the byte. (ie. a color value of 15 ($0F)
is stored as $F0) The bytes are stored in R,G,B order.

4 bytes "CRNG" (Color RaNGe chunk ID)
1 long length of chunk [8]
8 bytes 1 word = reserved [0]
1 word = animation speed (16384 = 60 steps per second)
1 word = active [1] or inactive [0]
1 byte = left/lower color animation limit
1 byte = right/upper color animation limit

4 bytes "CAMG" (Commodore AMiGa viewport mode chunk ID)
1 long length of chunk [4]
1 long viewport mode bits (bit 11 = HAM, bit 3 = interlaced)

4 bytes "BODY" (BODY chunk ID)
1 long length of chunk [# bytes of image data that follow]
? bytes actual image data

NOTES: Some of these chunks may not be present in every IFF file, and may
not be in this order. You should always look for the ID bytes to find a
certain chunk. All chunk IDs are followed by a long value that tells the
size of the chunk (note that "ILBM" is not a chunk ID). This is the number of
bytes that FOLLOW the 4 ID bytes and size longword. The exception to this is
the FORM chunk. The size longword that follows the FORM ID is the size of the
remainder of the file. The FORM chunk must always be the first chunk in an
IFF file.

The R,G,B ranges of AMIGA and ST are different (AMIGA 0...15, ST 0...7),
as is the maximum number of bitplanes (AMIGA: 5, ST: 4).

Format of body data

An expanded picture is simply a bitmap. The packing method is PackBits
(see below), and is identical to MacPaint and DEGAS Elite compressed.
```

The (decompressed) body data appears in the following order:

```
line 1 plane 0 ... line 1 plane 1 ... ... line 1 plane m
[line 1 mask (if appropriate)]
line 2 plane 0 ... line 2 plane 1 ... ... line 2 plane m
[line 2 mask (if appropriate)]
...
line x plane 0 ... line x plane 1 ... ... line x plane m
[line x mask (if appropriate)]
```

The FORM chunk identifies the type of data:

```
"ILBM" = interleaved bit map
"8SVX" = 8-bit sample voice
"SMUS" = simple music score
"FTXT" = formatted text (Amiga)
```

<MacPaint> *.MAC

```
1 long version number [0=ignore header, 2=header valid]
38 * 8 bytes 8x8 brush/fill patterns. Each byte is a pattern row,
and the bytes map the pattern rows top to bottom. The
patterns are stored in the order they appear at the bottom
of the MacPaint screen top to bottom, left to right.
204 bytes unused
-------------
512 bytes total for header

< 51200 bytes compressed bitmap data
-------------
< 51712 bytes total
```

NOTE: The version number is actually a flag to MacPaint to indicate if the brush/fill patterns are present in the file. If the version is 0, the default patterns are used. Therefore you can simply save a MacPaint file by writing a blank header (512 $00 bytes), followed by the packed image data.

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel monochrome image. The packing method is PackBits (see below). There are 72 bytes per scan line. Each bit represents one pixel; 0 = white, 1 = black.

<RGB Intermediate Format> *.RGB (low resolution only)

This format was invented by Lars Michael to facilitate conversions between standard ST picture formats and higher resolution formats like GIF and IFF. It supports 12 bits of color resolution by keeping the red, green and blue components in separate bit planes.

```
1 word resolution (ignored)
16 word palette (ignored)
16000 words red plane (screen memory)
1 word resolution (ignored)
```

16 word palette (ignored)
16000 words green plane (screen memory)
1 word resolution (ignored)
16 word palette (ignored)
16000 words blue plane (screen memory)

96102 bytes total

The format was derived by concatenating three DEGAS .PI1 files together --
one for each color gun. The RGB value for a pixel is constructed by looking
at the appropriate pixel in the red plane, green plane, and blue plane. The
bitplanes are in standard ST low resolution screen RAM format, but where pixel
values in screen RAM refer to palette entries (0 through 15), pixel values
here correspond to absolute R, G, and B values. The red, green, and blue
components for each pixel range from 0 to 15 (4 bits), yielding a total of
12 bits of color information per pixel. Not coincidentally, this is exactly
the format of ST palette entries (although on ST's without the extended
palette only the lower 3 bits of each color component are used).

You can view a single bit plane on a standard ST by splitting the .RGB file
into its three DEGAS .PI1 components and setting the palette to successively
brighter shades of gray.

<ComputerEyes Raw Data Format> *.CE1 (low resolution)
*.CE2 (medium resolution)

1 long [$45594553 or "EYES"]
1 word resolution [0 = low res, 1 = medium res]
8 words ?
If resolution = 0 {
64000 bytes red plane, 320 x 200, 1 pixel per byte
64000 bytes green plane, 320 x 200, 1 pixel per byte
64000 bytes blue plane, 320 x 200, 1 pixel per byte

192022 bytes total
}
else If resolution = 1 {
128000 words 640 x 200, 1 pixel per word

256022 bytes total
}

This is almost two formats in one:

Low resolution:

The planes are arranged vertically, instead of horizontally.
The first byte is the red component of pixel (0,0), the second is (0,1),
and the third (0,2). The 201st corresponds to (1,0), etc. The 64001st
byte is the green component of (0,0).
Only the low six bits of each byte are used.

Medium resolution:

The picture is arranged vertically, instead of horizontally.
The first word is pixel (0,0), the second is (0,1), and the third
(0,2). The 200th is (1,0) etc.
Each word is divided up into the RGB values for the corresponding
pixel, as follows:

```
Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 B4 B3 B2 B1 B0 G4 G3 G2 G1 G0 R4 R3 R2 R1 R0
```

Bit 15 is not used.

<PackBits Compression Algorithm>

The following packing algorithm originated on the Mac, was adopted by
Electronic Arts/Commodore for use in the IFF standard, and then by Tom
Hudson for use in DEGAS Elite. The algorithm is currently used in
MacPaint, IFF, and DEGAS Elite compressed file formats. Each scan line
is packed separately, and packing never extends beyond a scan line.

For a given control byte 'n':
0 <= n <= 127 : use the next n + 1 bytes literally (no repetition).
-127 <= n <= -1 : use the next byte -n + 1 times.
n = -128 : no operation, not used.

---

* Roland Waldi contributed extensive information on the following formats:

GEM, IMG, Doodle, STAD, Imagic Film/Picture, Art Director, IFF

** John Brochu, ST picture formats guru, provided sage advice and many
corrections to the following formats:

NeoChrome, DEGAS Elite Compressed, Spectrum 512 Compressed,
GEM Bit Image, IFF, MacPaint

Version of.....Tue Sep 29 18:04:29 EDT 1992
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

3669. Re: XBIOS say() in MultiTOS :)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 00:27:48 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <2s2VRB1w165w@ersys.edmonton.ab.ca>
Source record: 42687

annius@sif.research.ptt.nl (Annius Groenink) writes:

- gordonf@monashee.sfu.ca (Gordon Farrell) writes:
-
- >Oh, God. Pleeeeeease, nobody do this!
- >We have one of those "wonderful" NeXT printers in the lab, and whenever
- >it starts whining at us, it's met with a chorus of "SHUT UP!"s from anyone
- >near it.
- >Beeps, pings, clicks, and whistles are fine for alerts, and can be sampled
- >and used by someone to their heart's content, but in my experience talking
- >appliances are just annoying.
-
- I did give this some thought. You're absolutely right you'd better not
- replace all alerts by spoken ones without allowing the user to disable
- this feature. One possibly interesting idea is the following: when you're
- using, say, a text editor (I'm sorry...) and the application senses it's
- soon going to be out of memory (but not entirely) it could give you
- a spoken message while you go on typing. All spoken messages should be
- warnings or compliments rather than failure reports. If spoken messages,
- like with the NeXT printer, get too much associated with `there is something
- completely wrong' then obviously they will only get irritating in the end.
-
- --
- Annius Victor Groenink Universiteit Utrecht PTT Research Leidschend
- Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekday
- Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evening
- _____My opinions are my opinions_____ +31 5700 29396 (weekend

Compliments? "Thank you for saving power by not turning your printer on." :)

Actually, a say() function would be a good idea if the voice would be of better quality than is usual. I remember a program called STSPEECH.TOS that would say whatever you typed (and could be made to stay resident and be tweaked by other programs to say what THEY want it to say) but the voice it spoke with was awful. It was the voice commonly associated with computers. Grating.

Is it possible to get better quality phonetics, or at least generate more human-sounding sounds?

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

3670. Re: No red in monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 06:05:27 UTC
From: jad2433@ritvax.isc.rit.edu
Message-ID: <1992Sep30.060527.20549@ultb.isc.rit.edu>
Source record: 42683

In article <BvAs2G.2up@acsu.buffalo.edu>, v5914ane@ubvmsd.cc.buffalo.edu (Steve) writes:
>Does anyone have any Idea on why my atari color monitor lost the red in the
>picture??

In this case there are some immediate things to check.

Making sure its unpluged and discharged of any static electricity, open the monitor casing removing the back cover housing.

You need to use an Ohm meter or something that can show continuity (a good connection). The end that plugs in to the computer has several pins in it. The Atari Pin out diagram in the ST manual will come in handy here.

This is what the computer in put has, so the Color monitor will only have some of these connected.

1 - Audio out (from computer into monitor)
2 - Composit Video (usually not connected)
3 - General Purpose Output (usually not connected)
4 - Monichrome detect (not on color cable)
5 - Audio in (into computer out of monitor not connected)
6 - Green Yes, this should definately be connected
7 - Red Probably your broken wire----------<<<<<<<!
8 - Plus 12-Volt Pullup
9 - Horizontal Sync
10 - Blue Yes definately should be there
11 - Monichrome (not connected on color monitor)
12 - Vertical Sync
13 - ground

Use the continuity checker to see if you have a good cable. The one end will obviously be the end with all the pins that usually connects to the back of the computer, and the other will connect to some weak pins on the PC board of the Monitor, so be carefull if you remove this from the monitor.

When I had this problem My cable was good, but the pin that the cable connected to in the monitor was broken. With a little Solder and a bit of patience it was back and running in no time.

If the cable is good and the connections to the PC board are good inside the monitor, now things get a little rough.

Either the Red Gun on the monitor has failed, or something in the monitor controling the red gun has failed, or the problem is in the ST.

If you know someone with a working monitor, or another ST, the location of the problem can be determined by swapping things arround and seeing what works or

does not work.

If the ST is determined to have the problem, start with the Plug, and from there you are on your own. I hope its just the peskey cable or one of the pins on the minitors PC board. Good luck.

If you need any other help Mail my account JAD2433@rit.edu

3671. XBTIMER

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 06:06:55 UTC
From: mike@r-node.gts.org
Message-ID: <1992Sep30.060655.1846@r-node.gts.org>
Source record: 42688

Hello all.

Sorry if this is an old topic, but would appreciate any help:

If I want to use the xbtimer call:

1) How do the combination of the 'divider' and 'data' values
work when calculating how often the interrupt will occur?

2) If the timer A data, is the 'count down'
value, is there any way of checking the MFP registers to
find out what the original 'count down' value that was
loaded?

3) How do I terminate/return in my timer interrupt routine
RTS, RTE ... do I need to reset any regs in the MFP?

4) Is there a time limit on the execution of my interrupt
routine?

Thanks for any suggestions.

Mike

--
==
Mike Stramba Email: mike@r-node.gts.org
Toronto,Canada
==

3672. Re: AHDI upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 06:39:38 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Sep30.063938.8270@rhrk.uni-kl.de>
Source record: 42674

morris@divsun.unige.ch (mike morris) writes:

>Please forgive a dumb question from a non-techie :

> To upgrade to AHDI 5.0, do I have to reformat my drive?
> Or can I just copy the new prgs etc. over the old?

Simply replace the old AHDI with the new one.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

3673. Re: Revised Picture Formats List (was Re: Cyber Seq. Info and Question)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 08:44:41 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Sep30.084441.2439@cs.hw.ac.uk>
Source record: 42675

Thanks for the latest edition Dave.

Now listen people. If you look at Dave's list you will see that it bears a copyright message. The reason for this is that about 2 years ago ST Format quoted Dave's list and gave no-one (neither Dave or any of the contributors) the credit for any of it. This years September issue of Atari ST User did the same despite the copyright and note on distribution. I wrote to them and recieved no reply. These magazines are slime!

Dave and many of us have put lots of work into reverse engineering and documenting these file formats and these magazines are quite happy to pillage the work without due credit. Dave doesn't ask for money or try to restrict the distribution of the knowledge of these formats. All he asks is that the many contributors be respected and given credit where credit is due.

Since the picture formats list was taken from this group by these magazines I'm sure they will read this too:-

Dirty Slimy Magazine List

ST Format (a.k.a ST Doormat)
Atari ST User (a.k.a ST Luser)

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

3674. Re: TOS Chip & Socket Numbers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 09:13:44 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Sep30.091344.2511@cs.hw.ac.uk>
Source record: 42676

>In article <1992Sep28.152621.29769@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>
>I've got a 6-chip set of TOS 1.4 and need to know which chips go into which
>sockets. I had this information before but it's long gone now.

Edited from a rare (by Atari UK standards :-) technical note (ST/HW/0060):-

TOS 1.4

ST STFM Mega Cksm Part No. Rom

U2 U48 U3 2097 C300641-001 HI-2
U3 U59 U6 2AAA C300642-001 HI-1
U4 U63 U9 F6F2 C300643-001 HI-0
U5 U53 U4 9FC5 C300644-001 LO-2
U6 U62 U7 305D C300645-001 LO-1
U7 U67 U10 64BB C300646-001 LO-0

In a Mega you must also change jumpers W2 and W3 so that they both link
positions 1 and 2. Install a jumper in location W4 and finally remove chip
U12 (74lS11).

(With appropriate hand gestures to Luser and Doormat who may want to reproduce
this information :-)

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

3675. help needed on GEM programming

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 09:35:26 UTC
From: grellier@ufrima.imag.fr
Message-ID: <BvDxB3.77G@ufrima.imag.fr>
Source record: 42677

I've got trouble with the WM_REDRAW message which is easily
smashed by other messages like WM_M1. How avoid it ?
More exactely, my problem happens when the user calls the
information dialog box on the menu whereas the program is
also waiting for a WM_M1 message. When he clicks on Ok, the
button is in the area and so the redraw message of the end of
the dialog is smashed by the MU_ENTRY event.

Thanks for answering to me.

Thierry grellier

PS: I program in C.

3676. reading vblank counter on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 10:35:59 UTC
From: klassa@aurs01.UUCP
Message-ID: <61227@aurs01.UUCP>
Source record: 42679

Hi-

Somebody recently sent me some code that uses Superexec() to call a routine
that reads the system vblank counter... The message was (in edited form):

```
> Ok. Try something like this:
>
> Supexec( get_vbl_count ); /* Supexec() is an XBIOS function that */
> /* executes a subroutine in supervisor */
> /* mode. */
> get_vbl_count()
> {
> /*
> system variable at address 0x466 - the number of vertical blank interrupts
> */
> unsigned long count = *((unsigned long *)0x466);
> return( count );
> }
```

This works perfectly on an ST, but doesn't seem to work on a TT. I
would think that the counter is in the same place in system memory on
both machines...

Can anybody tell me why this doesn't work on a TT, and what I can do
to make it work?

Thanks!!

John

o-o-o-

3677. Re: AES bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 13:16:31 UTC
From: Kromke@thor.mim.uni-hannover.dbp.de
Message-ID: <Kromke.1@thor.mim.uni-hannover.dbp.de>
Source record: 42680

>Huh? I've been working/programming with my ST for several years now, and
>have never encountered those 'severe bugs' you're talking about. Could you
>tell use more about them, please? Esp. when they show up, of course :).

Try to change the size of a window and make a double click into another
window or into the menu bar. Or try to drag an icon into the menu bar an
make a fast double click. Or only try to type with ten fingers in Wordplus.
Experienced secretaries and fast typers freeze a TOS two times a day.

>And the original poster had obviously forgotten to
>do an appl_init() call and a>v_opnvwk() call, as someone else noted in a
>previous posting, so probably>*that* was the problem, and not those 'severe
>bugs'.

Of course, you should do appl_init(), but in TOS 1.04 it is a dummy
function (not in multitasking systems!). appl_exit() is very important!
You don't need v_opnvwk(), when you don't need VDI calls. Why open a door
without entering?

>AES/VDI could all have been better, but they're not *that*
>bad.

They are, try to write stable and fast programs in standard TOS and VDI!

Guenther Gravel gravel@thor.mim.uni-hannover.de
X400: C=DE AD=DBP PD=UNI-HANNOVER
OU1=MIM OU2=THOR S=GRAVEL

3678. Re: Non-Blocking reads

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 13:16:52 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Sep30.131652.26664@unix.brighton.ac.uk>
Source record: 42553

there are bios routines to check to see if the io/kbd ports have pending data,
for the first problem.
the second is the standard function (stdio) that gets a char from a stream
that may have been 'pushed back' onto it.
This should be defined as

```
getch()
{
return ((bufp>0) ? buf[--bufp] : getchar() );
}
```

ie get the char from the buffer if the next one is there, otherwise
read one via buffer'd io routine getchar() (that will fill the buffer).

Dom De Vitto

3679. Fontgdos

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 13:33:45 UTC
From: jtreichl@iiic.ethz.ch
Message-ID: <1992Sep30.133345.2280@neptune.inf.ethz.ch>
Source record: 42678

I have a problem with the fontgdos. probably i missed the discussion about
the it.

1. i installed the cpx modules and generated the assign.sys and
the extend.sys file. they seem to be correct.

2. put fontgdos.prg in the auto folder an boot.

3. i wrote a little test programm with a vst_load_font call for
the screen device.
GDos error: not enough cache memory.
but i have set the cache sizes on 20,20,200 and no font is bigger
than 60kByte.

what's wrong.

regards
Juerg

3680. MIDI programs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 14:10:59 UTC
From: ZZDLG@LIVERPOOL.AC.UK
Message-ID: <92274.151059ZZDLG@LIVERPOOL.AC.UK>
Source record: 42682

Hi Folks,
I am having great fun producing a Patch Librarian for my Yamaha HE8.
The big problem is that the HE8 sends lots of "Active sense" messages
which quickly flood the 128 byte buffer. I have fo course tried a bigger
buffer but it dosn't seem to make much difference. I suppose the only
solution is a interupt handler which discards the "sense" messages.
I know other have run into this problem, so can any one else lend me
some code, or otherwise help. Dave.
p.s. replies by EMAIL would be much appreciated as I don't always
get chance ot read this list.

3681. Help: PC Harddisk on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 14:19:49 UTC
From: dirksen@research.ptt.nl
Message-ID: <1992Sep30.161949.1@research.ptt.nl>
Source record: 42685

Hello out there,

I've got a 20 Mbyte Harddisk + AT Western Digital Controller.
I would like to connect it to my Atari 1040.

Is there somebody who knows how to do it? Are there drivers for PC-AT Harddisks
available for the Atari ST? Any help is welcome.

Please mail to M.J.G.Dirksen@research.ptt.nl

Thanks,
MaD

3682. Line-A Evil?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 14:21:09 UTC
From: cs311113@umbc5.umbc.edu
Message-ID: <1992Sep30.142109.26315@umbc3.umbc.edu>
Source record: 42681

I hear that there are problems with Line-A commands from machine to machine in the St world. Well, a friend of mine is using a Line-A command to shorten the screen.. basicially give himself a status line. I was wondering what other ways there are to do this that easily. Thanks..

--

"If trees could scream, would we be so cavalier about cutting them down?
We might, if they screamed for no reason."

3683. Coprocessor 6888x

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 15:22:16 UTC
From: castermn@tokyo.seri.philips.nl
Message-ID: <1992Sep30.152216.5820@phcomgw.seri.philips.nl>
Source record: 42684

Hello world,

Is there somebody out there who has experience
in handling exceptions for a 6888x ?

I am building Yet Another Function Plotter. Upon
excecution of the formula an alert should be displayed
whenever "operand overflow", "illegal argument" etc
occurs.

I used Pure C which supports 6888x but the 'signal()' function
does not handle 6888x exceptions.

I asked Eric Smith but MiNT currently does not support
6888x exceptions. It supports 6888x on context switch.

Is GNU as solution ?

I tried to write a handler in assembler, this failed up to
now because of insufficient TOS/assembler knowhow. And because
I cannot debug these things. During exception handling the
Trace-bit is OFF so the debugger does not stop.

Who knows a solution ? Assembly / C source / ideas welcome

Thanks,

Luc Castermans
Philips Semiconductors
Group: Cordless phones
Eindhoven, Netherlands
E-mail: castermn@sce.philips.nl
tel +31-40722171
fax +31-40722764

3684. Boot sector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 15:50:21 UTC
From: max@kernighan.cba.csuohio.edu
Message-ID: <1992Sep30.155021.6388@news.csuohio.edu>
Source record: 42686

In reference to bytes 8 to 10 on the boot sector (using numbering scheme from 0 to 511), which is the 24-bit serial number of the disk:

1. Is it necessary for this number to be unique or non-zero?

2. Will anything change if this number is zero from disk to disk?

3. What was the intended purpose of this number?

I have been attempting to write as many binary zeros to the boot sector as possible without changing operation of the disk, and seem to have success in making the boot sector ALL binary zeros except for this minimal required information (using numbering scheme from 0 to 511):

A. For a non-executable boot sector:

1. Bytes 0-10 can be zero (see questions above about serial number).

2. Bytes 11-29 need meaningful values describing the disk.

3. Bytes 30-509 can be zero.

4. Bytes 510-511 need to be any 16-bit value OTHER THAN the checksum of bytes 0-509. In all cases except for one case out of 65536, this number can be zero also.

When you are making a non-executable boot sector, use xbios 0x18, which calculates the checksum of the boot sector and adds one to it (I believe) to mess up the checksum so that it is not signaled as being executable.

B. For an executable boot sector:

1. Bytes 11-29 need meaningful values describing the disk.

2. Bytes 510-511 need to be the 16-bit checksum of bytes 0-509, signaling that the boot sector is executable. Xbios 0x18 can calculate this for you.

3. Everything else is your boot program. TOS branches to the first byte of the boot sector wherever in memory it has been loaded.

When you are making an executable boot sector, use xbios 0x18, which calculates the checksum of the boot sector and places it in bytes 510-511 to signal it as being executable.

Typically, bytes 0-1 are a PC-relative branch forward to byte 30
of the boot sector, where the 16-bit value in memory location 0x482
is set to one and a return from subroutine ends the boot program
(actually subroutine), at which point TOS runs "COMMAND.PRG".

However, I don't believe that bytes 0-1 absolutely must be a branch
instruction. I believe bytes 0-10 and 30-509 can be any value you
want (even though 8-10 is the serial number), and can therefore be
used for your program (why not make the serial number part of a
program?!). You just have to remember to skip over the disk
description section of bytes 11-29 before you start executing it,
so you would typically use the branch right at bytes 0-1.

Anyone with information about the serial number questions as asked above
or corrections to the rest of this information, please post a follow-up.

----- max@kernighan.cba.csuohio.edu -----

3685. Re: reading vblank counter on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 17:11:40 UTC
From: klassa@aurs01.UUCP
Message-ID: <61234@aurs01.UUCP>
Source record: 42541

In article <61227@aurs01.UUCP> I write:

>Somebody recently sent me some code that uses Superexec() to call a routine
>that reads the system vblank counter... The message was (in edited form):
>
>> Supexec(get_vbl_count); /* Supexec() is an XBIOS function that */
>> /* executes a subroutine in supervisor */
>> /* mode. */
>> get_vbl_count()
>> {
>> /*
>> system variable at address 0x466 - the number of vertical blank interrupts
>> */
>> unsigned long count = *((unsigned long *)0x466);
>> return(count);
>> }
>
>This works perfectly on an ST, but doesn't seem to work on a TT. I
>would think that the counter is in the same place in system memory on
>both machines...
>
>Can anybody tell me why this doesn't work on a TT, and what I can do
>to make it work?

I've since discovered that it does work on a TT, but not in the
context in which I *WANT* it to work. :-(

A simple test program that calls Supexec(get_vbl_count) 100 times and
prints the result returns reasonable numbers on a TT... I get between
9 and 12 of each number, and the numbers increase by one with each
change (i.e. like 610, 610, 610, ... < 6 or 8 more of 'em > ... 613,
613, ... and so on).

However, when I put similar code into a game I'm writing, it flops.
It could be that *I've* hosed it up (I'm certainly not beyond making
mistakes), but it only fails on a TT. The way I've got it set up is
as follows...

In main(), I set old_vblanks to Supexec(get_vbl_count). Then, with
each iteration of the main loop, I check to see whether I've taken
more time than I wanted to, to complete that iteration. If so, I
display a message that says, in essence, "you've taken too long..."
If not, I do a Setscreen() to flip pages (i.e. I double-buffer), then
a Vsync() to wait for the next vblank. Then, lastly, I set
old_vblanks to Supexec(get_vbl_count) again, and loop around to do the
next iteration.

Like I said, on an ST, it works just like it's supposed to. On a TT,
I get the "you've taken too much time" message immediately. If
anything, I should see that message MUCH less often on a TT, since it
ought to be able to whip through things MUCH faster than an ST does
(no TT flames, please... :-)).

HELP!

Thanks!
John

o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o
o John M. Klassa o
o Alcatel Network Systems, Inc. --- Raleigh, NC --- (919) 850-1246 o
o Email: klassa%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com o
o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o

3686. Re: reading vblank counter on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 17:15:42 UTC
From: klassa@aurs01.UUCP
Message-ID: <61235@aurs01.UUCP>
Source record: 42546

I goofed... In my sample results, I should have written:

>A simple test program that calls Supexec(get_vbl_count) 100 times and
>prints the result returns reasonable numbers on a TT... I get between
>9 and 12 of each number, and the numbers increase by one with each
>change (i.e. like 610, 610, 610, ... < 6 or 8 more of 'em > ... 611,
>611, ... and so on). ^^^
^^^

The original message read "610, ..., <stuff>, ..., 613, 613, ..." and
^^^ ^^^
was incorrect. The sequence definitely increases by one each time a
change occurs.

Thanks...
John
o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o
o John M. Klassa o
o Alcatel Network Systems, Inc. --- Raleigh, NC --- (919) 850-1246 o
o Email: klassa%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com o
o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o

3687. Re: Boot sector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 19:19:11 UTC
From: wallace@yngstr.enet.dec.com
Message-ID: <1992Sep30.183112.20575@engage.pko.dec.com>
Source record: 42689

In article <1992Sep30.155021.6388@news.csuohio.edu>, max@kernighan.cba.csuohio.edu (Max Polk) writes...
>In reference to bytes 8 to 10 on the boot sector (using numbering
>scheme from 0 to 511), which is the 24-bit serial number of the disk:

>1. Is it necessary for this number to be unique or non-zero?
It must be unique.

>2. Will anything change if this number is zero from disk to disk?
No. Thats the problem, the OS (Operating System) will not change the disk data in it's buffers when you change the disk in the drive. See below for more details.

>3. What was the intended purpose of this number?
So the OS can tell if the disk was changed or not since the last vertical blank interupt.

If you remove a disk from the drive and put in another disk with the same serial number, the OS will not be able to tell that the disk was changed. This is a problem since the OS buffers up things like the FAT and does not flush/reload these buffers unless it thinks the disk was changed. If you then try to write to the new disk the disk will become corrupt because the OS is using info from another disk about where files/data should go.

Note that passing a 0 for a serial # to Flopfmt() will cause Flopfmt() to create a random number to use as the serial #. If you don't pass a 0 you should pass a random number.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

3688. Re: Amiga 500 (gasp!) and ST monitor?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 19:41:07 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep30.144109.13242@miavx1.acs.muohio.edu>
Source record: 42548

In article <1aaa7cINN8qq@usenet.INS.CWRU.Edu>, an938@cleveland.Freenet.Edu (George II Lenzer) writes:
> I have an Amiga 500 that a friend of mine gave to me.
> I've been using the mono video out on the back, but this is
> BORING! Does anyone know if I can connect my ST's monitor to the
> Amiga's analogue RGB out? The Amiga, I am told, has a Horiz.
> sync signal at 15.7 Khz. Will this work with the ST's monitor.
> I am also aware that the ST's monitor is an analogue RGB type.
> Sounds good. Right? Let me know if I am mistaken or misinformed.
>
> Than-Q
> George II Lenzer

Yes, it's possible, I was at a store that had both STs and Amigas,
and they had a 500 actually attached to SC1224. Now I have no idea what
the pinouts are, but it is possible.

Later.......

```
-----========{{{{{{{{((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
-----========{{{{{{{{((((((((((())))))))))}}}}}}}}=======----- 30-SEP-1992
```

3689. gcc 2.2.2 cross-compiler

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 20:52:19 UTC
From: terjeve@ifi.uio.no
Message-ID: <TERJEVE.92Sep30215219@kolsaas.ifi.uio.no>
Source record: 42690

Where can I find source for gcc2.2.2 for the ST? It must recognize
the -mbaserel and -mpcrel options (as the gcc in gc222bin.zoo at a.a
does).

Diffs to the original gcc.2.2.2-distribution would be fine.

--
+---+
| Terje Vernly "The dead know only one thing : |
| InterNet: terjeve@ifi.uio.no It is better to be alive." |
+---+

3690. Re: TOS Chip & Socket Numbers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 21:19:11 UTC
From: peter@rhrk.uni-kl.de
Message-ID: <1992Sep30.211911.1717@rhrk.uni-kl.de>
Source record: 42545

cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:

>In article <1992Sep28.152621.29769@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>>I've got a 6-chip set of TOS 1.4 and need to know which chips go into which
>>sockets. I had this information before but it's long gone now. Appreciate
>>
>>_____________________________ John "HUTCH" Hutchinson ____________________________

>Using the C-xxxxn numbers for tos 1.0, and the L0, L1,... H2
>numbers for tos 1.4
And for an old 520 ST Layout th Uxx number are

>1.0 1.4 Uxx
>C-0 H2 U2
>C-1 H1 U3
>C-2 H0 U4
>C-3 L2 U5
>C-4 L1 U6
>C-5 L0 U7

The Uxx numbers are diffrent for a 1040-Layout but you should find Lo-0 ,
Lo-1 ..... Hi-2 written on the board.
OK, that's all !
cu

3691. Re: TOS chip pinouts

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 21:32:55 UTC
From: peter@rhrk.uni-kl.de
Message-ID: <1992Sep30.213255.3919@rhrk.uni-kl.de>
Source record: 42543

dumgrunt@ccwf.cc.utexas.edu (Joel Banks) writes:

>Does anyone know the pinouts for the 6-chip TOS ROMs? I want to make a board
>that will let me mount and switch between two different ROM sets. I know it
>sounds strange, but there are a few quirks in TOS 1.0 that I actually want to
>use from time to time. From what I've seen, there's a "chip enable" pin that
>should let me toggle between the two sets with a simple double throw switch.
>If I'm right, and you know which pin is which, please let me know. If I'm
>wrong, please let me know also. :-)

>Joel Banks
>dumgrunt@ccwf.cc.utexas.edu

OOHH ! MUCH TOO COMPLICATED !
Here is a simpler solution:
Use a set of 64KB Eproms (27512) instead of the original 32 KB Roms.
Now burn in each chip in address space $0000-$7fff Tos Version 1 and
in address space $8000-$ffff Tos Version 2 .
(of course you have to use always rom-files with the same name, e.g.
U2 (or HI-2) of TOS 1.0 and U2 of Tos 1.4 must be stored in your first eprom)

Then you can put the 6 eproms in your sockets (they are pin-compatible) and
use pin #1 (A15) of each eprom, to switch between your two tos-versions.
On newer boards you find pin #1 of all rom-sockets at a jumper called 'A16'
Otherwise you have a bit of extra work to do ....

Any questions ??

ciao
Gunter

3692. IBM PGA Monitor connection to ST, How.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 22:05:31 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1992Sep30.220531.2497@monu6.cc.monash.edu.au>
Source record: 42544
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have recently obtained an IBM Proffesional Graphics Display. Does
any one know how to connect this to an ST. any pointers or clues would
be most helpful.

Thanks in advance.

---
* Nino Benci. Chief Technical Officer. *
* Department of Physics, Monash University, Caulfield Campus. *
* 900 Dandenong Rd, Caulfield East, Victoria, Australia. 3145. *
* Tel (61) (3) 573 2355/2519. Fax (61) (3) 573 2350 *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *

3693. Can I make a homebrew 68000 clock accelerator?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 22:09:43 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <1ad8j7INN3o3@usenet.INS.CWRU.Edu>
Source record: 42542

Would it be possible (and cheap) to build a crystal based
oscillator running at 25-50 Mhz and interface it to the ST's
internal timer? I would like to see my ST fly, and I realize
that there are probably limitations, but how big are they?

Tanks,
G. II. L.

--
"I'll let you in on a little secret.
The whole universe is totally INSANE!!!!"
Mr. Natural

3694. Re: Help: PC Harddisk on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-09-30 23:15:36 UTC
From: osoelgaultier+@CMU.EDU
Message-ID: <QemXIMe00awJ4GDqcP@andrew.cmu.edu>
Source record: 42550

Excerpts from netnews.comp.sys.atari.st.tech: 30-Sep-92 Help: PC
Harddisk on ST dirksen@research.ptt.nl (316)

> Hello out there,

> I've got a 20 Mbyte Harddisk + AT Western Digital Controller.
> I would like to connect it to my Atari 1040.

> Is there somebody who knows how to do it? Are there drivers for PC-AT Harddisks
> available for the Atari ST? Any help is welcome.

> Please mail to M.J.G.Dirksen@research.ptt.nl

> Thanks,
> MaD

It would be a bit expensive: your controller is of no use.
You should get a host-adapter (from ICD or any other) to
change your DMA output (ACSI protocol) to an SCSI and
then a controller (OMTI or ADAPTEC or something) to
change from SCSI to MFM (or RLL). And you would need
some power supply, a case, etc...,
The only thing you could use is that 20B HD, which is likely
to be slow (and not worth much more than 50-100$)

For the drivers: no problems, it's standard.

All in all, just get a new HD, plain SCSI: it's gonna be faster,
cheaper, better...

Stefan

-- On the average, people seem to be acting normal --

3695. Re: Boot sector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-01 00:57:45 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.717901065@groucho.phil.ruu.nl>
Source record: 42549

```
[ concerning the serial number on the bootsector ]

As far as I know, the serial number is used to signal a disk swap.
If two disks have the same serial, the OS can't know you've changed disks.

[concerning the XBIOS 0x18 ]

I suppose you mean XBIOS 18 / XBIOS 0x12 ? XBIOS 0x18 (0x18 = 24) is
'Bioskeys'...

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy -------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence
```

3696. Re: MIDI programs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-01 01:08:10 UTC
From: stramba@zooid.guild.org
Message-ID: <1992Oct1.010810.15879@zooid.guild.org>
Source record: 42567

ZZDLG@LIVERPOOL.AC.UK writes:
>Hi Folks,
> I am having great fun producing a Patch Librarian for my Yamaha HE8.
>The big problem is that the HE8 sends lots of "Active sense" messages
>which quickly flood the 128 byte buffer. I have fo course tried a bigger
>buffer but it dosn't seem to make much difference. I suppose the only
>solution is a interupt handler which discards the "sense" messages.
>I know other have run into this problem, so can any one else lend me
>some code, or otherwise help. Dave.
>p.s. replies by EMAIL would be much appreciated as I don't always
>get chance ot read this list.

I did reply through email, but I'm interested in any other opinons.

As far as I know all that can be done is to read the data, ignoring
the active sense messages, until the desired data comes through.

3697. Re: Help: PC Harddisk on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-01 02:28:32 UTC
From: wmagro@uiuc.edu
Message-ID: <BvF87M.8qs@news.cso.uiuc.edu>
Source record: 42547

In article <1992Sep30.161949.1@research.ptt.nl> dirksen@research.ptt.nl writes:
> Hello out there,
>
> I've got a 20 Mbyte Harddisk + AT Western Digital Controller.
> I would like to connect it to my Atari 1040.
>
> Is there somebody who knows how to do it? Are there drivers for PC-AT Harddisks
> available for the Atari ST? Any help is welcome.
>
> Please mail to M.J.G.Dirksen@research.ptt.nl
>
> Thanks,
> MaD

You need to chuck the AT WD controller and swap it for an Adaptec 4000 MFM controller. I assume the drive is MFM, because I don't know of any 20M RLL drives. If, indeed it is RLL, you'll need to use an Adaptec 4070 instead. Once connected to the 4000, you just hook the SCSI connector onto your Host Adaptor (from ICD, Supra, BMD, etc.).

I currently use two IBM-style drives on my machine through an Adaptec 4070. By the way, these IBM drives are usually referred to as ST506/412 drives, I believe, based on the original Seagate 5M drive of the same name (ST506).

Good luck!

--Bill

3698. Re: Boot sector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-01 04:30:15 UTC
From: max@randell.cba.csuohio.edu
Message-ID: <1992Oct1.043015.17925@news.csuohio.edu>
Source record: 42551

Regarding the boot sector serial number, bytes 8-10 using a scheme of numbering from 0-511:

I don't believe that the serial number is meaningful. From my tests of simply zeroing the serial number on a couple of disks and displaying, deleting, and copying files and subdirectories, all the while changing from one disk to the other (with the same serial number), I definitely COULD NOT obtain any errors.

From what I can tell, the serial number on the Atari ST's boot sector need not be unique, and can be the same from disk to disk. Furthermore, the boot sector appears to be reread each time you pop out a disk and place a new one in. The default directory changes to the root directory if the disk has been changed (except for the GEM desktop, which tries to descend to the current directory as displayed in the title bar).

Perhaps the BIOS #9 call (disk was, was not, or may be changed) is used to see if the disk was changed prior to all disk operations. If it was or may have been changed, the boot sector would be reread and default to the root directory (the reasonable thing to do).

-----max@randell.cba.csuohio.edu-----

3699. Re: Fontgdos

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-01 05:42:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A49082@MS.maus.de>
Source record: 42592

Juerg Treichler (jtreichl@iiic.ethz.ch) wrote:
> 3. i wrote a little test programm with a vst_load_font call for
> the screen device.
> GDos error: not enough cache memory.
> but i have set the cache sizes on 20,20,200 and no font is bigger
> than 60kByte.
>
>what's wrong.

You probably have GEM fonts in Motorola format. Atari's GDOS
versions only support the Intel format.

3700. Re: Boot sector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-01 06:38:05 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <66958@cup.portal.com>
Source record: 42552

Max Polk writes:

>I don't believe that the serial number is meaningful. From my tests of

Well, you don't have to believe us... they're your disks..

You might want to call Dave Small and ask him how significant
the serial number on floppy disks is first though.

When ANTIC magazine first released his formatting program,
"Twister", someone at the magazine inadvertantly changed
something in the source code, and the program generated the same
serial number on every disk.

It wasn't until AFTER all the complaints came in that they caught
it, but not in time to prevent a lot of disks from being trashed,
or for Twister getting a bad reputation (undeservedly so, too..).

The revised version has the random serial number in it, and works
just fine...

BobR

3701. RE: counting vblanks on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-01 10:44:34 UTC
From: klassa@aurs01.UUCP
Message-ID: <61241@aurs01.UUCP>
Source record: 42558

Someone wrote me and suggested that I explain my situation a little more... Here's an edited version of my response to them.

The topic is: "Why does a method of timing that uses the system vblank counter work on an ST but, seemingly, fail on a TT?"

The scenario: I'm writing a LodeRunner-type game. The game is set up so that it can handle a variable number of adversary "sprites." I wanted to be sure that all of my processing was getting done in under 3 or 4 vblanks (I don't remember which), so I put in some code to check things & let me know if I ever ran over the amount of time I wanted to stay under. If so, I figured I'd just reduce the number of adversaries until I got to a point where I never saw the "you're out of time" message.

The game stores the vblank count, does some processing, then compares the current vblank count with the one it stored away. If the difference is greater than some threshhold (like 3 or 4), the game displays a message to the effect that it couldn't process everything it needed to within the amount of time (3 or 4 vblanks) allotted to it.

Specifics...

I've got the following #define's:

```
#define VBLANKS Supexec(get_vbl_count) /* as per my first message on */
/* this topic */

#define TO_FRONT(x) { Setscreen(screen_buf[!x], screen_buf[x], -1); Vsync(); }

#define TIMING 3 /* the number of vblanks per update, minus 1 */
```

I've got an unsigned long variable I call old_vblanks.

I've got a function called restore_screen() which Setscreen()'s physbase and logbase back to what they were when the game started.

In main(), I've got something kind of like:

```
main()
{
init_everything();

old_vblanks = VBLANKS; /* store the old count away... */

while (!kbhit()) {
iterate();
}
```

```
}
```

In the iterate() code, I've got:

```
iterate()
{

/* stuff to restore the background */
/* stuff to save the background away for this iteration */
/* stuff to update positions */
/* stuff to determine new positions for everything */
/* stuff to draw everything at new positions */

/* and then (and this is right out of my code): */

if (VBLANKS - old_vblanks > TIMING) {
restore_screen();
printf("\nvblank timing not sufficient...");
while (!kbhit()) {}
getch();
}

while (VBLANKS - old_vblanks < TIMING) {}

TO_FRONT(pulse); /* pulse keeps track of whether I'm
writing to screen 0 or screen 1;
Warwick used this name in a
msg to me & I liked it so much
I kept it... :-) */

old_vblanks = VBLANKS;

pulse = !pulse;

return;
}
```

What happens, you ask? On a vintage, 8 MHz 1040 ST, I can run the thing with 7 adversaries & never see the "timing not sufficient" message. On a TT, I get the message immediately, and continually, until I exit the game.

One possibility is that, for some odd reason, the kbhit() call in main()'s while loop (which occurs once before the first call to iterate()) takes extremely long to complete on a TT... And because it does, the

```
(VBLANKS - old_vblanks > TIMING)
```

check in iterate() causes the "timing not sufficient" message to appear.

Another possibility is that my restore / save / update / redraw code (in iterate()) takes longer on a TT. I find this hard to believe, though... Especially since I ran the game with just one adversary (it's a LodeRunner-type game, in case you're wondering) on the TT & still got the message. With just one adversary, there's almost

nothing to do in the restore / save / update / redraw code. And like I said, I ran the *same* code on a vintage 1040ST, with 7 (SEVEN) adversaries -- MUCH, MUCH more to do in restore / save / update / redraw code -- and didn't see the message.

As a benchmark, an earlier version of the game didn't care about vblanks. It simply did what it did, then called Setscreen() / Vsync() whenever it was ready. It had the same kbhit() call in the while loop in main()... On that version, the TT would handle 7 adversaries in under one vblank (i.e. the game speed was the same with 7 adversaries as it was with just 1), and you wouldn't see a slowdown until you added the 8th one. On a vintage ST, you'd see a slowdown with just 2 adversaries. i.e. the TT flies through the kind of code this thing uses, so it *really* doesn't make sense that my vblank timer craps out in this latest version of my game...

Any clues? Is there anything a TT does worse than an ST, that I might have inadvertently used in this latest version of my game? Does it make a difference that I didn't compile the game on a TT? It wouldn't make any sense if it did make a difference, but at this point I'm just grasping at straws.

Any advice greatly appreciated...

Thanks!
John

BTW -- I'm using Heat & Serve C (Ian Lepore's version of Sozobon C), if that matters...

o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o
o John M. Klassa o
o Alcatel Network Systems, Inc. --- Raleigh, NC --- (919) 850-1246 o
o Email: klassa%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com o
o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o

3702. Re: Boot sector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-01 11:17:51 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1aemovINNb01@golem.wcc.govt.nz>
Source record: 42554

In article <66958@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
Bits removed..
>
>The revised version has the random serial number in it, and works
>just fine...
>
>BobR

Well Bob the Write protect is used also for disk change, but some disk drives
(Chinnon) don't toggle it when the disk is write enabled, but the later Tos's
have some changes to the OS, to improve the disk change logic,
I do know that TOS 1.4 has and some of the later ones...

Roger..... sheppard_r@kosmos.wcc.govt.nz

3703. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-01 11:51:52 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct1.075152.1@uwovax.uwo.ca>
Source record: 42555

In article <1992Sep29.173624.3127@ibr.cs.tu-bs.de>, kinzel@ibr.cs.tu-bs.de (Jens Kinzel) writes:
> I want to use the MiNTlib functions under Turbo C. ('cause I like the
> Turbo C debugger). How to compile the files (... must I compile
> everything, what about the assembler files, when I tried to compile
> ??????.c which includes stdio.h, I got some errormassages). All in
> all it seems, that installing the libs with Turbo C is not possible

The version of the MiNT library that's currently available (patchlevel 20) does not work with Turbo C. However, Ulf Mueller and Michael Hohmuth have sent me patches, and the next version of the library will have Pure C and Turbo C support. I *hope* it will be available soon; I've been hoping that for several weeks now, and every time I think it's almost ready another bug appears :-(.

--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3704. Floppy Disk Fats ..... In the beginning.....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-01 13:53:17 UTC
From: wabe@ukc.ac.uk
Message-ID: <1731@eagle.ukc.ac.uk>
Source record: 42556

I have a simple to the historians out there which has mildly puzzled
me for some time.

Why was it decreed in the beginning that TOS should use FIVE
(512-byte) sectors to store its (12-bit) FAT Info.??

Surely no more that 3 of these sectors will EVER be needed (at
least for the 720 kbyte ATARI standard double sided format)!! Is this
not an example of ATARI wasting 2 whole sectors per FAT copy i.e. 2 kbytes
per Floppy?

Or am I missing something?

W. Alan B. Evans
[wabe@ukc.ac.uk]

3705. Re: help needed on GEM programming

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-01 14:30:32 UTC
From: grellier@ufrima.imag.fr
Message-ID: <BvG5Mw.5tq@ufrima.imag.fr>
Source record: 42560

```
From benjamin@mermaid.micro.umn.edu Thu Oct 1 00:43:33 1992
Received: from mermaid.micro.umn.edu by turing.imag.fr (4.1/5.17)
id AA24160; Thu, 1 Oct 92 00:43:30 +0100
Received: from sponge.micro.umn.edu by mermaid.micro.umn.edu (5.65c/Tony Tiger 1.34)
id AA17800; Wed, 30 Sep 1992 18:43:05 -0500
Date: Wed, 30 Sep 1992 18:43:05 -0500
From: benjamin@mermaid.micro.umn.edu (Benjamin L. White)
Message-Id: <199209302343.AA17800@mermaid.micro.umn.edu>
To: grellier@babbage
Subject: GEM events
Status: ORr

When you're testing GEM events, you may get more than one at a time.

{
event = evnt_multi(........);
if (event & MU_M1)
do_m1_stuff();
if (event & MU_KEYBD)
do_keybd_stuff();
.
.
.
}

NOT

{
event = evnt_multi(...........);
if (event & MU_M1)
do_m1_stuff();
else if (event & MU_KEYBD)
do_keybd_stuff();
.
.
.
}

Get rid of the else, and recieve multiple simultaneously returned events.

Ben White
5th Crusade Software

(PS. If no one else does, and this IS, in fact, your problem, please post
the answer to c.s.a.st.tech)
```

3706. floppy media change problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-01 14:43:51 UTC
From: svrobins@bra.isnet.inmos.co.uk
Message-ID: <1992Oct1.144351.25@bra.isnet.inmos.co.uk>
Source record: 42557

I have a TEAC 3.5" 720K floppy drive hooked up to my Mega 2 as drive B,
and have a problem with the ST not detecting when I've changed the disk
in the drive. I don't have the model number here, but I can get it if
its important.

The drive is connected with a Cumana cable/box which worked fine with
the original Cumana drive (the Cumana drive has since become my internal
drive).

The drive reads, writes, and formats disks ok, but when I change the
disk my ST usually shows the contents of the previous disk. On the desktop
this is'nt too much of a problem 'cos I can press ESCAPE to force the
disk info to be updated. If this happens within an application, when I
have the fileselector up its a real problem. On one memorable occasion
I trashed a disk this way, and lost a lot of work.

I vaguely remember some discussion on this thread a couple of years back.
Does anyone have any ideas on how to fix it ?

Thanks,

Paul Robins

email: svrobins@isnet.inmos.co.uk

==================== gave up the .sigs years ago ======================

3707. Re: Floppy Disk Fats ..... In the beginning.....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-01 15:16:49 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.92Oct1161633@lovelace.cs.tu-berlin.de>
Source record: 42559

> Why was it decreed in the beginning that TOS should use FIVE
> (512-byte) sectors to store its (12-bit) FAT Info.??
>
> Surely no more that 3 of these sectors will EVER be needed (at
> least for the 720 kbyte ATARI standard double sided format)!! Is this
> not an example of ATARI wasting 2 whole sectors per FAT copy i.e. 2 kbytes
> per Floppy?

One reason may be the MS-DOS-Disk compbattle. There one cluster is
mostly 1 Sector (720 kB disks), so they need more FAT-space (5 sectors).

You should not be worried about the 2 wasted kB, be happy and use 1
Sector Clusters (then you don't waste 1023 Bytes for a File with 1
Byte, you only wate 511 Bytes! So you win 512 Bytes by many Files!
Wow! It's only a little bit slower, but you are happy about every
Byte, right?)

Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 1000 Berlin 10 | MAUS: @ B
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de
Please send flames to dev/null

3708. Re: How to setup MiNTlibrary with TurboC (or must I insatall gcc to use MiN

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-01 22:13:26 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1992Oct1.221326.17420@ugle.unit.no>
Source record: 42561

In article <1992Sep29.173624.3127@ibr.cs.tu-bs.de>, kinzel@ibr.cs.tu-bs.de (Jens Kinzel) writes:
> Hi!
>
> I want to use the MiNTlib functions under Turbo C. ('cause I like the
> Turbo C debugger). How to compile the files (... must I compile
> everything, what about the assembler files, when I tried to compile
> ??????.c which includes stdio.h, I got some errormassages). All in
> all it seems, that installing the libs with Turbo C is not possible
> (,isn't it?).
>
> Jens.

Why not convert the olb file to something Turbo_C can understand.

Stig Vidar Hovland - stigvi@lise.unit.no

3709. Re: 520 ST inside an IBM clone case?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-02 05:03:30 UTC
From: jad2433@ritvax.isc.rit.edu
Message-ID: <1992Oct2.050330.3397@ultb.isc.rit.edu>
Source record: 42572

I put my 1040 into a half Height Tower, kind of a fat one and it works fine,
With Deka's keyboard adaptor, and a MultiSync monitor it works great!,
I'd remove your motherboard from your ST case, and go check out some PC cases
and see what fits. It can get pretty tight If you start stacking things
on top of the Processor like I did.

Try it and see.

3710. gdb on atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-02 05:43:04 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Oct2.054304.25451@zooid.guild.org>
Source record: 42568

Is there a GDB for the ATARI?

Is it part of the GNU C package?

3711. Re: Boot sector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-02 09:34:02 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Oct2.093402.19969@echo.philips.nl>
Source record: 42562

max@randell.cba.csuohio.edu (Max Polk) writes:
>Regarding the boot sector serial number, bytes 8-10 using a scheme of
>numbering from 0-511:

>I don't believe that the serial number is meaningful. From my tests of
>simply zeroing the serial number on a couple of disks and displaying,
>deleting, and copying files and subdirectories, all the while changing
>from one disk to the other (with the same serial number), I definitely
>COULD NOT obtain any errors.

The above is true from TOS 1.4 on!

Older TOS versions will not reread the FAT if the new floppy inserted
contains the same serial number. So be careful!

John
--
John Janssen Email: johnj@echo.philips.nl <-- may stop soon(?)
The Netherlands or: John.Janssen@atehv.bso.nl <-- back in Nov. 92
Work: +31 40 756425
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, C

3712. Re: Floppy Disk Fats ..... In the beginning.....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-02 10:06:52 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Oct2.100652.20717@echo.philips.nl>
Source record: 42565

hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>wabe@ukc.ac.uk (W.A.B.Evans) writes:
>> Why was it decreed in the beginning that TOS should use FIVE
>>(512-byte) sectors to store its (12-bit) FAT Info.??
>> Surely no more that 3 of these sectors will EVER be needed (at
>>least for the 720 kbyte ATARI standard double sided format)!! Is this
>>not an example of ATARI wasting 2 whole sectors per FAT copy i.e. 2 kbytes
>>per Floppy?
>I don't know the 'why', but you needn't be afraid you miss something - the ST
>indeed wastes some sectors in the FAT without apparent reason... hey, this
>is Atari!! :-)

This was an ideal place to store code for a virus then, as
these 2 extra sectors were never used otherwise.

john
--
John Janssen Email: johnj@echo.philips.nl <-- may stop soon(?)
The Netherlands or: John.Janssen@atehv.bso.nl <-- back in Nov. 92
Work: +31 40 756425
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, C

3713. Re: Floppy Disk Fats ..... In the beginning.....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-02 11:02:05 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Oct2.110205.24822@rhrk.uni-kl.de>
Source record: 42564

wabe@ukc.ac.uk (W.A.B.Evans) writes:

> Why was it decreed in the beginning that TOS should use FIVE
>(512-byte) sectors to store its (12-bit) FAT Info.??

> Surely no more that 3 of these sectors will EVER be needed (at
>least for the 720 kbyte ATARI standard double sided format)!! Is this
>not an example of ATARI wasting 2 whole sectors per FAT copy i.e. 2 kbytes
>per Floppy?

> Or am I missing something?

No, you're right. But remember that HD or ED floppies need more than 3
sectors per FAT.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

3714. Re: Can I make a homebrew 68000 clock accelerator?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-02 11:28:06 UTC
From: peter@rhrk.uni-kl.de
Message-ID: <1992Oct2.112806.27521@rhrk.uni-kl.de>
Source record: 42563

an938@cleveland.Freenet.Edu (George II Lenzer) writes:

> Would it be possible (and cheap) to build a crystal based
>oscillator running at 25-50 Mhz and interface it to the ST's
>internal timer? I would like to see my ST fly, and I realize
>that there are probably limitations, but how big are they?

Quite big !!!
You can't change the clock from 8 Mhz to 25 Mhz and think that evrything will work fine !
First you need a new 68000 which runs on the new frequency (which is a bit more expensive then the standard 8 MHz)
And what is even worse: The rams in your ST (and the MMU) are not fast enough.
So you need a kind of automatic switch, which slows down your 68000 during read/write access to memory.
All in all it's quite a lot of work to do.... But there are many 'speeder' cards on the market, most of them with cache memory (runs at 16 Mhz).
So my sugestion: Get out and buy one of them (about $100-$200 I think)
It's too much work to develop it on your own !
cu
Gunter

3715. Re: Second&last time: Hacking Contest

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-02 12:03:33 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.718027413@groucho.phil.ruu.nl>
Source record: 42566

michael.smith@p3.f842.n680.z3.fido.zeta.org.au (michael smith) writes:

>Original to: wallmann@backus.pu.informatik.th
>In a message of <05 Aug 92 19:30:24>, wallmann@backus.pu.informatik.th
>(3:713/602) writes:

> w> wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!), via *IXgate
> w> 3:713/602
> w>
> w> Judging from the gigantic turnout, you people are either
> w> 1 hacking away merrily and sending stuff in on the last day
> w> 2 think this is a joke
> w> 3 are too clueless to get more than 14 points (har)
> w> 4 think the prize is too lame
> w> 5 generally not interested in contests

>I think there's a lot of all of those... certainly most of them (except #2)
>fit me. 8)

Somehow I seem to have missed something... What contest is this about?

--
Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
Dept. of Philosophy | | heaven, but what the hell are
University of Utrecht | | you supposed to do when they
The Netherlands | | come true...?

3716. Upgrading Megafile 20

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-02 13:07:19 UTC
From: rost@rgb.dec.com
Message-ID: <1992Oct2.131032.17843@ryn.mro4.dec.com>
Source record: 42585

Is it possible to expand a Megafile 20 by simply replacing the 20Mb mechanism with a larger one and reformatting?

Brian Rost @rgb.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

3717. Re: floppy media change problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-02 14:09:55 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Oct2.140955.24863@a.cs.okstate.edu>
Source record: 42569

In article <1992Oct1.144351.25@bra.isnet.inmos.co.uk> svrobins@bra.isnet.inmos.co.uk writes:
>I have a TEAC 3.5" 720K floppy drive hooked up to my Mega 2 as drive B,
>and have a problem with the ST not detecting when I've changed the disk
>in the drive. I don't have the model number here, but I can get it if
>its important.

Tos 1.x (x <= 2) is a problem. To get things going with tos 1.0
I had to guarantee that my new floppy drive toggled write protect when I removed/reinserted a non-write protected disk. Now tos 1.4 checks "serial numbers" and maybe other stuff too. But the floppy drive I used (ND352, I think that's Toshiba) only output valid write protect sensor info while it thought a disk was in the drive. So... I glued down the disk change sensor, so it would put out "valid" write protect info all the time. Worked like a charm.

jc

3718. Re: Can I make a homebrew 68000 clock accelerator?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-02 15:30:01 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <Bvl322.8o5@immd4.informatik.uni-erlangen.de>
Source record: 42570

peter@rhrk.uni-kl.de (Gunter Bitz) writes:

>an938@cleveland.Freenet.Edu (George II Lenzer) writes:

>> Would it be possible (and cheap) to build a crystal based
>>oscillator running at 25-50 Mhz and interface it to the ST's
>>internal timer? I would like to see my ST fly, and I realize
>>that there are probably limitations, but how big are they?

>First you need a new 68000 which runs on the new frequency (which is a bit
> more expensive then the standard 8 MHz)
Errm, the fastest 68000 cpu's have a standard clock ratio of 16MHz.
Besides, some accelerator boards are available which use selected
(and thus more expensive) 16MHz CPU's running at 25 MHz.

This is kinda crap, because the CPU will crash when overheated.

I would recommend a 68030 board anyway.
Larry

+---+-----------------------+
| lsmichae@immd4.informatik.uni-erlangen.de | IRC: Pit (Mr. GIF) |
| pit@tequila.ni.sub.org | HAM radio: DB3BW |
| Lars "Larry" Michael +-----------------------+
| Graduate Student of Computer Science | Death is nature's way |
| at Univ. of Erlangen/Nuremberg Germany | of saying "Howdy!". |
+---+-----------------------+
--
---------------------------- cut here ----------------------------
---------------------------- cut here ----------------------------
Larry

3719. Re: gdb on atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-02 17:24:02 UTC
From: pal@regent.e-technik.tu-muenchen.dbp.de
Message-ID: <pal.718046642@regent.e-technik.tu-muenchen.de>
Source record: 42571

Mike Stramba <stramba@zooid.guild.org> writes:

>Is there a GDB for the ATARI?

>Is it part of the GNU C package?

Well it is. Each anonymous-ftp site with gcc for the ST/TT-series
should contain gdb (at least at the atari-archive and here in Munich).
But gdb is in another dir! So look for the names of the directories.

Hope this helps,
Peter
pal@regent.e-technik.tu-muenchen.de

P.S Take the time to look into the other directories of the gnu-stuff.
There are lots of good and usefull tools in it, as well as needed
libraries.

3720. MiNT ** Can an application communicate with TOSWIN? **

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-03 00:18:31 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <kDL2RB1w165w@ersys.edmonton.ab.ca>
Source record: 42573
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been thinking about writing a desktop replacement that takes advantage of MiNT. In order to do this, though, I would like to be able to tell TOSWIN to run a TOS/TTP program in the background (in a window).

Is there a way to do this? I know that I can start a process running in the background using the BG/LIMIT/NICE programs included in the MiNT utility package, but that method will not place the program being run in a Window like TOSWIN does.

The best possible situation would be if an application could tell TOSWIN to execute a program in a window, assign a priority to the program, and limit the ammount of memory it could use.

Is there a way to do anything remotely like this, short of writing my own program to handle the windows and control the output of each process?

Any help would be appreciated.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

3721. serial2 >19k2?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-03 11:27:39 UTC
From: dk3uz@mcshh.Hanse.DE
Message-ID: <1992Oct3.112739.24532@mcshh.Hanse.DE>
Source record: 42574

Is it possible, to operate the SERIAL2 port (the one driven by an SCC)
on a MEGA/STE at Baud rates >19200bps? If yes, how would I go about it, please?

cu, Eddi

UUCP: uunet!mcsun!unido!mcshh.hanse.de!dk3uz | Real: Edmund H. Ramm
AMPRNET: dk3uz%dk3uz@db0hhn.ampr.org [44.130.0.81] | AX.25: dk3uz@db0hb

3722. Re: Backing up the HD --- HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-03 15:21:28 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Oct3162128@SunLab44.essex.ac.uk>
Source record: 42575

In article <1992Oct2.185629.2123@stsci.edu> hack@stsci.edu (Warren Hack) writes:
| I just purchased a used HD for my stock 1040STf. It came with a lot of PD
| software I would like to keep. Unfortunately, I need to re-format the drive
| with a different version of TOS to run on my system. I currently am loading
| TOS1.4 from disk to read the HD.
| Please tell me either:
|
| 1. What to use to archive/compress whole directory trees at once
|
| -- or --
|
| 2. Which HD backup program does on-line file compression and can then
| restore the files as well.

Try turtle, a PD hard drive backup program with a compression option.
It's available for ftp on atari.archive.umich.edu, file is
/atari/Diskutils/turtle.arc.

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
like it and keep a copy for your own use, you owe me $20. Please pass it on
to your friends with all documentation. Email okes@essex.ac.uk.

80% of statistics are wrong.

3723. Re: Second&last time: Hacking Contest

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-03 19:22:49 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Oct3.192249.6511@news.th-darmstadt.de>
Source record: 42577

In article <hjv.718027413@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>michael.smith@p3.f842.n680.z3.fido.zeta.org.au (michael smith) writes:
>
>>Original to: wallmann@backus.pu.informatik.th
>>In a message of <05 Aug 92 19:30:24>, wallmann@backus.pu.informatik.th
^^^^^^^^^^^^^^^^^^^^
MAJOR NETWORK LAG!

>>(3:713/602) writes:
>
>> w> wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!), via *IXgate
>> w> 3:713/602
>> w>
>
>Somehow I seem to have missed something... What contest is this about?
You missed nothing, it died.

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "Psalm 69" Ministry

3724. Backing up the HD -- AGAIN

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-03 19:58:21 UTC
From: hack@stsci.edu
Message-ID: <1992Oct3.195821.19272@stsci.edu>
Source record: 42576
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In my previous posting, I had requested some advice on the best utility to use in backing up my HD. My problems arise from not being able to find a program that will compress the files while backing them up or being able to restore the files once backed up.

In response, I was directed to use TURTLE. Unfortunately, this is the exact program I was referring to in my original post. After reading the docs to the version I know about (Version 3.20), it will NOT compress contrary to the advice, there is no method given for restoring said backed up files onto the HD again, and worst of all, I can not run it to back up onto DS 720k floppies because of shortage of memory for the RAMDISK.

If there is a newer version that overcomes these problems, please tell me/us about it. If there are simply undocumented options I do not know about, please tell me. Otherwise, any other suggestions will be greatly appreciated, even if it means purchasing the program.

Please accept my apologies in advance if I have offended anyone with my remarks about TURTLE. There just has to be something available that will do what I need, and it just wasn't it.

Warren Hack
hack@stsci.edu

3725. How to query RS-232 configuration?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-03 21:21:21 UTC
From: johnmc@mks.com
Message-ID: <1992Oct3.212121.18545@mks.com>
Source record: 42578

Is there an easy way to *get* the current values for baud rate, parity, etc? I know how to set them with Rsconf(), but can't figure out how to retrieve the current values. One piece of code I saw (in the uupc.zoo file at atari.archive) suggested that Rsconf() returns this information encoded in a long, but no everything else suggests that Rsconf() is a void function.

I'd like to be able to save current values before changing them, and I'd like to be able to do it easily. Is there something blatantly obvious I'm missing? (Probably...)

Thanks for the help.

John McMullen
--
John McMullen
johnmc@mks.com f y cn rd ths, y cn wrk s a tchncl wrtr!

3726. AES bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-03 21:45:32 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Oct3.214532.33496@news.th-darmstadt.de>
Source record: 42580

Is there a list of known GEM bugs out and available somewhere ?
I could flood this newsgroup if I wanted to, with AES bugs (well
almost) but I think people might tire of this, especially if the
information is already available from someplace.

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "Psalm 69" Ministry

3727. Re: How to query RS-232 configuration?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-03 22:19:07 UTC
From: gs32+@andrew.cmu.edu
Message-ID: <oencnPu00aw64FO2NE@andrew.cmu.edu>
Source record: 42582

```
Use Rsconf(), but put %'s before the pararameters you want to read in.
-----------------------------------
Geoff Spear
Freshman, ECE, Carnegie-Mellon University
-----------------------------------
The following sentence is false.
The preceding sentence is true.
```

3728. Re: AES bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-04 02:23:40 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.tACzUaLz0PM@jonh.wimsey.bc.ca>
Source record: 42595

In <1992Oct3.214532.33496@news.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:

>Is there a list of known GEM bugs out and available somewhere ?
>I could flood this newsgroup if I wanted to, with AES bugs (well
>almost) but I think people might tire of this, especially if the
>information is already available from someplace.

I've never seen one, but it would be a good project if people wanted to
contribute. I'd even volunteer to coordinate the compilation and editing of
the list. I have collected a few bug workarounds from various sources, and
I'm sure many people would find a canonical list helpful. Are there enough
that a seperate list would be needed for tos, aes and vdi?
If this project generates enough interest, I'd also like a few volunteers
to help test bugs, or help suggest the best work arounds.
Any interest?

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

3729. Re: Even MORE TT030 help

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-04 02:52:42 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <acfbe69a@Kralizec.fido.zeta.org.au>
Source record: 42621

Original to: dud@hardy.u.washington.edu
(sorry to be so late in this)

In a message of <11 Sep 92 05:33:36>, dud@hardy.u.washington.edu (3:713/602) writes:

d> Ok, I took apart my TT for the first time. I now have a few more
d> questions... How do I know what RAM is what? Right now I can only
d> access the 4 megs of ST RAM. There are 4 megs of RAM on the motherboard,
d> and also 4 megs on a daughter board directly under the HD. There is an
d> empty socket that I've been told is for fast ram in front of the power
d> supply. Since there are 8 megs in the machine, and only 4 seem to be
d> accessable, I'd assume something is wrong. Should I unplug the board
d> under the HD & plug it in in front of the HD? I don't think it'll fit in
d> that small space. Are there DIP switch settings that make the TT RAM
d> accessable? Thanks for any help or suggestions in advance....

Okay - there are only _2_ megs on the motherboard, and another _2_ on the daughterboard under the drive. Thus, you only have a _4_ meg machine. If it was sold to you as an 8M system, I think you have some questions to ask.

Don't bother trying to shift the board - it has 2 connectors on it, one at each end, and it will not fit. The DIP switches are mostly unused - DIP 8 controls whether or not the DMA sound hardware is advertised, and DIP 7 whether or not the OS thinks you have a HD drive.

d> Dan Aylward
d> dud@u.washington.edu

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

3730. Looking for...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-04 04:16:49 UTC
From: jared@midiline.la.ca.us
Message-ID: <q3q4RB3w165w@midiline.la.ca.us>
Source record: 42581

a 68030-based computer designer/engineer. Would like to start a new computer company, but haven't any working capital. Willing to offer 90% profit share from computer sales for completed work (motherboard). Can discuss various options, ideas, etc.

Jared

---

jared@midiline.la.ca.us ('286 Highlander)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

3731. Re: MiNT ** Can an application communicate with TOSWIN? **

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-04 04:50:50 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct4.005050.1@uwovax.uwo.ca>
Source record: 42579
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <kDL2RB1w165w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> I have been thinking about writing a desktop replacement that takes advantage
> of MiNT. In order to do this, though, I would like to be able to tell TOSWIN
> to run a TOS/TTP program in the background (in a window).

No problem -- TOSWIN opens up a pipe (u:\pipe\tosrun) and listens there for requests. To run a program in a TOSRUN window, you just have to write the initial directory for the program, program name, and arguments, all separated by spaces and terminated by a 0. (Make sure that all of this is written with one Fwrite call, since otherwise if two programs are accessing the pipe at the same time their writes could be interleaved.)

Here's a sample implementation:

```
---------------------- cut here -----------------------
/*
* runtos: a small program that will launch a TOS or TTP program
* in a TOSWIN window.
* To compile:
* gcc -O -mshort -o runtos.prg runtos.c -lgem16
* To run:
* runtos someprog.tos arg1 arg2 arg3
* OR
* Using the desktop, do an "Install Application" on runtos.prg.
* For "document type", use .TOS. Now, double clicking on a TOS
* program will automatically start it up in a TOSWIN window.
* (unfortunately, it will also cause all TOSWIN windows to be
* hidden -- you'll have to select "TOS programs" from the DESK
* menu to get them back again).
* BUGS
* See above. Also, it would be nice to have a "runttp.prg"
* that would prompt for .TTP arguments. This is left as an
* exercise for the interested reader. Reporting errors is
* also left as an exercise.
*
* "runtos" was written by Eric R. Smith and is hereby placed in
* the public domain.
*/

#include <minimal.h>

long _stksize = 2*1024;

int
main(int argc, char **argv)
```

```
{
/* BUG: shouldn't have a fixed size buffer */
static char buf[1024];
char *where = buf;
int i, fd;
long r;

if (!argv[1]) return 2;

/* first, put the path */
*where++ = Dgetdrv() + 'A';
*where++ = ':';
Dgetpath(where, 0);
if (!*where) *where = '\\';
strcat(where, " ");

/* next, put the program */
strcat(where, argv[1]);

/* finally, put the arguments */
for (i = 2; argv[i]; i++) {
strcat(where, " ");
strcat(where, argv[i]);
}

fd = Fopen("U:\\PIPE\\TOSRUN", 2);
if (fd < 0) return 1;

r = strlen(buf) + 1;

if (Fwrite(fd, r, buf) != r)
return 1;

return 0;
}
```

3732. MiNT library patchlevel 24 now available

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-04 05:30:49 UTC
From: ersmith@uwovax.uwo.ca
Message-ID: <1992Oct4.013049.1@uwovax.uwo.ca>
Source record: 42584
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just uploaded a new version of the MiNT library to
atari.archive.umich.edu. It's patchlevel 24 (patchlevels
21 to 23 were "internal" releases :-)) and may be found
in Mint/mntlib24.zoo (library source code) and Mint/mntinc24.zoo
(header files). Compiled versions of the library will be uploaded
shortly.

This library is for use with several C compilers, as a replacement
for or supplement to their normal run time libraries. It will
produce executables that will run under either TOS or MiNT,
although multitasking features such as pipe() and fork() require
MiNT to be present to work properly. Compilers supported are:
GNU C, Pure/Turbo C, Sozobon C, and Lattice C.

Many thanks to Howard Chu (who contributed the GNU C -mbaserel
support for this version), Michael Hohmuth and Ulf Moeller (for
the Pure C support), and Jwahar Bammi (for numerous bug fixes
and enhancements).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario ersmith@uwovax.uwo.ca
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

3733. Need *more* help with gcc!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-04 07:56:13 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.92Oct4015613@great-gray.owlnet.rice.edu>
Source record: 42583

I was wondering if someone out there could be merciful to me and give a pointer or two on setting up gcc v2.2.2 on my ST:

* I have all of the files (binaries and libraries) and am running under MiNT.
* I have 2.5 megs of memory, so that shouldn't be (much) of a problem.
* I need to know where to put the files, and also if there are any environment variables I need to set.

I've used gcc for a long time on a Unix system, but just cannot figure out how to set this thing up on an ST!!

Any help would be appriciated... and thanks to those who pointed me to the latest version!

Waiting Anxiously,
---> Kendall Gelner (kendal@rice.edu)
--
---> Kendall Gelner (kendall@rice.edu)
C Code. C Code Run. Run, Code, RUN!
PLEASE!!!

3734. Re: Floppy Disk Fats ..... In the beginning.....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-04 09:11:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1amcf9lNNduv@golem.wcc.govt.nz>
Source record: 42586

In article <1731@eagle.ukc.ac.uk>, wabe@ukc.ac.uk (W.A.B.Evans) writes:
>
> Why was it decreed in the beginning that TOS should use FIVE
>(512-byte) sectors to store its (12-bit) FAT Info.??
>
> Or am I missing something?
> W. Alan B. Evans
> [wabe@ukc.ac.uk]

Well you did, you should have know that Atari is a dumb company..!!.

They have also left it in the newer Tos's as they now think that its a feature,
yes a feature to show the world how dumb Atari is...

Roger..... sheppard_r@kosmos.wcc.govt.nz

3735. FALCON inf wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-04 11:11:51 UTC
From: f92joah@fy.chalmers.se
Message-ID: <1992Oct4.111151.5069@fy.chalmers.se>
Source record: 42587

Hello!

I am looking for information about the Falcon, memory maps, hardware adresses etc. I will be using this for the construction of EPROM-cartridge software for the Falcon. I am very thankful for all help you can give me. I intend to release some of the software as PD. I will have access to a Falcon from the end of October.

Please write mail to f92joah@fy.chalmers.se

3736. Re: Upgrading Megafile 20

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-04 12:46:19 UTC
From: osoelgaultier+@CMU.EDU
Message-ID: <cenpUPi00VpG4r6VpW@andrew.cmu.edu>
Source record: 42589

Excerpts from netnews.comp.sys.atari.st.tech: 2-Oct-92 Upgrading
Megafile 20 My name is B. Rost@rgb.d (477)

> Is it possible to expand a Megafile 20 by simply replacing the 20Mb mechanism
> with a larger one and reformatting?

> Brian Rost @rgb.enet.dec.com

> 508-568-6115

> **
> * *
> * The above does not reflect the opinions of *
> * my employer. *
> * *
> * If music is outlawed, only outlaws will be *
> * musicians. *
> * *
> **

Yes !!

Atari harddisks are generally decomposed like this:

ACSI to SCSI adapter (also known as host adapter)
SCSI to MFM (or RLL) adapter (also known as controller)
Hard disk (MFM or RLL)

As your harddisk is 20MB, it is MFM (the 30M is RLL)

The 2 different adapters are separated in (very) old drives but
not with 'new' ones.

So if you have 2 PCBs in your megafile, you have access to the
SCSI interface.

You can either buy an MFM drive and put it in place of your old
(but big MFMs are rare today), or add it as a second drive (you
have 3 connectors and 2 of them are connected to the
harddrive, the 3rd is unconnected (and resembles one of the 2 others
quite a lot): the unconnected is used for data transfer, the connected but
different is used for control and is shared by the 2 drives).

The last and best solution is only possible if you have access to the
SCSI bus:
You get rid of the second PCB (the controller) and your HD, and
you plug a brand new big and fast SCSI drive in the suddenly unconnected
connector (which sould be something like 2x25=50 pins I believe)

Stefan

PS: nothing is sure of I just said !

-- On the average, people seem to be acting normal --

3737. Re: Backing up the HD -- AGAIN

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-04 13:32:58 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <NTg5RB1w165w@comtch.spk.wa.us>
Source record: 42588
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

hack@stsci.edu (Warren Hack) writes:
> In response, I was directed to use TURTLE. Unfortunately, this is the exact
> program I was referring to in my original post. After reading the docs to
> the version I know about (Version 3.20), it will NOT compress contrary to
> the advice, there is no method given for restoring said backed up files
> onto the HD again, and worst of all, I can not run it to back up onto
> DS 720k floppies because of shortage of memory for the RAMDISK.
>
> If there is a newer version that overcomes these problems, please tell
> me/us about it. If there are simply undocumented options I do not know
> about, please tell me. Otherwise, any other suggestions will be greatly
> appreciated, even if it means purchasing the program.

Hm. Diamondback has compression, and doesn't require a RAMdisk, but I
reccomend against that. With Turtle, you can restore from your backup
simply by copying the files up from floppy. With Diamondback, you have
to hope that nothing was damaged in any way. If it was, you're probably
hosed.

The memory is a problem if you have a 512K machine, but WHY? RAM is
cheap, and a LOT of software won't run in that limited space.

I was, at one point, frustrated with Turtle's lack of compression.
After using Diamondback, and watching it try to compress .LZH files (and
making them 10% larger each time), I gave THAT up quick. Turtle has
problems, but it's better than the others... (now if I only had a
floptical drive...)

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

3738. Re: serial2 >19k2?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-04 20:26:48 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1137@usdtsg.DaytonOH.NCR.COM>
Source record: 42593

In article <1992Oct3.112739.24532@mcshh.Hanse.DE> dk3uz@mcshh.Hanse.DE (Edmund Ramm) writes:
>
> Is it possible, to operate the SERIAL2 port (the one driven by an SCC)
>on a MEGA/STE at Baud rates >19200bps? If yes, how would I go about it, please?

Check out the terminalprogram ConNect (up to version 1.60 now I think).
It will let you use the MegaSTe's Modem 1, Modem 2, Serial 2, or Midi
ports. Modem 2 will go up to 153600 baud, and I believe Serial 2
will go up to 125000 baud...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

3739. Re: Floppy Disk Fats ..... In the beginning.....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-04 21:01:44 UTC
From: Conan.Ford@debug.cuc.ab.ca
Message-ID: <1992Oct4.210144.24534@debug.cuc.ab.ca>
Source record: 42591

In article <1amcf9INNduv@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>In article <1731@eagle.ukc.ac.uk>, wabe@ukc.ac.uk (W.A.B.Evans) writes:
>> Why was it decreed in the beginning that TOS should use FIVE
>>(512-byte) sectors to store its (12-bit) FAT Info.??
[stuff deleted]
>Well you did, you should have know that Atari is a dumb company..!!.
>They have also left it in the newer Tos's as they now think that its a feature,
>yes a feature to show the world how dumb Atari is...

Just so you know five sectors per track was actually a good idea. What difference does 1024 bytes less per disk make? One more thing-a FAT for a 850KB disk (85 tracks x 10 spt) needs more than a 3 sector FAT.

~~~~~~
Email: Conan.Ford@Debug.cuc.ab.ca	. .	.				
Fidonet/Metronet: Conan Ford at 1:134/9,	. . --*-- .				
1:134/21,201:5500/9	. .	. .	_/	_
~~~~~~

3740. Re: AES bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-04 21:13:43 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.718233223@groucho.phil.ruu.nl>
Source record: 42590

wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:

>Is there a list of known GEM bugs out and available somewhere ?
>I could flood this newsgroup if I wanted to, with AES bugs (well
>almost) but I think people might tire of this, especially if the
>information is already available from someplace.

If you find such a list, could you tell us where you found it, or even
send the complete list to this group (or at least to me:)? If you don't
find such a list, please flood this group with your own findings...

Hendrik Jan

--
Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
Dept. of Philosophy | | heaven, but what the hell are
University of Utrecht | | you supposed to do when they
The Netherlands | | come true...?

3741. Spurious Interrupt? (Programming question)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-04 21:15:52 UTC
From: chuckies@cs.mcgill.ca
Message-ID: <1992Oct4.211552.26528@cs.mcgill.ca>
Source record: 42594
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am writing a program which uses Timer A on the ST, as well as the mouse interrupt vector and a VBL interrupt vector. Sometimes, and at long, irregular intervals, I get an Exception 24 (spurious interrupt). Would anyone know what this means exactly and/or what to do to fix it? Any help appreciated.

Response by e-mail preferred...

Thanks.

--

.. . . ==========
| |--| | | | |< | |- `-. Charles Savoie chuckies@cs.mcgill.ca
`'' ' ' `''' `'' ' ` ''' `'' ''' ==========

3742. Re: Need *more* help with gcc!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-05 06:57:28 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct5.065728.18200@elroy.jpl.nasa.gov>
Source record: 42596

In article <KENDALL.92Oct4015613@great-gray.owlnet.rice.edu>
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>I was wondering if someone out there could be merciful to me and give a
>pointer or two on setting up gcc v2.2.2 on my ST:
>
>* I have all of the files (binaries and libraries) and am running under MiNT.
>* I have 2.5 megs of memory, so that shouldn't be (much) of a problem.
>* I need to know where to put the files, and also if there are any
>environment variables I need to set.
>
>I've used gcc for a long time on a Unix system, but just cannot figure out
>how to set this thing up on an ST!!
>
>Any help would be appriciated... and thanks to those who pointed me to the
>latest version!
>
>Waiting Anxiously,
>---> Kendall Gelner (kendal@rice.edu)
>--
>---> Kendall Gelner (kendall@rice.edu)
>C Code. C Code Run. Run, Code, RUN!
> PLEASE!!!

Setting up your GCC environment:
Pick a location for the object file libraries.
Set the environment variable GNULIB to the full pathname
that you selected above.

Pick a location for the header (include) files.
Set the environment variable GNUINC to the full pathname.

Pick a location for the executable files.
Set the environment variable GCCEXEC to this pathname, plus
a "gcc-" prefix.

Example:
GNULIB=c:\gnu\lib
GNUINC=c:\gnu\include
GCCEXEC=c:\gnu\bin\gcc-

You can put gcc.ttp anywhere on your path, that program will use the GCCEXEC
variable to find the other programs that it needs. These include the assembler,
the linker, and the archiver. These programs are named gcc-as, gcc-ld, and
gcc-ar. They were given the "gcc-" prefix to avoid confusion with any other
like-named tools you might have on your system from some other programming
package. If you don't have any other such package on your system, you could

do away with the gcc- prefix (e.g., just rename gcc-as.ttp to as.ttp), then your GCCEXEC would only have to look like "GCCEXEC=c:\gnu\bin\". Alternatively, after renaming, you could just set c:\gnu\bin in your path and not worry about the GCCEXEC variable. (Obviously gcc needs more than just the assembler and linker; it has to know where cpp, the preprocessor, and cc1, the actual code generator, reside as well.)

In my MiNT configuration, I have a symlink to /bin, /lib, and /include, so I set
GNUINC=/include
GNULIB=/lib
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

California, land of dreams. For many, moving out to CA is their first step toward fulfilling their dreams. For most of them, it's also their last.

3743. Looking for...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-05 07:50:29 UTC
From: jared@midiline.la.ca.us
Message-ID: <umV6RB1w165w@midiline.la.ca.us>
Source record: 42598

a 68030-based computer designer/engineer. Would like to start a new computer company, but only have $20,000 to work with, if even that. Willing to offer 90% profit share of all computer sales in exchange for services rendered. Other options, ideas, etc. can be discussed.

Please reply in Email to: jared@midiline.la.ca.us

---

jared@midiline.la.ca.us ('286 Highlander)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

3744. Re: Line A: C lib?/ bitmap manipulation on the ST..?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-05 08:42:32 UTC
From: eker@loria.fr
Message-ID: <496@muller.loria.fr>
Source record: 42597

In article <Bv49xE.1s9@iat.holonet.net>, wilsont@orac.holonet.net (Timothy Wilson) writes:
|> Yes.. more questions for the tech guys..
|>
|> I was wondering if there are PD C library files for the Line A routines?
|> or.. should I bite the bullet and learn ASM?

Line A is a dead end. If you really need realtime graphics (for games/demos etc)
learn asm. Otherwise stick with vdi.

|>
|> also, I just found out, in my TOS book, that one pixel in lowres is
|> spread out over 4 bytes. I have heard of this before in other architectures.
|> but.. Why do they do this? Isn't it slower to do it this way?

Depends on the graphics operation. Having the bit planes separate means
you can use the same bit patterns in all resolutions - just copy them into more
planes - thus displaying text for eg is faster.
The downside is writing to individual pixels (as opposed to blocks of
pixels) is slower.

|>
|> I'd like to be able to manipulate bitmaps (rotations etc) but
|> since the pixel info is spread out, how to I convert these types of algorithms?
|>

Just apply the algorithms to one bitmap at a time. Of course if you want
to do operations that work on the whole value of a pixel (shading/
antialiasing/texture mapping) this fails.

|> i would assume that to get one pixel out of a graphics screen long word
|> would take 32 shifts and 4 long word masks. Am I underestimating the speed
|> of the 68000? it would seem that it would take a while (time that would add up
|> over a large bitmap) to compute.

Yes but if you're dealing with a large bitmap you can extract pixels in left
to right order _much_ more quickly.
I posted some code to do this a while ago - the trick is to use alternating
add.w & addx.w instructions for 1uS/pixel/plane + screen accesses +
looping overhead (which can be eliminated with linear code).

```
*
* planes 0 to 3 in registers d0 to d3
*
add.w d0,d0
addx.w d4,d4
add.w d1,d1
addx.w d4,d4
```

```
add.w d2,d2
addx.w d4,d4
add.w d3,d3
addx.w d4,d4
*
* d4 now contains 4bit value of leftmost pixel and planes have all
* been left shifted so that next time this code is run the 2nd pixel
* from the left will be extracted.
```

Steven

3745. GFA BASIC V3.5

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-05 12:06:49 UTC
From: busbyjm@cs.aston.ac.uk
Message-ID: <1992Oct5.120649.4528@aston.ac.uk>
Source record: 42600

Please! Please! Please!
Does anybody know how to turn off the key click in GFA Basic?
I can't find any help in the manual!

James Busby

3746. Re: Backing up the HD -- AGAIN

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-05 14:50:18 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Oct5.145018.5399@newshost.lanl.gov>
Source record: 42599

In article 19272@stsci.edu, hack@stsci.edu (Warren Hack) writes:
>
>In my previous posting, I had requested some advice on the best utility to
>use in backing up my HD. My problems arise from not being able to find
>a program that will compress the files while backing them up or being able
>to restore the files once backed up.

< stuff deleted >

Warren,

If it is _important_ for you to back up the data on your hard disk (i.e.,
you don't want to risk losing the data) then I strongly encourage you to
check out Diamond Back II and Diamond Edge from Oregon Research Associates.
While Turtle is a fine shareware program, it simply cannot compete with these
fine commercial utilities. If your local Atari dealer <grin> doesn't stock
them, you can reach ORA by phone at (503) 620-4919. They also frequent the
Usenet but I'm sorry, I can't seem to find their email address.

I'm not affiliated with ORA... just a happy customer. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3747. Spectre GCR for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-05 16:22:02 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Oct5.162202.13115@newshost.lanl.gov>
Source record: 42601

Repost...

I have a Spectre GCR (Macintosh emulator for the Atari ST/STe/TT) with 128K ROMs, Version 3.0 software (the latest) and extra disk drive cable for sale at $250. I have a "real" Mac now and no longer use this.

Send email if interested.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3748. Memory upgrading

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-05 16:43:51 UTC
From: SML108@psuvm.psu.edu
Message-ID: <92279.124351SML108@psuvm.psu.edu>
Source record: 42603

Hi, I currently have an EZRAM 512K RAM upgrade in my Atari ST. I am running TOS 1.4. Since the 256K memory chips are scoketed in this upgrade, does anyone know if the board will support 1MByte chips? I would like to get Spectre and run it on my ST, but Finder and System eat a lot of memory, too much memory it would seem for my lowly 1Mbyte ST...

Scott
PS, how much would a set of 16 chips cost these days?

3749. Replacing the floppy on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-05 16:52:12 UTC
From: ubik@netcom.com
Message-ID: <1992Oct5.165212.23324@netcom.com>
Source record: 42602

I'm helping out a friend with his crippled ST. The floppy drive chews disks, and therefore needs to be replaced. My local atari dealer wants $129 for a replacement, while 3.5" 720k Teac drives are going for $50. Can anyone offer some advice on replacing the drive? Is it just a plug and go, or did atari make it difficult?

Han Shan Anderson

3750. Haba harddisk software?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-05 17:39:02 UTC
From: John.David.Carter@f308.n133.z1.FIDONET.ORG
Message-ID: <394.2AD12C06@gisatl.fidonet.org>
Source record: 42620

Didn't Haba use the same host adapter as Atari? If not, whose did they
farm out. Anyhow, shouldn't Atari's HD software work on it? Most
DMA/SCSI adapters of that era were very similar. Somebody know for sure?
(as I am having trouble remembering).

--

__
/ \ User: John David Carter
/|oo \ Via FidoNet node: 1:133/411
(_| /_)
_`@/_ \ _ FidoNet <==> UUCP Gateway
| | \ \\ FidoNet Net 133, Atl96
| (*) | _))
______ |__U__| / \// David Deitch, Administrator
/ FIDO \ _//|| _\ / Galaxy Information System
(________) (_/(_|(____/ (jm) (GIS) Atlanta

UUCP: gatech!warlord!gisatl!308!John.David.Carter
INTERNET: John.David.Carter@f308.n133.z1.FIDONET.ORG

3751. Re: Replacing the floppy on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-05 18:30:54 UTC
From: grier@bnr.ca
Message-ID: <1992Oct05.183054.5749@bnr.ca>
Source record: 42607

I have replaced the internal drive on my ST with one from BEST electronics. The replacement was a 1/3 height drive that came with an adapter to place the drive at the correct physical height. The drive itself is a Teac drive. I would not expect any problems with replacing the drive with any other drive. Just make sure that the new drive has pin 1 in the same location. I've heard some real horror stories from people that have used drives with Pin 1 on the other side.

The problem is a follows: The boot sector on their hard drives gets trashed. Why? Well the DMA port and the floppy drive share data lines. If your new floppy drive has pin 1 on the other side AND you fail to notice this and fail to make sure cable pin1 meets floopy pin 1 your data/command lines to your ASCI port get asserted, causing hard-drive corruption.

So the moral is ... make sure you test with the HD NOT connected.

Brian.

3752. Re: GFA BASIC V3.5

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-05 18:57:39 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct05.185739.107292@rrz.uni-koeln.de>
Source record: 42608

In <1992Oct5.120649.4528@aston.ac.uk> busbyjm@cs.aston.ac.uk (James M Busby) writes:

>Please! Please! Please!
>Does anybody know how to turn off the key click in GFA Basic?
>I can't find any help in the manual!

From my GFA 3.0 manual, in the section on the SOUND and the WAVE
command:

The keyclick can be switched off by:

```
SPOKE &H484,BCLR(PEEK(&H484),0)
```

It can be switched on by

```
SPOKE &H484,BSET(PEEK(&H484),0)
```

BTW, bit 1 in the same location is the flag for key repeat on/off.

Hope you can use this,

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3753. Re: Replacing the floppy on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-05 19:35:11 UTC
From: osoelgaultier+@CMU.EDU
Message-ID: <Ueo9XjK00awV4_zGlh@andrew.cmu.edu>
Source record: 42611

Excerpts from netnews.comp.sys.atari.st.tech: 5-Oct-92 Replacing the
floppy on a 1.. Pharmakeus Ubik@netcom.c (352)

> I'm helping out a friend with his crippled ST. The floppy drive chews
> disks, and therefore needs to be replaced. My local atari dealer wants $129
> for a replacement, while 3.5" 720k Teac drives are going for $50. Can anyone
> offer some advice on replacing the drive? Is it just a plug and go, or did
> atari make it difficult?

> Han Shan Anderson

It's rather plug and go !

The only problem I encountered (with 3 upgrades) is
mechanical: ctual drives are smaller, so that you may have
to add some fancy picec of anything to use place (to fix the whole)

There can be problems if the old floppy is single-sided, but
I don't know anything about it !

Stefan

-- On the average, people seem to be acting normal --

3754. hard drive expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-05 19:48:17 UTC
From: klassa@aurs01.UUCP
Message-ID: <61268@aurs01.UUCP>
Source record: 42606

Hi-

I quite often see posts for old 10, 20 & 30 MB hard drive mechanisms on the net (not just in c.s.a.s[.t]) and have been wondering whether or not I might be able to make use of them.

I have a Supra 20 MB drive that I bought in about 1988 (it's not the early, early Supra, but not a real recent one either -- it's got a clock & the ability to daisy chain the DMA cable, I think).

What I'm wondering is, how easy (possible?) would it be to add a used drive mechanism to the power supply/case/adapter I've got now, to effectively double my storage capacity? What I'm thinking is, maybe, have C:, D: and E: partitions on my original drive mechanism (just as I do now), and have F: and G: partitions on the other... Something like that.

I understand that hard drives usually have extra room in them, as well as an extra cable & possibly enough of a power supply to drive more than what they came with. Am I totally mistaken? Is what I propose possible?

Thanks...
John

o-o-o-

3755. XBIOS function to set floopy seek rate

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-05 20:15:50 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <70049@hydra.gatech.EDU>
Source record: 42604

I seem to recall that with TOS 1.04 there was an XBIOS function added to change a floppy drives seek rate. Am I right? If so, what is its function number and name. What parameters does it require?

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

3756. Fwd: Replacing the floppy on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-05 20:31:28 UTC
From: osoelgaultier+@CMU.EDU
Message-ID: <seoFOU_00awE4_g0k0@andrew.cmu.edu>
Source record: 42609

---------- Forwarded message begins here ----------

In comp.sys.atari.st.tech you write:

>Excerpts from netnews.comp.sys.atari.st.tech: 5-Oct-92 Replacing the
>floppy on a 1.. Pharmakeus Ubik@netcom.c (352)

>> I'm helping out a friend with his crippled ST. The floppy drive chews
>> disks, and therefore needs to be replaced. My local atari dealer wants $129
>> for a replacement, while 3.5" 720k Teac drives are going for $50.
Can anyone
>> offer some advice on replacing the drive? Is it just a plug and go, or did
>> atari make it difficult?

>> Han Shan Anderson

>It's rather plug and go !

>The only problem I encountered (with 3 upgrades) is
>mechanical: ctual drives are smaller, so that you may have
>to add some fancy picec of anything to use place (to fix the whole)

Some MS-DOS drives are upside down at the connector interface. Quite
often the ST floppy cable is too bloddy short to turn it upside down.
It's a pain twisting it upside down. I think on an internal drive it
won't be a problem with the drive mounting as most of the drives are
four post drives. Unfortunately in very early SF3x4 external drives,
they used Epson drives and the cases were only drilled for their
three holes. The side with one hole caused problems as you had to
put in two new mounting posts where the mounting screws are at.

Also, if the fellow is having problems getting a drive, he can use
any of the 1.4Meg drives. I've heard 720K drives are hard to come
by these days.

(If you like please forward to the original poster. I can't post
onto the net itself,just email answers.)

--
George Seto (gseto@biome.bio.ns.ca)

-- On the average, people seem to be acting normal --

3757. Re: serial2 >19k2?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-05 21:10:00 UTC
From: Michael_Ziegler@m.maus.de
Message-ID: <A22033@M.maus.de>
Source record: 42618

Yes it is, Try the terminal program CoNnect. It should be availabe on many MAUS boxes.

Ciao, Mike

3758. Re: How to query RS-232 configurat

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-05 21:10:00 UTC
From: Michael_Ziegler@m.maus.de
Message-ID: <A22034@M.maus.de>
Source record: 42619

```
j>I'd like to be able to save current values before changing them, and I'd
j>like to be able to do it easily. Is there something blatantly obvious
j>I'm missing? (Probably...)

Rsconf returns a unsigned long variable.

bit 5..6 word length 00:8 01: 7 10:6 and 11: 5 bits
bit 3..4 stop bits 01:1 10:1.5 11:2 bits
bit 2 parity 0:none, 1:yes
bit 1 " 0:odd, 1:even

Hope it helps, Mike
```

3759. Harddisk-controller

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-05 22:39:05 UTC
From: erlingh@idt.unit.no
Message-ID: <1992Oct5.223905.19852@ugle.unit.no>
Source record: 42605

I have a friend who is looking for an ADAPTEC 4000A HD - controller.
If anyone has one for sale, or knows where he can get one, please
mail me a message, and I'll forward it to him.

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

3760. Object Oriented Programming (availability on ST?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-06 03:39:53 UTC
From: kllove@bearcat.ecn.uoknor.edu
Message-ID: <1992Oct6.033953.18463@constellation.ecn.uoknor.edu>
Source record: 42610

Please reply by *E-MAIL*.
Here goes:

Is a C++ available for Atari. I have Turbo C++ v3.0 for the IBM platform, but would prefer to use my Mega 2 to edit files, compile, link, and execute them. I'm just starting with C++, so my programs won't be overly large (no more than 10K source code). Also, some documentation covering Atari specifics (GEM, AES, graphics modes, etc.) would be nice. BTW, I have Lattice verson 5.0, would the documention for its Atari specific stuff be relevent to C++?

Is such a beast available? I'm willing to buy a commercial program if it is well done and has extensive documentation. A shell would be nice too. I'm going to get Gemini from a.a, but a built in shell would be great.

Anyway, I'm looking for suggestions. If anything is at a.a, please specify all files that I will need. I do have a hard drive, so that isn't a problem.

Assume I know nothing about ST/STe/TT/Falcon/etc./etc. internals. You'll be pretty close to the truth of the matter. What book or books would you recommend getting?

adTHANKSvance,
Kenneth Love

3761. Re: XBIOS function to set floopy seek rate

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-06 10:02:09 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Oct6.100209.15906@unix.brighton.ac.uk>
Source record: 42612

Yep, you are right but the call never sped-up my drive (on TOS1.2),
whatever the parms. I can't remember the call number, sorry.

3762. GFA BASIC again!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-06 11:32:08 UTC
From: busbyjm@cs.aston.ac.uk
Message-ID: <1992Oct6.113208.2253@aston.ac.uk>
Source record: 42616

I still don't know how to turn the key click off from inside GFA Basic. Someone suggested the control panel but this is not practical as I am writing games.

Does anyone know of an XBIOS call or a direct POKE that will turn the key click off?

James Busby

3763. Re: Line A: C lib?/ bitmap manipulation on the ST..?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-06 11:57:45 UTC
From: eker@loria.fr
Message-ID: <501@muller.loria.fr>
Source record: 42613

In article <1992Sep26.233315.21089@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

[various stuff deleted]

```
|> 24 movepl a0@,d1 /* get pixel data */
|> 8-22 lsll d2,d1 /* shift left to desired bit */
|> 8-10 jpl 0f /* first bit is now in sign bit - check it */
|> 4 moveq #1,d0
|> 4 0: tstw d1 /* 3rd bit is word sign-bit - check it */
|> 8-10 jpl 1f
|> 4 addqw #4,d0
|> 24 1: lsll #8,d1 /* shift 2nd and 4th bits into place */
|> 8-10 jpl 2f /* 2nd bit is sign bit - check it */
|> 4 addqw #2,d0
|> 4 2: tstw d1 /* 4th bit is word sign-bit - check it */
|> 8-10 jpl 3f
|> 4 addqw #8,d0
```

```
|> There ya have it, no longword masks, and only two shift instructions.
[...]
|> Total execution time for the marked code is 104 to 126 cycles, best to worst
|> case. (Might actually be 112 best case, I think the 10 cycle branches will
|> get padded to 12 by the bus timing.) That amounts to 13 to 15 microseconds
|> per pixel, running at 8MHz. To convert an entire screen would spend just
|> about 880 milliseconds in this code, best case, to just over 1 second,
|> worst case. Doesn't seem too bad.
```

I just can't resist optimising this code:

```
24 movep.l (a0),d1 ; get pixel data
8-24 lsl.l d2,d1 ; shift left to desire bit
4 moveq #0,d0 ; zero result
4 add.b d1,d1 ; get 4th bit
4 addx.b d0,d0
4 add.w d1,d1 ; get 3rd bit
4 addx.b d0,d0
4 swap d1 ; get high bytes
4 add.b d1,d1 ; get 2nd bit
4 addx.b d0,d0
4 add.w d1,d1 ; get 1st bit
4 addx.b d0,d0
```

Look Ma, no longword masks, no branches & only _one_ shift instruction.
Best case 72cy/9uS, worst case 88cy/11uS. Of course if you want to do consecutive pixels you should use the method I previously posted and get an average of ~48cy/5uS per pixel or 320mS/screen.

Steven

3764. Re: XBIOS function to set floopy seek rate

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-06 12:59:04 UTC
From: grier@bnr.ca
Message-ID: <1992Oct06.125904.16167@bnr.ca>
Source record: 42614

In the manuals I have the make reference to a routine
called 'floprt'. This sets the amount of time that the
floppy controller waits for the head to move before issuing
another command to the drive.

B. Grier

3765. Address of Atari timer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-06 15:14:22 UTC
From: pgardner@crc.ac.uk
Message-ID: <1992Oct6.151422.25180@crc.ac.uk>
Source record: 42615

Does anyone know the address of the internal timer of the 520STFM?

Does anyone have an access routine for the timer from Atari Basic?

Many thanks for any info.

3766. Re: Fwd: Replacing the floppy on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-06 16:29:45 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Oct6172945@SunLab45.essex.ac.uk>
Source record: 42617

In article <seoFOU_00awE4_g0k0@andrew.cmu.edu> osoelgaultier+@CMU.EDU (Stefan Monnier) writes:
| Some MS-DOS drives are upside down at the connector interface. Quite
| often the ST floppy cable is too bloddy short to turn it upside down.
| It's a pain twisting it upside down.

I had this problem. I went to an electronics shop, told them the trouble, and they sold me the parts to make an extendor for the cable. Cost: about 3 pounds.

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you like it and keep a copy for your own use, you owe me $20. Please pass it on to your friends with all documentation. Email okes@essex.ac.uk.

In the beginning, the universe was created. This made a lot of people very angry and has been widely regarded as a bad move.

3767. Re: Line A: C lib?/ bitmap manipulation on the ST..?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-06 23:05:08 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct6.230508.27999@elroy.jpl.nasa.gov>
Source record: 42623

In article <501@muller.loria.fr> eker@loria.fr (Steven Eker) writes:
>I just can't resist optimising this code:

Thanks! This is Quite Excellent. After I saw your other post I figured your approach was better, but you saved me from writing it myself. }-)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

California, land of dreams. For many, moving out to CA is their first step toward fulfilling their dreams. For most of them, it's also their last.

3768. Re: How to query RS-232 configuration?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-07 00:20:22 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.92Oct6192022@kropotkin.gnu.ai.mit.edu>
Source record: 42622

In article <1992Oct3.212121.18545@mks.com> johnmc@mks.com (John McMullen) writes:
>Is there an easy way to *get* the current values for baud rate, parity, etc?
>I know how to set them with Rsconf(), but can't figure out how to retrieve
>the current values. One piece of code I saw (in the uupc.zoo file at
>atari.archive) suggested that Rsconf() returns this information encoded
>in a long, but no everything else suggests that Rsconf() is a void function.

The function indeed returns a longword with the previous values of the
rs232 registers in a longword, in the same order as they are specified
in the Rsconf call (excluding the baud rate), with the first UCR in
the high-order byte and the rest in decreasing order. You should call
Rsconf(-1, -1, -1, -1, -1) to retrieve this longword.

On TOSses AFTER TOS 1.04, you can specify -2 for the baud rate (first
parameter to Rsconf()) to retrieve the baud rate. I haven't tried
this myself as I have TOS 1.04 and it doesn't seem to do the right
thing (as a matter of fact, a -2 for baud rate crashes my machine.)

Cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

3769. Re: GFA BASIC again!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-07 01:06:28 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.718419988@groucho.phil.ruu.nl>
Source record: 42625

heneganj@cs.aston.ac.uk (Leavin' soon (sob)) writes:

>yo BUZ!

>erm, get a DECENT basic like STOS and you type CLICK OFF

>ha ha ha

I don't particularly like this kind of "helpfulness". First of all, calling
STOS a 'decent' basic means to me that you apparently missed something.
No flames, no discussion, all nonsense will be sent to dev/null.
Second, if you don't have anything to say, just don't say it please.

And now the original question: to turn off bell and key-click, just
POKE 10 at address $484. Turn it on again by poking 15 at the same address.
(note that 10 and 15 are decimal, $484 is hex and POKE is a byte-poke).

Hope this helps,
Hendrik Jan

--
Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
Dept. of Philosophy | | heaven, but what the hell are
University of Utrecht | | you supposed to do when they
The Netherlands | | come true...?

3770. Does anyone...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-07 02:56:31 UTC
From: jared@midiline.la.ca.us
Message-ID: <wc89RB3w165w@midiline.la.ca.us>
Source record: 42624

know where Jason Borkowsky is? I kept in contact with him quite a while ago and now his net address isn't valid any longer. Help?!?

Yo, Jason! You out there...there...there...there... (endless echo)

Reply in Email to: jared@midiline.la.ca.us

---
jared@midiline.la.ca.us ('286 Highlander)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

3771. Re: No red in monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-07 04:55:45 UTC
From: boyd@shmop.cs.fsu.edu
Message-ID: <1992Oct7.045545.13898@mailer.cc.fsu.edu>
Source record: 42628

In article <1992Sep30.060527.20549@ultb.isc.rit.edu>, jad2433@ritvax.isc.rit.edu writes:
>In article <BvAs2G.2up@acsu.buffalo.edu>, v5914ane@ubvmsd.cc.buffalo.edu (Steve) writes:
>>Does anyone have any Idea on why my atari color monitor lost the red in the
>>picture??
>
>In this case there are some immediate things to check.
>
>Making sure its unpluged and discharged of any static electricity, open the
>monitor casing removing the back cover housing.

I don't wish to be picky, but the "discharged of any static electricity" part above is nontrivial. Monitors can hold a lethal charge for some time after the unit is unplugged!! Discharging them involves grounding a screwdriver to the chassis, then pushing it under the rubber boot at the back of the tube (usually with a loud "pow!" as a result). I would not advise it to a novice. There can be some serious juice in there!

I suggest that you try playing with the connector (as the poster above recommends), and if that fails send it to a repair facility. Leave monitor guts alone unless you really know what you are doing.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Computer Science Department *
* email: boyd@cs.fsu.edu Office: (904) 644-7339 Pager: (904) 657-6425 *
****

3772. rolling your own ST hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-07 05:02:25 UTC
From: boyd@shmop.cs.fsu.edu
Message-ID: <1992Oct7.050225.14007@mailer.cc.fsu.edu>
Source record: 42631

I have been seeing a lot of hard drive questions lately, so I thought this would help. I post it about one a year, when these questions come up.

In article <bg258s1421.03a3@sycom.mi.org>, bg258s1421@sycom.mi.org (Burley Good) writes:
>I am looking for an inexpensive HD a starters HD. I am looking for a used
>maybe 20m or more CHEAP!!!

You might want to try rolling your own. It is very easy for the ST. You need:

A host adaptor
A power supply
An enclosure
A SCSI drive

I recommend the ICD Host adaptor. It has (IMHO) the best software, which is updated frequently (and available free). They also provide a very easy way to add a battery backed up clock to your ST (if you don't have one already, they can be bought with or without the clock). I also like ICD's because they report any "sense codes" the drive communicates to the user. I have only seen one ("read error with recover", induced by dropping something heavy on the desk while the hard disk was reading), but I find it reassuring that any weirdness at the device level is reported directly to me (it pops up in the corner of the screen, by the way). Price is about $80 at last look. Without the clock, you save $10. Order the SCSI connector cable whereever you get the host adaptor, and make sure to ask for a dual drive one with a red wire denoting pin one (to make the installation easier).

Power supplys are cheap. Just pick up an old XT power supply for ~$30 from computer shopper. If you can find a junked PC, you can get one for free.

Enclosures can also be cheap. You can buy one of those huge old style XT cases for about $30 from computer shopper. This will hold all the hard drives you will ever want! Buy a tower stand for $5 and stick it on the floor (the ICD cable is nice and long for this). You can also go all out and buy an enclosure which will fit under your monitor (mine houses 2 5.25" devices, has a front mounted lit power switch, mates perfectly with the ICD board, etc) with power supply for about $125. There are several places that sell these for the ST, two being Toad Computers and D&P Computer Supply. Email if you want their 1-800 numbers. Again, a junked PC is the absolute cheapest way to do this. If you can get ahold of granny's old IBM XT, you are in fat city. A nice side bonus is that the old PC motherboards make great wall hangings (big fat traces, lots of chuncky looking components). Old PC's are really easy to find, now that everyone is going to 80x86

machines.

Now, the SCSI drive. These can be bought from Computer Shopper. All you need is a bare SCSI device, no other boards or anything. The ICD host will work with just about anything, but there is a very large list of already tested drives that comes with the host adaptor (which I could probably email to you also). New drives are very cheap nowadays, but if you want to really save money you can get a refurb. Several of the refurb places will guarantee their drives for X number of years (X varies with the particular company), so they can be a viable way to go.

Anyway, you will now have your hard disk. You bolt down the drive and host adaptor (you can drill some extra holes in the case, or use wire-ties or whatever), connect the two, plug in the power cords (the ICD comes with a little splitter which connects to a standard PC type power cord), hook up the DMA, and boot up. It is very simple, and is not easily botched up. You only need to pay attention to:

SCSI id jumpers set to some reasonable value
SCSI terminator pack plugged into the drive (should come this way)
SCSI connector from drive to DMA is right side up on both ends
Nothing wiggling around

The first two can be checked via the manual that will accompany the drive (make sure you ask for it, some places assume you already have one), usually a 1 page Xerox. The third can be verified by checking that the red wire side of the ribbon cable is near pin one (which is marked on the board either by a number or by a square solder hole instead of a round one). If the cable is in backwards, the red end will be at the other end of the connection (quite often it is pin 2 that is marked, but you only need to know which end of the connector the numbers start on, and match it with the red wire). These are the only two possibilities. You cannot mess up the power connections or the DMA connection (they won't go in wrong).

The reason you wanted a dual drive cable is so you can easily add another device in the future. You merely have to plug it into the other receptacle on the cable, remove the terminating resistor pack off the middle drive on the cable (the one on the plug closest to the computer), and check to see that the SCSI id jumpers are set to two different numbers. Oh, by the way, the ICD supports the Syquest SQ555 (the 44mb removeable cartridge drive) without any special concerns. Since the Syquest is a SCSI device, you can hook one of these up just a easily as you could a regular fixed disk drive. These only cost about $320 bucks nowadays, with 44mb cartridges going for ~$60.

It really is easy, and there are plenty of computer tinkerers around to look over your shoulder and verify what you do. You can also use a setup consisting of a host adaptor, SCSI controller board, and ordinary PC type hard disks, but you add complexity to the system and lose performance this way. Straight SCSI is much cleaner, and usually much faster (SCSI devices have their controller boards "built in", communicating with the SCSI standard).

If you do get a hard disk, you should immediately buy Neodesk 3 and the Universal Item Selector III. They will make life much nicer. Also, beware of buying too small a hard disk. Megabytes are like potato chips. I have a buddy with a 105mb quantum drive, a 320mb Hitachi, and a Syquest SQ555 with 6 cartridges all hooked to his ST, and he still complains about not having enough disk space! I have not yet gone that apeshit, but I think Mr. Visa might have to talk to Syquest Corp. pretty soon. Oh, notice the my friend above has three SCSI devices hooked to his ICD. This just requires a 3 plug cable. The ICD can support 8 SCSI devices, and you can hook up multiple host adaptors if you really need to (like if you get given a box of 10mb SCSI drives :-).

Please feel free to email questions. The above is IMHO, direct flames elsewhere.

--
****
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****

3773. Re: floppy media change problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-07 05:05:48 UTC
From: boyd@shmop.cs.fsu.edu
Message-ID: <1992Oct7.050548.14066@mailer.cc.fsu.edu>
Source record: 42629

In article <1992Oct1.144351.25@bra.isnet.inmos.co.uk>, svrobins@bra.isnet.inmos.co.uk writes:
>I have a TEAC 3.5" 720K floppy drive hooked up to my Mega 2 as drive B,
>and have a problem with the ST not detecting when I've changed the disk
>in the drive. I don't have the model number here, but I can get it if
>its important.

Strange, the TEAC's are supposed to work with no problems. I put an arc file containing a bunch of floppy related hardware how-to's on atari.archive a couple of years ago. It was probably called ibmfloppy.arc, or something like that. Also, there is a software solution in fmc.arc (or lzh, stands for Force Media Change). Good luck.

--
****
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3774. Re: Upgrading Megafile 20

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-07 05:08:36 UTC
From: boyd@shmop.cs.fsu.edu
Message-ID: <1992Oct7.050836.14134@mailer.cc.fsu.edu>
Source record: 42630

In article <1992Oct2.131032.17843@ryn.mro4.dec.com>, rost@rgb.dec.com (My name is Brian Rost) writes:
>
>Is it possible to expand a Megafile 20 by simply replacing the 20Mb mechanism
>with a larger one and reformatting?
>

In theory, yes. However, I would personally recommend getting an ICD host adaptor (to replace Atari's), and a standard SCSI mechanism. They should fit in the case, and I am sure you will be much happier with the speed and nice software. Host adaptor should cost about $80, SCSI's are pretty cheap.

--
****
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3775. Re: Atari FTP sites

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-07 05:58:16 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1992Oct7.055816.28987@terminator.cc.umich.edu>
Source record: 42626
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech,comp.sys.atari.st

```
In article <1992Oct6.122613.6156@aston.ac.uk> heneganj@cs.aston.ac.uk writes:
>Here are some FTP sites (anonymous):
>
>141.211.164.8 Atari Archive
^^^^^^^^^^^^^^^

Please folks, use the atari.archive.umich.edu name, not the numeric address.
You'll see how important this becomes soon. :)

weiner

--
- Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Pose -
```

3776. Are 100ns DRAMs too slow for an 1040ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-07 07:45:18 UTC
From: athena@paola.dei.unipd.it
Message-ID: <BvqqvJ.C10@dei.unipd.it>
Source record: 42627

I tried to expand the memory of my 1040ST using two
100ns 1Mb SIMMs, but is does not seem to work. The
memory gives often the correct value, and sometimes
a wrong one. It seems that 100ns is too slow for
the ST.

Anybody has similar problems? Why are the 41256 chips
in the ST main board 80ns fast? I thought that any
memory up to 120ns would have worked nice.

Please reply by email, I can't read news too often.
Matteo Frigo
Matteo.Frigo@dei.unipd.it

3777. Trouble with floppy.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-07 12:26:59 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Oct7.122659.19967@a.cs.okstate.edu>
Source record: 42632

I just replaced s disk drive in a Mega2-ST, and it works well until a second drive is plugged in... then both drives fail. I was wondering if this could be a problem with the 2nd drive trying to answer as drive A... or what else might cause the problem. I'm baffled right now and havn't had time to fool with it (mid-terms).

Feel free to post responses, but do E-mail as well. Fall break is coming soon and things expire well before I return.

cummins@a.cs.okstate.edu
jc

3778. Re: XBIOS function to set floopy seek rate

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-07 12:40:22 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Oct7.124022.11037@cs.mcgill.ca>
Source record: 42634

The ST boots up on the fastest speed it can effectively use. Slowing it down is pointless (Unless you are using some *OLD* & *SLOW* drive), and making it faster (Only 1 step higher is available) can only result in data loss. Really, leave this one alone, it's not worth it (Why did atari put it there anyways ???)

Patrick.

3779. ST Timer-B routine

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-07 13:22:33 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Oct7.132233.11402@cs.mcgill.ca>
Source record: 42635

Since it seems that a lot of people want to know about those MFP timers, I've decided to re-post a program I wrote that uses Timer-B to make the menu bar rotate with colors:
I hope the fact that it's in assembler won't bother too much. The addresses of the MFP are visible though (They have $FFFFFxxx)

Patrick.

PS. I haven't forgotten that I promised to give the font formats. It's just that I had many other things to do, and I never got around to posting it. I'll do it later.

```
==================== CUT HERE ====================

move.l 4(a7),a5
move.l $C(a5),d0
add.l $14(a5),d0
add.l $1C(a5),d0
lea stack,a7
move.l d0,size
move.l d0,-(sp)
move.l a5,-(sp)
clr.w -(sp)
move.w #$4A,-(sp)
trap #1 ; All this just to reserve memory
add.l #12,sp
pea vbl_init
move.w #38,-(sp)
trap #14 ; execute this routine in supervisor mode
addq.l #6,sp
clr.w -(sp)
move.l size,-(sp)
move.w #$31,-(sp)
trap #1 ; Terminate and Stay Resident
rts

vbl_init:
move.w #5,rotate
move.l #palettes,pal
move.l #register,reg
lea save,a6
move.b $FFFFFa07,(a6)+ ; just to save the previous values
move.b $FFFFFA09,(a6)+
move.b #$FF,$FFFFFA07 ; open all interrupts of the MFP
move.b #$FF,$FFFFFA09 ;
move.l $70,vbl2 + 2 ; place original address in jmp instruction
```

```
move.l #new_vbl,$70 ; install new vbl routine
rts

new_vbl:
and.w #$F0FF,sr ; Interrupt level 0
move.l #palettes,pal ; reset palettes
move.l #register,reg ; and registers
move.b #0,$FFFFFA1B ; stop timer B
bset #3,$FFFFFA17 ; set timer B as Software-end-of-interrupt
; That is, interrupt is reset only when my program
; says so.
move.l #new_hbl,$120 ; set interrupt vector for timer B
move.b #1,$FFFFFA21 ; counter for timer B
bset #0,$FFFFFA13 ; unmask timer B
bset #0,$FFFFFA07 ; allow timer B interupt
move.b #8,$FFFFFA1B ; event count mode. Timer B is hooked up to the
; monitor's line counter. It goes down by one at
; every line return
bclr #0,$FFFFFA0F ; run timer B

; All that follows is just to make the color scrolling
move.l a6,-(sp)
move.l a5,-(sp)
lea $FFFF8240,a5 ; $FFFF8240 is the address of the palette
move.l reg,a6
add.w (a6),a5
move.l pal,a6
move.w (a6),(a5)
addq.l #2,pal
addq.l #2,reg
move.l d6,-(sp)
move.l d7,-(sp)
lea rotation,a5
\loop1:
cmp.l #-1,(a5)
beq \stop_r
subq.w #1,6(a5)
bne next_r
move.w 4(a5),6(a5)
lea palettes,a6
move.w (a5),d6
move.w 2(a5),d7
move.w (a6,d6.w),color
\loop2:
addq.w #2,d6
move.w (a6,d6.w),-2(a6,d6.w)
cmp.w d6,d7
bne \loop2
move.w color,(a6,d6.w)
\next_r:
add.l #8,a5
```

```
jmp \loop1
\stop_r:
move.l (sp)+,d7
move.l (sp)+,d6
move.l (sp)+,a5
move.l (sp)+,a6
vbl2:
jmp $333333 ; go to old vbl (Takes care of mouse, and drive spin)

new_hbl:
or.w #$0700,sr ; cut all interrupts.
move.l a6,-(sp)
move.l a5,-(sp)
lea $FFFF8240,a5 ; change the palette in the shifter
move.l reg,a6
add.w (a6),a5
move.l pal,a6
move.w (a6),(a5)
addq.l #2,pal
addq.l #2,reg
move.l (sp)+,a5
move.l (sp)+,a6
cmp.l #end_pal,pal
bne \no1
move.b #0,$FFFFFA1B ; if at end of list, stop timer B
\no1:
bclr #0,$FFFFFA0F ; let timer B continue
rte

rotate: ds.w 1
color: ds.w 1
pal: ds.l 1
reg: ds.l 1

; In here, you may do any modification you want.
; for each set of 4 words, we have the following:
; - first line of rotation, x2
; - last line of rotation, x2
; - number of vbl to wait before rotating
; - counter for number left to wait (Gets modified)
;
; the last one has -1 in all four

rotation:
dc.w 0,16,5,5
dc.w -1,-1,-1,-1

; Says which color pen gets changed to the corresponding value in palettes
; must be x2 as well (Careful, the number is in shifter order, not GEM.
; Background is color 15)
```

```
register
dc.w 30,30,30,30,30,30,30,30,30,30
dc.w 4,4,4,4,4,4,4,4,4
.
. 21 times in all
.
dc.w 4,4,4,4,4,4,4,4,4

palettes:
dc.w $700,$600,$600,$500,$400,$400,$500,$600,$600,$000
end_pal:
dc.w
.
. any data you want, as long as you use it
.
dc.w

save: ds.l 1
size: ds.l 1
ds.l 50
stack: ds.l 1

end
```

3780. Re: Are 100ns DRAMs too slow for an 1040ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-07 13:43:27 UTC
From: grier@bnr.ca
Message-ID: <1992Oct07.134327.6246@bnr.ca>
Source record: 42633

I've heard of this problem before. If memory serves me the problem is with your MMU chip and/or the 5vdc power supply. Some early MMUs can not drive 32 chips. Also if your 5vdc is below 4.7 volts some memories seem to balk.

My 520ST is upgraded to 2.5meg with a Z-ram board using 100ns chips. The only time I had a problem was when I also tried to use a Spectre GCR. The system sometimes wouldn't even come up. I replaced the power supply and everything works great now.

I would call BEST Electronics and ask them. They sell MMUs and better power supplies. I do not have their phone number here. I'll check at home.

Brian

3781. Re: GFA BASIC again!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-07 13:53:39 UTC
From: chuckies@cs.mcgill.ca
Message-ID: <1992Oct7.135339.12297@cs.mcgill.ca>
Source record: 42637

In article <1992Oct6.113208.2253@aston.ac.uk> busbyjm@cs.aston.ac.uk writes:
>I still don't know how to turn the key click off from inside GFA Basic. Someone suggested the control panel but this is not practical as I am writing games.
>
>Does anyone know of an XBIOS call or a direct POKE that will turn the key click off?
>
>James Busby
>

In GFA, the poke would be either:

Spoke &H484,6

or

Spoke &H484,7

I'm not sure which. Here are the bit assignments for the first three bits
of that byte (accessed only in supervisor mode).

Bit Meaning
0 Key click on/off
1 Key repeat on/off
2 Bell on/off

Hope this helps.

--

.. . . ====================================
| |--| | | | |< | |- `-. Charles Savoie chuckies@cs.mcgill.ca
`'' ' ' `''' `'' ' ` ''' `'' ''' ====================================

3782. will gdb run on 1 meg machine?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-07 16:24:02 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Oct7.162402.18031@zooid.guild.org>
Source record: 42640

Will the gnu debugger 'gdb', run on a 1 meg machine?

Also, does anybody know where at archive-server@spud.hyperion.com
the file is located?

'Gnustuff/Tos/Gdb' ????

Mike

3783. Re: XBIOS function to set floopy seek rate

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-07 17:29:44 UTC
From: grier@bnr.ca
Message-ID: <1992Oct07.172944.9995@bnr.ca>
Source record: 42636

> The ST boots up on the fastest speed it can effectively use. Slowing it down
> is pointless (Unless you are using some *OLD* & *SLOW* drive), and making it
> faster (Only 1 step higher is available) can only result in data loss.
> Really, leave this one alone, it's not worth it (Why did atari put it there
> anyways ???)

It's in there because the 5.25" drives require more time for
the head to move one track. I agree leave it alone for 3.5" drives.
However it must be set to 6ms for the 5.25" drives

Brian
a.k.a.
Wyle E. Coyote

3784. Removing a "Ram-Easy" upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-07 19:08:18 UTC
From: plucky@engin.umich.edu
Message-ID: <4f4-Nt#@engin.umich.edu>
Source record: 42638

Hiya. I just got my 4MB upgrade (a JRI+ board with the appropriate SIMMs) in the mail. The instructions say I'll need to disable the existing 512K memory (oh, almost forgot, this is an old-style, external-floppy 520ST). Well...

Once upon a time (1988), I had a "Ram Easy" 1MB upgrade installed for me. I imagine I'll have to disable / remove this as well, and since I've never seen it, I don't know what to look for.

If anyone out there is real familiar with this kind of RAM upgrade situation, could you e-mail me with a brief description of what I'm looking for and how to disable or remove it?

Buckets of thanks in advance....

==
/ Chris L. Adamson / This message has cost the net hundreds, /
/ Michigan State U. / if not thousands, of dollars to send. /
/ Telecomm Production / ------------------------------------ /
/ M.A. student / plucky@irie.ais.org , plucky2(Amer. O-L)/
==

DISCLAIMER: MSU wishes it could be so erudite and clever...

3785. 1040 ST hardware problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-07 19:45:54 UTC
From: rvenable@helix.nih.gov
Message-ID: <1992Oct7.154554@helix.nih.gov>
Source record: 42639

I have an aging Atari 1040 ST, and I have some unusual minor symptoms:

- the sound no longer works; I had both the monitor and the Yamaha chip tested, and neither was the problem

- I can't boot with the cartridge for my hand-scanner installed

- the system crashes whenever I try to use the Install Application item from the desktop menu

I have TOS 1.4 (most of my games no longer work) and 4 MB RAM (EA Brown, I think)

Does anyone have any suggestions besides buy a newer machine?

Rick Venable

3786. Re: XBIOS function to set floopy s

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-07 22:08:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A49554@MS.maus.de>
Source record: 42516

```
>I seem to recall that with TOS 1.04 there was an XBIOS function
>added to change a floppy drives seek rate. Am I right? If so,
>what is its function number and name. What parameters does it
>require?

WORD Floprate (WORD drive, WORD seekrate);

XBIOS 41,
drive = 0: A, 1: B
seekrate = 0: 6ms, 1: 12ms, 2: 2ms, 3: 3ms, -1: don't set

Returns the previous seek rate.
```

3787. Re: No red in monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-08 10:32:14 UTC
From: heraud@knuth4
Message-ID: <Bvst9q.88y@ufrima.imag.fr>
Source record: 42492

v5914ane@ubvmsd.cc.buffalo.edu (Steve) writes:

>Does anyone have any Idea on why my atari color monitor lost the red in the
>picture??
You seem to have big problems with you monitor and i have some like you
Once upon a time i carry my monitor in my car and he wasn't attached
the first curve i took and yo... when i tried to use it the red
composant has been destroyed
i don't manage to repair this but if you find the way to make it contact me
(i saw a repair man and he didn't know how to take this problem
you're the first in my club:the men who don't a color
bye and see u soon

--
****
* HERAUD/SELDON/CAPTAIN BUG *
* ATARI FOREVER AND FALCON RULES *
* MOTOROLA IS MY LIFE *

3788. TOS 2.06 & OXYD2 -> problems !?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-08 10:54:22 UTC
From: andi@gmd.de
Message-ID: <andi.718541662@gmd.de>
Source record: 42491

Hi, netters!

After upgrading my old 520 ST+ to 4MB and TOS 2.06 and supplying it with a hardware clock, I discovered the following problem with OXYD2:

When the menu shows up, there is a section in the lowest part of the screen where you can see some graphic symbols black on white overlaying the menu. When you start the game, this 'symbol-panel' starts flickering with every movement of graphic on the screen.
The game still works, but it's not much fun guessing what's happening below this 'panel'. The same happens with OXYD and SPACOLA, so it seems to be originated in this special kind of software.
Assuming a hardware fault, I went to my local dealer, who had done the upgrade. He checked everything twice and didn't find any defects. I guess it has something to do with the new TOS.

So I decided to post this query to the net. Maybe some of you had similar problems with this software and know a solution.

Thanx in advance,

Andreas Rohrschneider.

P.S.: STADT, a painting program from Application Systems Heidelberg also doesn't run anymore. I only get a messed-up screen and some bombs. Any suggestions ?

Andreas Rohrschneider
GMD - I5.SKS
German National Research Center for Computer Science
Schloss Birlinghoven phone: (+49 2241) 14-2242
D-5205 Sankt Augustin 1, FRG email: rohrschneider@gmd.de

3789. Can't get gcc2.2.2 to work! (cpp-problem)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-08 12:21:12 UTC
From: subiaagb@w350zrz.zrz.tu-berlin.de
Message-ID: <MXQ7GKN@mailgzrz.tu-berlin.de>
Source record: 42493

```
Hi C++ users,

I have a little problem with getting gcc2.2.2 to work.
gcc -v -c mytest.cc results in:

gcc-cpp.ttp /d/gnu/atariST/2.2.2/ ...
/d/gnu/atariST/2.2.2/: file not found ( not exactly gcc's message )
/* /d/gnu is the working directory */

Do I need some new evironment settings ?

--
-----------------------------------------------
| Andr'e Pareis, |
| e-mail: pareis@cs.tu-berlin.de |
| subiaagb@w350zrz.zrz.tu-berlin.de |
| NeXT-mail: subiaagb@w271zrz.zrz.tu-berlin.de |
-----------------------------------------------
```

3790. I think my HD finally bit the dust.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-08 13:15:25 UTC
From: cs4gp6bb@maccs.dcss.mcmaster.ca
Message-ID: <1992Oct8.131525.29404@maccs.dcss.mcmaster.ca>
Source record: 42494

I have a Tulin 64Meg hard drive that I bought used a couple of years ago. I've been getting read errors (<sense $24>) lately and now write fails as well. The other night it went a little bananas for a while, and then after it stopped, I'm told that there are roughly 18 Meg used and 0 k free. What's going on? I can't find a file big enough to be taking up this kind of space.

Does anyone have any advice before I dole out $500 for a SCSI hard drive? I bought a STe that did a number on the drive when I first got the STe, but after having the chip replaced by the dealer, I thought my troubles would be over. I wonder if this is related.

Thanks for your time.

John Schmitt
cs4gp6bb@maccs.dcss.mcmaster.ca

3791. Any articles on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-08 15:55:44 UTC
From: mattera@rtsg.mot.com
Message-ID: <mattera.718559744@turtle21>
Source record: 42496

Are there any articles that give the Falcon's Spec's?
What magazines are they in? Do the Atari dealers have
any docs yet?

mike

3792. Re: Can't get gcc2.2.2 to work! (cpp-problem)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-08 16:12:12 UTC
From: Bjarne Pohlers <POHLERB@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92282.161212POHLERB@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 42499

In article <MXQ7GKN@mailgzrz.tu-berlin.de>, subiaagb@w350zrz.zrz.tu-berlin.de
(Andre Pareis) says:
>
>Hi C++ users,
>
>
>I have a little problem with getting gcc2.2.2 to work.
>gcc -v -c mytest.cc results in:
>
>gcc-cpp.ttp /d/gnu/atariST/2.2.2/ ...
> /d/gnu/atariST/2.2.2/: file not found (not exactly gcc's message)
> /* /d/gnu is the working directory */
>
I suppose you have set GCC_EXEC_PREFIX. There is a bug in the Compiler-
Driver gcc. I have compiled a fixed version for the ST. It is located
at ftp.uni-muenster.de in the folder pub/atari/Gnustuff/Gcc/
The filename is gcc222b3a.zoo.
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <pohlerb@math.uni-muenster.de> &
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

3793. Re: GFA BASIC again!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-08 16:27:08 UTC
From: sanders@sci.kun.nl
Message-ID: <Bvt9p9.1xC@sci.kun.nl>
Source record: 42495

In <1992Oct7.135339.12297@cs.mcgill.ca> chuckies@cs.mcgill.ca (Charles J. Savoie) writes:

>In article <1992Oct6.113208.2253@aston.ac.uk> busbyjm@cs.aston.ac.uk writes:
>>I still don't know how to turn the key click off from inside GFA Basic. Someone suggested the control panel but this is not practical as I am writing games.
>>
>>Does anyone know of an XBIOS call or a direct POKE that will turn the key click off?
>>
>>James Busby
>In GFA, the poke would be either:
>Spoke &H484,6
>or
>Spoke &H484,7
>I'm not sure which. Here are the bit assignments for the first three bits
>of that byte (accessed only in supervisor mode).
>Bit Meaning
>0 Key click on/off
>1 Key repeat on/off
>2 Bell on/off
3 If 1, in Cconin() the current value of Kbshift() is placed in
bit 24-31.
>Hope this helps.

>--

You shouldn't use a blunt Spoke, BTW, since this doesn't preserve the
settings of the other bits. You should use an AND with the original
value.

>.. . . . . ====================================
>| |--| | | | |< | |- `-. Charles Savoie chuckies@cs.mcgill.ca
>`'' ' ' `''' `'' ' ` ''' `'' ''' ====================================

Sander SToks
sanders@sci.kun.nl

3794. Re: I think my HD finally bit the dust.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-08 21:58:42 UTC
From: ekrimen@wet.UUCP
Message-ID: <4348@wet.UUCP>
Source record: 42497

In article <1992Oct8.131525.29404@maccs.dcss.mcmaster.ca> cs4gp6bb@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>
> I have a Tulin 64Meg hard drive that I bought used a couple of years
>ago. I've been getting read errors (<sense $24>) lately and now write fails
>as well. The other night it went a little bananas for a while, and then after
>it stopped, I'm told that there are roughly 18 Meg used and 0 k free. What's
>going on? I can't find a file big enough to be taking up this kind of space.
>
> Does anyone have any advice before I dole out $500 for a SCSI hard
>drive? I bought a STe that did a number on the drive when I first got the
>STe, but after having the chip replaced by the dealer, I thought my
>troubles would be over. I wonder if this is related.

I don't think it's related.

What kind of drive and other hardware are in the Tulin case? ICD host I presume?

If you haven't already, back up the drive. Also try the drive on another ST if possible; I may be wrong about the STE not being related. :^)

According to the ICD ADSCSI CPX, sense $24 is an "illegal field in CDB" error, whatever that means. (Experts?) The drive may need formatting later on. In fact, I'd recommend it once you get your data backed up. Are you using the latest version of the hard drive utilities?

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

3795. What makes the Screen Scroll *UP* ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-09 00:27:14 UTC
From: thomasc@ms.uky.edu
Message-ID: <1992Oct8.202714.13324@ms.uky.edu>
Source record: 42498

What makes the screen scroll up? I"ve been working on this program
and I want to have an input line on line 22-23 while still accepting
input on line 20 and above. (It's a modem program) Do I have to do
this thru screen flipping or what? I"m a pretty experienced programmer
but, this has completely stumped me. (An easy way to do it) I remember
with the *old* Atari 800.. :) that there was a special graphics window
that I could have used but, how do I do this now?

alex

3796. D.I.Y. 4 Meg upgrade???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-09 04:07:40 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <1b30icINN80o@usenet.INS.CWRU.Edu>
Source record: 42500

Has anyone come up with a way to upgrade ST's with a
homebrew board? If so, I would be interested in hearing about it.
Please E-mail me if you can.

Thanx,
George II Lenzer

--
"I'll let you in on a little secret.
The whole universe is totally INSANE!!!!"
Mr. Natural

3797. Re: Are 100ns DRAMs too slow for an 1040ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-09 06:41:30 UTC
From: Stefan Monnier <osoelgaultier+@CMU.EDU>
Message-ID: <cepGaOy00VpQE0wVtZ@andrew.cmu.edu>
Source record: 42501

Excerpts from netnews.comp.sys.atari.st.tech: 7-Oct-92 Re: Are 100ns DRAMs too slo.. Brian Grier@bnr.ca (626)

> I've heard of this problem before. If memory serves me the problem
> is with your MMU chip and/or the 5vdc power supply. Some early MMUs
> can not drive 32 chips. Also if your 5vdc is below 4.7 volts some
> memories seem to balk.

> My 520ST is upgraded to 2.5meg with a Z-ram board using 100ns chips.
> The only time I had a problem was when I also tried to use a Spectre
> GCR. The system sometimes wouldn't even come up. I replaced the
> power supply and everything works great now.

> I would call BEST Electronics and ask them. They sell MMUs and better
> power supplies. I do not have their phone number here. I'll check at
> home.

> Brian

The access time shouldn't be a problem:
I have one original 512K 150ns bank and one 2M 70ns bank

When I installed my 2M bank (with off-the-shelf parts like SIMMS
and simm-sockets), I've had similar problems although the MMU
wasn't the problem.

In fact, the problem was power supply, and particularly cables.
Don't try do save money limiting cable size (diameter) and number
for power. It's much safer to have 2 GND and 2 Vcc cables !!

Since I added that second pair of power cables, I haven't had any more
problems !

Stefan

-- On the average, people seem to be acting normal --

3798. Re: Can't get gcc2.2.2 to work! (cpp-problem)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-09 07:59:41 UTC
From: ridderbusch.pad@sni-usa.com
Message-ID: <RIDDERBUSCH.PAD.92Oct9085941@nozzle.sni.de>
Source record: 42502

In article <92282.161212POHLERB@DMSWWU1A.UNI-MUENSTER.DE> Bjarne Pohlers
<POHLERB@DMSWWU1A.UNI-MUENSTER.DE> writes:

In article <MXQ7GKN@mailgzrz.tu-berlin.de>, subiaagb@w350zrz.zrz.tu-berlin.de
(Andre Pareis) says:
>
>Hi C++ users,
>
>
>I have a little problem with getting gcc2.2.2 to work.
>gcc -v -c mytest.cc results in:
>
>gcc-cpp.ttp /d/gnu/atariST/2.2.2/ ...
> /d/gnu/atariST/2.2.2/: file not found (not exactly gcc's message)
> /* /d/gnu is the working directory */
>
I suppose you have set GCC_EXEC_PREFIX. There is a bug in the Compiler-
Driver gcc. I have compiled a fixed version for the ST. It is located
at ftp.uni-muenster.de in the folder pub/atari/Gnustuff/Gcc/
The filename is gcc222b3a.zoo.
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <pohlerb@math.uni-muenster.de> &
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

Even better, don't use GCC_EXEC_PREFIX at all on the ST. Since I've
been using GCC, which is since version 1.36 (over 2 years now), I've
set the variable GNUEXEC (similar to GNUINC and GNULIB). Please don't
create another version of GCC 2.2.2. There are already three, I know
of (Bammi's original, Howard Chu's version with baserel and a version
here in Paderborn,Germany compiled with MiNT libs).

I would definitly suggest, to stick with J.R.Bammi as main maintainer
of GCC (until he decides to pass the key). I'm sure the last changes
from Howard will move into Bammi's version.

Another technical reason to not use GCC_EXEC_PREFIX (or fiddling with
it) is in a cross compiling environment. GCC_EXEC_PREFIX is then used
the access the native machine componente of GCC and GNUEXEC is used to
locate the ST cross compiler equivalents.

BTW, Bjarne, this is also my main criticism to your article in
ST-Magazin.
--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch / , Abt.: STO SI211
/ /./ Riemeke Str.
/=== /,== ,===/ /,==, // W-4790 Paderborn, Germany
/ // / / // / / \ Tel.: (49) 05251-8-0
/ / `==/\ / / / \ NERV:ridderbusch.pad

Email: ridderbusch.pad@sni-usa.com (America (North & South))
ridderbusch.pad@sni.de (Rest of world)

3799. Detecting the closing of an ACC from within an APP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-09 07:59:54 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <Jy8csB2w165w@sys6626.bison.mb.ca>
Source record: 42505

How would I go about detecting if an accessory was closed (after it had been opened, of course) while a GEM application was running? The message pipe never seems to return AC_CLOSE (or AC_OPEN), which, as I'm told, are only received by accessories. I tried WM_NEWTOP and no go (What the hell is WM_NEWTOP anyway? Never seems to be sent to my APP at all). Any ideas?

Oh ya, basically, I want my app to check the clipboard everytime an accessory is closed (to see if it contains some relevant data that I may have copied to it from STeno or STalker).

Thanks to all who help!

3800. GEMDOS calls within HSPascal

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-09 08:03:54 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <858csB3w165w@sys6626.bison.mb.ca>
Source record: 42504

Is there anyway to make GEMDOS calls directly from within HSP?
Basically, I want to be able to rename a file...but HSP has (as far as I can tell) _NO_ way to do that! I can't even say GEMDOS(xx)... as GEMDOS() isn't defined in any of HSP's units!

Thanks to any who help!

3801. Re: Can't get gcc2.2.2 to work! (cpp-problem)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-09 09:22:49 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct9.092249.6899@elroy.jpl.nasa.gov>
Source record: 42503

In article <RIDDERBUSCH.PAD.92Oct9085941@nozzle.sni.de> ridderbusch.pad@sni-usa.com (Frank Ridderbusch, STO SI211) writes:
>In article <92282.161212POHLERB@DMSWWU1A.UNI-MUENSTER.DE> Bjarne Pohlers <POHLERB@DMSWWU1A.UNI-MUENSTER.DE> writes:
> I suppose you have set GCC_EXEC_PREFIX. There is a bug in the Compiler-
> Driver gcc. I have compiled a fixed version for the ST. It is located
> at ftp.uni-muenster.de in the folder pub/atari/Gnustuff/Gcc/
> The filename is gcc222b3a.zoo.

>Even better, don't use GCC_EXEC_PREFIX at all on the ST. Since I've
>been using GCC, which is since version 1.36 (over 2 years now), I've
>set the variable GNUEXEC (similar to GNUINC and GNULIB). Please don't

Actually it's "GCCEXEC" and not "GNUEXEC" but the other two are
correct. Since this can be a point of confusion I thought I'd
clarify...

>create another version of GCC 2.2.2. There are already three, I know
>of (Bammi's original, Howard Chu's version with baserel and a version
>here in Paderborn,Germany compiled with MiNT libs).
>
>I would definitly suggest, to stick with J.R.Bammi as main maintainer
>of GCC (until he decides to pass the key). I'm sure the last changes
>from Howard will move into Bammi's version.

I certainly agree on this point. There is already enough confusion
(evident from the ever-recurring "how do I run GCC on my ST?" posts)
and I have no desire to add to it. I have sent all of my changes to
JRB, so they should be a part of his next patch set. What I've made
available was never intended to be more than an interim release, for
the more impatient folks to use until Bammi's release came out.

That should also be clear from the Readme files included with those
archives, but this is a good time to reiterate - as far as I'm concerned,
Jwahar Bammi is the only "official" source for GCC for the ST. The
changes I made start from his patchlevel 3/update 24 set, and unless
they appear in a patchlevel 4 set, I would not consider them "official"
in any way, and neither should you. You *definitely* should not
distribute changes of your own based on my source code; that will only
create more confusion. Jwahar has done an excellent job of providing
consistent and orderly management of the ST port and I would hate to
see his efforts undermined by my own over-eagerness or anyone else's...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

3802. Using RBG/Sync monitors with ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-09 10:06:10 UTC
From: Bill_von_Hagen@transarc.com
Message-ID: <8epJaGr0BwxT8Mqlw6@transarc.com>
Source record: 42506

I posted this on the standard atari.st bboard, but didn't receive any useful info yet. Perhaps someone here could help me.

I have a Sony Trinitron monitor (GDM-1601) which I'd like to try to use with my ST. It has RGB and Sync inputs - the sync inputs are labelled HD and VD. Could someone tell me if there's some add-on hardware I can get for the ST so that I could use this monitor with it? The monitor is also used with a MIPS workstation, but I'm just interested in experimenting.

Thanks!

Bill (wvh@transarc.com)

3803. Re: Floppy Disk Fats ..... In the beginning.....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-09 13:22:39 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Oct9142239@cubitus.laas.fr>
Source record: 42507

```
>>>>> Regarding Re: Floppy Disk Fats ..... In the beginning......;
>>>>> sheppard_r@kosmos.wcc.govt.nz adds:

RS> Well you did, you should have know that Atari is a dumb company..!!.

RS> They have also left it in the newer Tos's as they now think that its a feature,
RS> yes a feature to show the world how dumb Atari is...

Since no one has mentioned the obvious I'll do it: there are many
FORMATTERS out there that format diskettes putting in 3 sector FATs!
F_COPY21.PRG or FORMAT.PRG. Both are decent German products!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
================================================================================
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?
```

3804. Re: What makes the Screen Scroll *UP* ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-09 13:25:06 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.92Oct9142129@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 42509

>>>>> On 9 Oct 92 00:27:14 GMT, thomasc@ms.uky.edu (Thomas Campbell) said:

> What makes the screen scroll up? I"ve been working on this program
> and I want to have an input line on line 22-23 while still accepting
> input on line 20 and above. (It's a modem program) Do I have to do
> this thru screen flipping or what? I"m a pretty experienced programmer
> but, this has completely stumped me. (An easy way to do it) I remember
> with the *old* Atari 800.. :) that there was a special graphics window
> that I could have used but, how do I do this now?

I don't know if I've misunderstood your question, but you simply have to make sure that whilst you're writing on the last screen line you don't
a) send a newline
b) write characters past the end of the line

a) is easy to avoid, and you can sort b) out via the vt52 emulator - I think you need to send a \033v to tell it to ignore characters that go past the end of the line.

If you want the user to input on the last line, you'll need to write your own input routine that doesn't echo any characters from the users input except those you allow. Easy enough to do, but if you want mail me and I'll send you something suitable. My editor has two functions for writing to the bottom line, void *write_minibuffer(char *string) for simply printing status info, and char *prompt_minibuffer(const char * prompt, char *input) for getting user input via the status line. Both store cursor position (via vt52) on entry and restore it on leaving, so the caller can forget about these details. Again, if you'd like them then mail me. They're in C, btw.

Kev

3805. Anyone know Karsten's (overscan et al) email address?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-09 20:14:33 UTC
From: pbh@pandora.cs.wayne.edu
Message-ID: <1992Oct9.201433.17416@cs.wayne.edu>
Source record: 42508

I am looking to write him about his audio drivers for MiNT. Can you send me address? Thanks heaps.

--
Kadidjri Lahab
Wayne State University
Physics '94

3806. Re: What makes the Screen Scroll *UP* ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-09 21:31:44 UTC
From: Peter.Kocourek@p13.f112.n100.z60.wlink.nl
Message-ID: <718783211.F00002@monly.wlink.nl.wlink.nl>
Source record: 42518

In a message of <09 Oct 92 01:27:14>, Thomas Campbell (60:100/1) writes:

TC> What makes the screen scroll up? I"ve been working on this program
TC> and I want to have an input line on line 22-23 while still
TC> accepting input on line 20 and above. (It's a modem program) Do I
TC> have to do this thru screen flipping or what? I"m a pretty

You do this by using GEM, and doing all your input and output in GEM windows.

TC> experienced programmer but, this has completely stumped me. (An easy
TC> way to do it) I remember with the *old* Atari 800.. :) that there
TC> was a special graphics window that I could have used but, how do I do
TC> this now?

You don't. There is a trick to stop part of the screen scrolling up, but it certainly won't work with MultiTOS. So the best (if perhaps unhelpful) advice I can give you is: don't do it.

YHS:QSI!

3807. Re: Detecting the closing of an ACC from within an APP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-09 22:46:33 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.718670793@groucho.phil.ruu.nl>
Source record: 42511

genius@sys6626.bison.mb.ca (Trevor Cordes) writes:

>How would I go about detecting if an accessory was closed (after it had
>been opened, of course) while a GEM application was running? The message
>pipe never seems to return AC_CLOSE (or AC_OPEN), which, as I'm told, are
>only received by accessories. I tried WM_NEWTOP and no go (What the hell
>is WM_NEWTOP anyway? Never seems to be sent to my APP at all). Any
>ideas?

My (not completely blind) guess would be that this is not possible, but I
could be mistaken (if so, please let someone correct me). According to
the 'Atari Profibuch' WM_NEWTOP is the same as WM_TOPPED.

If my above conjecture is right, then maybe you could try the following
work-around: include a timer-event in your evnt_multi, so every once in
a while you enter your event loop, even if there are no messages for you.
Then look which window is topmost and check if it's one of your windows.
If not, apparently some acc has a window open (ignoring the possibility
of multitasking environments). In this case you set a flag (AccOpened=1).
As soon as one of your windows is topmost and the flag=1, it *could* be
the case the acc's window was closed (or one of your windows was topped
of course - but this could be checked too - probably with another flag :).
Then reset the flag to 0 and do whatever you want to do (i.e. inspect the
clipboard).
I don't know if this works - I'm making this up while I'm typing...
And if it works, it probably needs some 'sophisticating' - I guess the
above is only a very crude outline, but I suppose you get the idea.

... well, it doesn't sound *that* bad, does it...? :)

--
Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
Dept. of Philosophy | | heaven, but what the hell are
University of Utrecht | | you supposed to do when they
The Netherlands | | come true...?

3808. Truncating files in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-09 23:31:20 UTC
From: Murray_Moffatt@kcbbs.gen.nz
Message-ID: <10592282.84680.9744@kcbbs.gen.nz>
Source record: 42514

I'm using Prospero C and I need to be able to truncate a file at a certain offset. I can't see any immediate way to do this, can anyone suggest a solution?

3809. Comparing Strings in 68000 Assembly

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-10 00:03:30 UTC
From: mcarrico@terapin.com
Message-ID: <mcarrico.1tqa@terapin.com>
Source record: 42510

I'm a programmer in various different languages on the ST, but one langauge I am learning at this point is 68000 Assembly. I think I have the hang of reading single characters and printing them to the modem or to the screen.

I am working on a project that started out as a "Chat Mode" program for a friend of mine, for his BBS, and after he found a program, I decided to make it into something different. I have a small VT52 Terminal Emulator program written in Assembly langauge. I talked with my friend and we are discussing taking that program and re-arranging it so the single key routine reads a string instead. The over-all goal is to make the chat mode one procedure in an online adventure game..I.E. The Local sysop can interrupt the player with say the F1 key.. and chat with him..then hit it again and the player resumes playing..anyway I'm finished with the Chat mode part, but now we need a routine that can read a string and compare it with some common commands, such as "North" or "Look" or "Open Door" These type..

Anyway, I found some routines to read a string using GEM, but it does'nt trap control C, so I decided to attempt to write my own variable length readstring routine. It takes one character at a time and adds it to a buffer, then when the user hits return, it ends adding to the buffer, and compares the buffer to the string I want.

Well I pretty much have the readstring part, but as soon as I compare the string..(exit from inputting) I get 2 bombs and it exits.. Addressing Error.

Well.. Here's the string compare assuming A1 holds the starting address of string 1 and A2 holds the starting address of string 2..

This is my compare routine..can someone please give me a hint as to want I am doing wrong?

```
==========================================================================

ST D6 ;Set $FF to D6 we are using this as a True/False Register
CLR.W D7 ;Set $00 to D7 we need a clean slate for a character counter
LOOP CMPM.B (A1)+,(A2)+ Compare the bytes of each and increment pointer
BNE MISMAT If they are different, then string does'nt match
TST.B -1(A1) Did we reach a Null Byte ? (End of string)
BEQ ENDOK If we did then both are null, so end..
ADDQ.W #1,D7 We tested one byte so far, so add 1 to the count!
BRA LOOP Branch back up and loop
MISMAT CLR.B D6 Strings don't match so make D6 False ($00)
ENDOK ... We continue here
```

Ok soo using that I should be able to compare byte by byte right?

What am I doing wrong?

ST MASTER

3810. Re: What makes the Screen Scroll *UP* ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-10 00:16:24 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <2XJesB1w165w@ersys.edmonton.ab.ca>
Source record: 42512

thomasc@ms.uky.edu (Thomas Campbell) writes:

- What makes the screen scroll up? I"ve been working on this program
- and I want to have an input line on line 22-23 while still accepting
- input on line 20 and above. (It's a modem program) Do I have to do
- this thru screen flipping or what? I"m a pretty experienced programmer
- but, this has completely stumped me. (An easy way to do it) I remember
- with the *old* Atari 800.. :) that there was a special graphics window
- that I could have used but, how do I do this now?
-
- alex
-

I had this problem as well. To solve it, you have to use the Line-A variables, which would make your program TT-unfriendly. And most likely Falcon-unfriendly as well. So if you go ahead, make the status bar optional so that users with TT systems are not left in the cold. To actually do it, you:

To further complicate matters, I found that I could not access the Line-A variables through Personal Pascal so I had to play with the memory locations themselves, which is not a good thing to do. Anyway, the WORD located at $2AB2 holds the number of lines that the screen is. After you get the original value, subtract one from it, and then put the value back via the poke() function appropriate to WORD values. When you want to change the line, simply add one to the value, poke it, do what you need, subtract one, and poke the value again.

Keep in mind I have only tested this on TOS 1.4, and it IS NOT GOOD PROGRAMMING PRACTICE TO BEGIN WITH. Regardless of how I did it, though, at least you now know that you need to use Line-A to make the screen shorter.

One user suggested another method, which was to re-write the VT-52 handler that the computer uses. This was beyond me, but I was told that there was a much better (and faster) VT-52 handler at atari.archive (which I have no access to so I could not verify).

I hope this information helps you out a little.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

3811. Re: Detecting the closing of an ACC from within an APP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-10 12:55:10 UTC
From: Peter.Kocourek@p13.f112.n100.z60.wlink.nl
Message-ID: <718783211.F00003@monly.wlink.nl.wlink.nl>
Source record: 42519

In a message of <09 Oct 92 08:59:54>, Trevor Cordes (60:100/1) writes:

TC> How would I go about detecting if an accessory was closed (after it
TC> had been opened, of course) while a GEM application was running? The

You can't under normal circumstances; the accessory would have to send a message explicitly to you. The idea of accessories is, that they do not bother the main application at all, and they are therefore "invisible." There is a protocol called XACC, which provides for communication between applications and accessories. I only have the German docs, which I can mail to you if you want.

TC> message pipe never seems to return AC_CLOSE (or AC_OPEN), which, as
TC> I'm told, are only received by accessories. I tried WM_NEWTOP and no

Correct.

TC> go (What the hell is WM_NEWTOP anyway? Never seems to be sent to my
TC> APP at all). Any ideas?

WM_NEWTOP is only implemented newer TOS versions, if memory serves me right. I can't remember offhand what the differences are with WM_TOPPED.

TC> Oh ya, basically, I want my app to check the clipboard everytime an
TC> accessory is closed (to see if it contains some relevant data that I
TC> may have copied to it from STeno or STalker).

That is an interesting problem, but I can't think of a solution. :-)

YHS:QSI!

3812. Re: Can't get gcc2.2.2 to work! (cpp-problem)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-10 15:34:29 UTC
From: ridderbusch.pad@sni-usa.com
Message-ID: <RIDDERBUSCH.PAD.92Oct10163429@nozzle.sni.de>
Source record: 42513

In article <RIDDERBUSCH.PAD.92Oct9085941@nozzle.sni.de> ridderbusch.pad@sni-usa.com (Frank Ridderbusch, STO SI211) writes:

Even better, don't use GCC_EXEC_PREFIX at all on the ST. Since I've
been using GCC, which is since version 1.36 (over 2 years now), I've
set the variable GNUEXEC (similar to GNUINC and GNULIB). Please don't
^^^^^^^
create another version of GCC 2.2.2. There are already three, I know
of (Bammi's original, Howard Chu's version with baserel and a version
here in Paderborn,Germany compiled with MiNT libs).

Never trust your memory. GNUEXEC is still not right. It should be
GCCEXEC as Howard Chu already pointed out in another article. Every
time I want to name this env variable, I have to look it up in my
shell profile.
--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch / , Abt.: STO SI211
/ /./ Riemeke Str.
/=== /,== ,===/ /,==, // W-4790 Paderborn, Germany
/ // / / // / / \ Tel.: (49) 05251-8-0
/ / `==/\ / / / \ NERV:ridderbusch.pad

Email: ridderbusch.pad@sni-usa.com (America (North & South))
ridderbusch.pad@sni.de (Rest of world)

3813. Re: Truncating files in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-10 18:32:35 UTC
From: as327@cleveland.Freenet.Edu
Message-ID: <1b77k3INN7bk@usenet.INS.CWRU.Edu>
Source record: 42515

In a previous article, Murray_Moffatt@kcbbs.gen.nz (Murray Moffatt) says:

>I'm using Prospero C and I need to be able to truncate a file at a certain
>offset. I can't see any immediate way to do this, can anyone suggest
>a solution?
>
>

Check out the 'chsize()' system call. That, in combination with
fseek/lseek ought to to it for you.
--
Roy Bixler
Internet: as327@cleveland.freenet.edu -or- rbixler@nyx.cs.du.edu
"When the going gets weird, the weird turn pro."

3814. Re: What makes the Screen Scroll *UP* ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-10 22:08:48 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Oct10.220848.4428@cs.mcgill.ca>
Source record: 42523

In article <1992Oct8.202714.13324@ms.uky.edu> thomasc@ms.uky.edu (Thomas Campbell) writes:
>What makes the screen scroll up? I"ve been working on this program
>and I want to have an input line on line 22-23 while still accepting
>input on line 20 and above. (It's a modem program) Do I have to do
>this thru screen flipping or what? I"m a pretty experienced programmer
>but, this has completely stumped me. (An easy way to do it) I remember
>with the *old* Atari 800.. :) that there was a special graphics window
>that I could have used but, how do I do this now?
>
>alex

1) your program will have to check which line the cursor is on before echoing
it. You must then keep track of ALL characters coming in (And take care to
work with various ESC sequences that may move the cursor around)

2) If you are at line 20 and you want to add a line, then do:
ESC-Y-(32+24)-(32+79) {That's to place the cursor at the last
possible place}
(13) {To scroll up one line}
ESC-Y-(32+20)-(32+0) {place at first char of input line}
ESC-L {insert a line}
ESC-A {go up}
echo whatever you want ...

This will cuase the whole screen to go up one line, and then the input line
will scroll down one line. You can then echo whatever you want.

If you need a list of the vt52 escape sequences, just ask me. (like reverse
video for some information line)

Hope this helps.

Patrick.

3815. Re: What makes the Screen Scroll *UP* ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-10 23:00:32 UTC
From: thomasc@ms.uky.edu
Message-ID: <1992Oct10.190032.26611@ms.uky.edu>
Source record: 42517

Ok, between Kevin and Michel I've gotten a good start towards wehre
I need to go but, I still haven't quite gotten it. Michel suggested
that I ues the Line-A function but, he suggested it in Pascal. I
should have said before that I'm using C. I looked thru my libraries
on Line-A functions and I didn't find *anything* on how to shorten
the screen which is what I'm trying to do. Let me try and explain
waht I'm trying to do a little better. Whenever there is input on
line 20 I want it to be on line 20, when input comes in for the next
line (line 21) I want the screen to scroll up and have the input displayed
on line 20 again and so on and so on. I'm using Laser C and as I've
said I've looked thru all my functions twice over. Michel I think
suggested that I Peek and Poke a location but, I don't think I can do
that in C... any suggestiosn will be greatly appreciated.

Alex

3816. Re: Comparing Strings in 68000 Assembly

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-11 02:14:04 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Oct11.021404.6439@cs.mcgill.ca>
Source record: 42522

In article <mcarrico.1tqa@terapin.com> mcarrico@terapin.com (Michael Carrico) writes:
>I am working on a project that started out as a "Chat Mode" program for a
>friend of mine, for his BBS, and after he found a program, I decided to make it
>into something different. I have a small VT52 Terminal Emulator program written

um, so that you know, the ST has a built-in vt52 emulator. I mean, everything
you send to the screen is processed as if it were a vt52. (at least by GEMDOS
when you use 2 as output device. Using 5 will turn vt52 off)

>in Assembly langauge. I talked with my friend and we are discussing taking that
>program and re-arranging it so the single key routine reads a string instead.

There is a GEMDOS function for that. It's called READLINE

```
pea buffer
move.w #$0A,-(sp)
trap #1
addq.l #6,sp
```

and the string will be at the address buffer afterward. It does interpret
^C (It causes the program that called READLINE to terminate), as well as
keys like backspace and tab. Of course, this terminate on ^C stuff might not
be good, so doing your own is probably the way to go.

>The over-all goal is to make the chat mode one procedure in an online adventure
>game..I.E. The Local sysop can interrupt the player with say the F1 key.. and
>chat with him..then hit it again and the player resumes playing..anyway I'm
>finished with the Chat mode part, but now we need a routine that can read a
>string and compare it with some common commands, such as "North" or "Look" or
>"Open Door" These type..
>
>Anyway, I found some routines to read a string using GEM, but it does'nt trap
>control C, so I decided to attempt to write my own variable length readstring
>routine. It takes one character at a time and adds it to a buffer, then when
>the user hits return, it ends adding to the buffer, and compares the buffer to
>the string I want.
>
>Well I pretty much have the readstring part, but as soon as I compare the
>string..(exit from inputting) I get 2 bombs and it exits.. Addressing Error.
>
>Well.. Here's the string compare assuming A1 holds the starting address of
>string 1 and A2 holds the starting address of string 2..
>
>This is my compare routine..can someone please give me a hint as to want I am
>doing wrong?
>

```
>============================================================================
>
> ST D6 ;Set $FF to D6 we are using this as a True/False Register
> CLR.W D7 ;Set $00 to D7 we need a clean slate for a character counter
>LOOP CMPM.B (A1)+,(A2)+ Compare the bytes of each and increment pointer
> BNE MISMAT If they are different, then string does'nt match
> TST.B -1(A1) Did we reach a Null Byte ? (End of string)
> BEQ ENDOK If we did then both are null, so end..
> ADDQ.W #1,D7 We tested one byte so far, so add 1 to the count!
> BRA LOOP Branch back up and loop
>MISMAT CLR.B D6 Strings don't match so make D6 False ($00)
>ENDOK ... We continue here
>
```

I must admit I'm puzzled as well. This routine by itself should work ok.
It's probably that you call it after calling GEM. There is one VERY important
thing to remember in assembly if you use the OS:

GEM (VDI or AES) will destroy d0-d3 and a0-a3.
GEMDOS, BIOS and XBIOS will destroy d0-d1 and a0-a1

So you should make sure that the values in those registers when you call your
string compare loop are yours, and not those GEM put in it, or else ...

Another thing might be that you did not pop the stack enough after some
GEMDOS, BIOS or XBIOS call, and a rts is reached inside your code.

If you'd like, you could send me the code (Or just the part that does all
this string input and compare if you prefer), and I'll take a look at it.
One thing for sure, the compare routine ain't at fault here.

```
>Ok soo using that I should be able to compare byte by byte right?
>
>What am I doing wrong?
>
>ST MASTER
```

Patrick.

3817. Re: Upgrading Megafile 20

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-11 08:28:57 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10592@uqcspe.cs.uq.oz.au>
Source record: 42520

boyd@shmop.cs.fsu.edu (Mickey Boyd) writes:

>rost@rgb.dec.com (My name is Brian Rost) writes:

>>Is it possible to expand a Megafile 20 by simply replacing the 20Mb mechanism
>>with a larger one and reformatting?

>In theory, yes. However, I would personally recommend getting an ICD host
>adaptor (to replace Atari's), and a standard SCSI mechanism. They should
>fit in the case, and I am sure you will be much happier with the speed and
>nice software. Host adaptor should cost about $80, SCSI's are pretty cheap.

I'll second this recommendation. I think there is a definate limit on the
size you can expand a Megafile 20 to anyway. And it's much lower than ICD's
2 or so Gigabytes (like probably 90M).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

3818. Re: What makes the Screen Scroll *UP* ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-11 13:52:19 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.718811539@groucho.phil.ruu.nl>
Source record: 42521

thomasc@ms.uky.edu (Thomas Campbell) writes:

>Ok, between Kevin and Michel I've gotten a good start towards wehre
>I need to go but, I still haven't quite gotten it. Michel suggested
>that I ues the Line-A function but, he suggested it in Pascal. I
>should have said before that I'm using C. I looked thru my libraries
>on Line-A functions and I didn't find *anything* on how to shorten
>the screen which is what I'm trying to do. Let me try and explain
>waht I'm trying to do a little better. Whenever there is input on
>line 20 I want it to be on line 20, when input comes in for the next
>line (line 21) I want the screen to scroll up and have the input displayed
>on line 20 again and so on and so on. I'm using Laser C and as I've
>said I've looked thru all my functions twice over. Michel I think
>suggested that I Peek and Poke a location but, I don't think I can do
>that in C... any suggestiosn will be greatly appreciated.

Line-A is dirty and shouldn't be used - except maybe when writing very machine
specific fast graphic demos and such... Easiest solution IMO: print the status
line (or whatever it is that you want on the last line) on *top* of the screen
instead of at the bottom. No need to make the screen shorter - just re-print
the topline everytime the screen scrolls up. When using Cconws and not printf()
this will be fast enough to prevent irritating flicker in normal applications.

--
Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
Dept. of Philosophy | | heaven, but what the hell are
University of Utrecht | | you supposed to do when they
The Netherlands | | come true...?

3819. Re: TOS 2.06 & OXYD2 -> problems !?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-11 16:29:10 UTC
From: jad2433@ritvax.isc.rit.edu
Message-ID: <1992Oct11.162910.15762@ultb.isc.rit.edu>
Source record: 42540

How much for Tos 2.06 in say a Mega4?

3820. Re: Can't get gcc2.2.2 to work! (c

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-11 16:44:00 UTC
From: Nils-Henner_Krueger@ki.maus.de
Message-ID: <A13840@KI.maus.de>
Source record: 42465

p>I have a little problem with getting gcc2.2.2 to work.
p>gcc -v -c mytest.cc results in:
p>
p>gcc-cpp.ttp /d/gnu/atariST/2.2.2/ ...
p> /d/gnu/atariST/2.2.2/: file not found (not exactly gcc's message)
p> /* /d/gnu is the working directory */
p>
p>Do I need some new evironment settings ?

Unfortunately you didn't mention what env vars you've actually set, so I can
just guess what may be the problem.

I'm using gcc 2.2.2, and I can reproduce your problem, if I do set the env var
GCC_EXEC_PREFIX and I do NOT set the env var GCC_EXEC. Then I get the same
error message.
When I set GCC_EXEC and do NOT set GCC_EXEC_PREFIX then it works fine.

Maybe that helps.

gruss, nils-henner

Nils-Henner Krueger, Waitzstr. 98, 2300 Kiel, Germany
- -
email: nk@ki.maus.de (short text-messages < 16kB, _NO_ binaries) DAILY
nhk@informatik.uni-kiel.dbp.de (long mails, uuencoded files) WEEKLY/2

3821. gcc2.2.2 cross-compiler

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-11 17:39:38 UTC
From: terjeve@ifi.uio.no
Message-ID: <TERJEVE.92Oct11183938@kolsaas.ifi.uio.no>
Source record: 42524

I just downloaded the source for gcc2.2.2 from a.a and have made
myself a cross-compiler (hosted on a Sun Sparc, SunOS 4.1.1).

When I compile a program with the -mbaserel option, the program
crashes with 4 bombs as soon as it starts.
But if i omit the linking on my cross-compiler and link the program
with gcc2.2.2 on my ST instead, the program works perfectly.

Both linkers are Patchlevel 31.

Help! :-)

--
+---+
| Terje Vernly "The dead know only one thing : |
| InterNet: terjeve@ifi.uio.no It is better to be alive." |
+---+

3822. RAM Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-11 20:26:30 UTC
From: c60a-cr@danube.Berkeley.EDU
Message-ID: <1992Oct11.202630.20645@pasteur.Berkeley.EDU>
Source record: 42525

I have an old Atari 1040STf. I would like to upgrade my machine from its original 1 Meg configuration to its maximum limit at 4 Megs. I am interested in the various ways to get this accomplished, such as piggy-banking chips, installing a ram board, etc. Are there any other cheaper/easier solutions? Are there any documentations on an FTP that can supply me with this information? I am pretty knowledgeable in electronics and reading schematics. Any help will be greatly appreciated.
Bryan
c60a-cr@danube.berkeley.edu

3823. sm124 - 4meters - atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-11 21:59:45 UTC
From: jac@jacom.UUCP
Message-ID: <9210111750@jacom.UUCP>
Source record: 42461

Hi out there,

I have my Atari (1040) running about 4 meters next to my monitor (SM124),
but the monitor doesn't work the way it should. White points are shown
up 'too late' i.e. if there is a background like the desktop, where black-
points are close to whites, the whites points are ignored and the whole
background is black. I think this is due to the shifter, that is doesn't
raise the monochrom-pin fast enough to 1Vss... Does anyone know how to
'help' the shifter (yep, I don't have a blitter :( ). Is it possible to
bye an interface or something like this?

Thanx in advance, Joerg

--
Joerg Conradt Berlin, Germany || email: jacom!jac@obh.in-berlin.de

- "Selbst wenn sie das Weisse Haus schwarz anmalen,
es wuerde nichts aendern." - Unknown

3824. Mega STe HD problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-11 22:49:34 UTC
From: winfrvk@dutiws.tudelft.nl
Message-ID: <2209@dutiws.tudelft.nl>
Source record: 42531

Hello all,

A friend just bought a new Mega STe 2, 48Mb HD from a store that went
out of business. The machine is not _that_ new, because it still has
TOS 2.05, but okay, the problem is: The harddisk doesn't work right.
Symptoms:
- Sectors take seconds to load, or give an error.
- Reformatting doesn't help.
- Leaving the machine switched on for half an hour and trying
again _used_ to work. This was when it couldn't boot properly.

I'm hoping this is a known problem with an easy solution, because we don't
get any warranty.

Thanks in advance, Bart.

Bart Schuller (NeXTmail OK) | What is a 're-mix?' "A total cheat"...
schuller@dutiea.twi.tudelft.nl | ..."A gift"-- when it's Frankie... TCH

3825. Re: Detecting the closing of an ACC from within an APP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-11 23:36:30 UTC
From: UweKloss@lionbbs.bs.open.de
Message-ID: <H.ea.rebVy1IRaGY@lionbbs.bs.open.de>
Source record: 42451

In <Jy8csB2w165w@sys6626.bison.mb.ca>, Trevor Cordes writes:
>How would I go about detecting if an accessory was closed (after it had
>been opened, of course) while a GEM application was running? The message
>pipe never seems to return AC_CLOSE (or AC_OPEN), which, as I'm told, are
>only received by accessories.
They are! An APP will never receive such a message.

>Oh ya, basically, I want my app to check the clipboard everytime an
>accessory is closed (to see if it contains some relevant data that I may
>have copied to it from STeno or STalker).

If you have the Sources let the ACC send a user defined
message to the APP if it receives AC_CLOSE.
If you havn't write an ACC which checks the Clipboard in
regular Intervals an does the above.

Uwe
--
Eliminiere das Unmoegliche. Was immer uebrig bleibt, so
unwahrscheinlich es auch wirkt, muss die Wahrheit sein.
Aber was ist, wenn einmal NICHTS mehr uebrig bleibt?
(nach: John Brunner - Mehr Dinge zwischen Himmel und Erde)
- -
Uwe Kloss UUCP: UweKloss@lionbbs.bs.open.de
Fasanenstrasse 65 BTX: 0531336908 0001
3300 Braunschweig FIDO: not connected

3826. VT52 variables? (was: What makes the Screen Scroll *UP* ?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 00:14:44 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct12.001444.160007@rrz.uni-koeln.de>
Source record: 42526

In <2XJesB1w165w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

>To further complicate matters, I found that I could not access the Line-A
>variables through Personal Pascal so I had to play with the memory locations
>themselves, which is not a good thing to do. Anyway, the WORD located at $2AB2
>holds the number of lines that the screen is.

Where did you get this information (about the location) from?
And, is there also a location where the number of characters per line for the vt52 is stored?
I ask this question because I typed in a program called BIG_PIC, which was published in GFA basic in the c't magazine over a year ago. It demonstrates how to re-direct VDI output to a virtual screen of arbitrary size and color mode. The methods this program uses are not "clean" (does anyone know if the GEMDOS driver called MEMORY.SYS is available yet?). But it works, except for the fact that a CR-LF causes the cursor to be positioned a half line downward on a virtual screen of double width. Can anybody tell me which location needs to be manipulated?

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3827. Removable Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 01:40:18 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <VDaisB3w165w@sys6626.bison.mb.ca>
Source record: 42527

I recently bought a 88-meg removable Syquest drive for my TT. I haven't really thought about it until today, but does the drive auto-park? Should I be taking the carts out before every power off?

Right now, I pretty much always leave a cart in the drive, even when it's not on. Is this bad for the cart or drive? What do all you other Syquest owners do?

Thanks for any replies!

3828. Re: Truncating files in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 04:01:49 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Oct12.040149.5396@cs.mcgill.ca>
Source record: 42530

In article <10592282.84680.9744@kcbbs.gen.nz> Murray_Moffatt@kcbbs.gen.nz (Murray Moffatt) writes:
>I'm using Prospero C and I need to be able to truncate a file at a certain
>offset. I can't see any immediate way to do this, can anyone suggest
>a solution?

I'll admit to never trying this before, but it just might work (Try it on unimportant files, on unimportant disks first)

open the file for write ony
lseek to the desired place
write a EOF (^D)
close file

tell me if it works.

Patrick.

3829. Re: VT52 variables? (was: What makes the Screen Scroll *UP* ?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 04:14:41 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <7akisB1w165w@ersys.edmonton.ab.ca>
Source record: 42528

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

- In <2XJesB1w165w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel F
-
- >To further complicate matters, I found that I could not access the Line-A
- >variables through Personal Pascal so I had to play with the memory locations
- >themselves, which is not a good thing to do. Anyway, the WORD located at $2
- >holds the number of lines that the screen is.
-
- Where did you get this information (about the location) from?
- And, is there also a location where the number of characters per
- line for the vt52 is stored?
- I ask this question because I typed in a program called BIG_PIC,
- which was published in GFA basic in the c't magazine over a year
- ago. It demonstrates how to re-direct VDI output to a virtual
- screen of arbitrary size and color mode. The methods this program
- uses are not "clean" (does anyone know if the GEMDOS driver
- called MEMORY.SYS is available yet?). But it works, except for
- the fact that a CR-LF causes the cursor to be positioned a half
- line downward on a virtual screen of double width. Can anybody
- tell me which location needs to be manipulated?
-
- Greetinx, Jan
-
- +- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
- | Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
- | |
- *----=< hierarchical systems are for files, not for humans >=-----*

I received the information from a user on the Forem Net in the Programmer's Conference. I cannot remember the name of the user, but I do remember how he did it. He disassembled the Bconout() function and traced it to see what it was doing. I know nothing about assembly, though, so I really cannot tell you more. There should be a variable for the number of columns, though, if there isone for the number of rows.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

3830. Re: Truncating files in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 04:38:48 UTC
From: chuckies@cs.mcgill.ca
Message-ID: <1992Oct12.043848.6231@cs.mcgill.ca>
Source record: 42529

In article <1992Oct12.040149.5396@cs.mcgill.ca> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
>In article <10592282.84680.9744@kcbbs.gen.nz> Murray_Moffatt@kcbbs.gen.nz (Murray Moffatt) writes:
>>I'm using Prospero C and I need to be able to truncate a file at a certain
>>offset. I can't see any immediate way to do this, can anyone suggest
>>a solution?
>
>
>I'll admit to never trying this before, but it just might work (Try it on
>unimportant files, on unimportant disks first)
>
>open the file for write ony
>lseek to the desired place
>write a EOF (^D)
>close file
>
>tell me if it works.

I doubt it, Patrick... The EOF is a valid character too, especially if the file is a binary file. Also, the actual file size wouldn't be changed... And finally, on the ST, EOF is (-1) (i.e. 255), NOT ^D (too much UNIX these days, eh?)

Nope, the only way I can see is to open the file for reading, create another file for writing, copy n bytes, close both files, unlink the first, rename the second...

Of course, you can always try and figure out how to do this using the actual disk FAT, etc... but good luck...

Charles

--

.. . . ====================================
| |--| | | | |< | |- `-. Charles Savoie chuckies@cs.mcgill.ca
`'' ' ' `''' `'' ' ` ''' `'' ''' ====================================

3831. Re: Removable Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 06:01:52 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.9roJeSUqmIs@jonh.wimsey.bc.ca>
Source record: 42534

In <VDaisB3w165w@sys6626.bison.mb.ca> genius@sys6626.bison.mb.ca (Trevor Cordes) writes:

>I recently bought a 88-meg removable Syquest drive for my TT. I haven't
>really thought about it until today, but does the drive auto-park?
>Should I be taking the carts out before every power off?

>Right now, I pretty much always leave a cart in the drive, even when it's
>not on. Is this bad for the cart or drive? What do all you other
>Syquest owners do?

I have had a 44 meg for over a year. I leave the disk in the drive almost
all the time, and the drive running. I haven't had any problems except that
after a little less than a year, my first cartridge started to stall if I had
turned off the drive and the powered it back up. This seems to be a cartridge
problem, as other cartridges start fine. Also, after I moved my news system
to another cart, and ran the new cart for a while, It stated to do it too.
But to make matters even more bizarre, the original cart started working fine
again. SO I just switch between the 2 cartridges when one gets fussy, and
everthing appears to be alright. Ejecting the cartridge when not in use and
keeping it in the box would probably be the best way to go, but not possible
when your news system does a lot of work at night.

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

3832. Re: Detecting the closing of an ACC from within an APP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 08:30:12 UTC
From: tony@microware.co.uk
Message-ID: <1170@mwuk.UUCP>
Source record: 42533

In article <hjv.718670793@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
> genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
>
> >How would I go about detecting if an accessory was closed (after it had
> >been opened, of course) while a GEM application was running? The message
> >pipe never seems to return AC_CLOSE (or AC_OPEN), which, as I'm told, are
> >only received by accessories. I tried WM_NEWTOP and no go (What the hell
> >is WM_NEWTOP anyway? Never seems to be sent to my APP at all). Any
> >ideas?
>
> My (not completely blind) guess would be that this is not possible, but I
> could be mistaken (if so, please let someone correct me). According to
> the 'Atari Profibuch' WM_NEWTOP is the same as WM_TOPPED.

No, they are different, but I am given to understand that WM_NEWTOP is only implemented on newer versions of TOS (1.2? 1.4? ...).

As I understand it, WM_TOPPED is sent to an application to indicate that one of its windows (ID given) has become the top window, and WM_NEWTOP is sent to an application when one of its windows stops being the top window because another window has been topped. In other words, a window is only on top after getting a WM_TOPPED until it gets a WM_NEWTOP.

Hope this is right - someone correct me it not. I think the information came from Tim Oren's 17-part Gem class articles, in a Q-and-A section.

Tony.

--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

3833. Background Picture with NEODESK

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 08:41:33 UTC
From: grillo@flash.ATC.Olivetti.Com
Message-ID: <56487@olivea.atc.olivetti.com>
Source record: 42532

Hi there,
I'm an happy user of NeoDesk (3.0), I bought it used from a friend of mine
at a very very low price (with some others stuff) and no manual, lost in
a house-moving, so now I heard that with NeodDesk is possible to replace
the boring desktop background with a picture, how I can do that ?
Is it also possible to change the default font ?

Thanks in advance.
Savino.

3834. Re: Detecting the closing of an ACC from within an APP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 09:59:34 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.718883974@groucho.phil.ruu.nl>
Source record: 42535

tony@microware.co.uk (Tony Mountifield) writes:

>In article <hjv.718670793@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra)
writes:
>> genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
>>
>> My (not completely blind) guess would be that this is not possible, but I
>> could be mistaken (if so, please let someone correct me). According to
>> the 'Atari Profibuch' WM_NEWTOP is the same as WM_TOPPED.

>No, they are different, but I am given to understand that WM_NEWTOP is
>only implemented on newer versions of TOS (1.2? 1.4? ...).

>As I understand it, WM_TOPPED is sent to an application to indicate that
>one of its windows (ID given) has become the top window, and WM_NEWTOP
>is sent to an application when one of its windows stops being the top
>window because another window has been topped. In other words, a window
>is only on top after getting a WM_TOPPED until it gets a WM_NEWTOP.

>Hope this is right - someone correct me it not. I think the information
>came from Tim Oren's 17-part Gem class articles, in a Q-and-A section.

Citing the Profibuch (thereby translating a Dutch translation of a German
book in English... :)

WM_TOPPED (21): This window becomes the active window.
mbuf[3]: window handle
WM_NEWTOP (29): The window was activated. Seems to be identical with
WM_TOPPED (21) !
mbuf[3]: window handle
WM_UNTOPPED (30): The window will be inactivated (sp?) in a while. This
message can be used to buffer the contents of the window
somewhere in advance.
Only with GEM >= 2.0!
mbuf[3] window handle.

--
Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
Dept. of Philosophy | | heaven, but what the hell are
University of Utrecht | | you supposed to do when they
The Netherlands | | come true...?

3835. Re: VT52 variables? (was: What makes the Screen Scroll *UP* ?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 10:13:20 UTC
From: winfrvk@dutiws.tudelft.nl
Message-ID: <2210@dutiws.tudelft.nl>
Source record: 42536

The driver 'MEMORY.SYS' is included in the atari FontGDOS package, which can be found on a.a.
But my question is: how do you use it? I guessed (and hoped) that it would allow VDI to be used on arbitrary blocks of memory.

I hope someone knows,
Bart.

Bart Schuller (NeXTmail OK) | What is a 're-mix?' "A total cheat"...
schuller@dutiea.twi.tudelft.nl | ..."A gift"-- when it's Frankie... TCH

3836. Re: What makes the Screen Scroll *UP* ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 11:29:53 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.92Oct12122611@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 42444

>>>>> On 10 Oct 92 23:00:32 GMT, thomasc@ms.uky.edu (Thomas Campbell) said:

> waht I'm trying to do a little better. Whenever there is input on
> line 20 I want it to be on line 20, when input comes in for the next
> line (line 21) I want the screen to scroll up and have the input displayed
> on line 20 again and so on and so on. I'm using Laser C and as I've
> said I've looked thru all my functions twice over. Michel I think
> suggested that I Peek and Poke a location but, I don't think I can do
> that in C... any suggestiosn will be greatly appreciated.

> Alex

So you want a sort of seperately scrolling area on the last two lines, eg
given the inputs line1, line2, line3 and line4 in that order, the screen would
first display line1 on screen line 20, the line2 on screen line 21. Then when
line3 comes in, line1 will disappear from the screen, line2 will move to
screen line 20, and line3 will be on screen line 21. Similarly for line4, etc.
Is that right? If so, you can do this using the vt52 delete-line function.
Move the cursor to the start of line 20, delete a line, move down a line, then
print the new line, eg

```
printf("\033Y%c \033M\n%s",(char)(19+32),new_input_string);
```

(It may not be \033M, BTW). It is fairly easy to expand this to allow for
status lines in the middle of the screen and all sorts of cute effects.

Kev

3837. Re: VT52 variables? (was: What makes the Screen Scroll *UP* ?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 12:45:39 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.92Oct12134157@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 42447

Except that VDI output has nothing to do with the line A variables. Try dividing the size of your window by the size of a character cell.

Kev

3838. Re: Removable Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 12:48:49 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.92Oct12134507@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 42446

I remember in the docs that came with my 44meg syqyest it said never to leave a cartridge in the drive when you power down. I never leave one in for long periods of time, though if I'm just going away for an hour or so, I'll disengage the heads (via the button on the front), and leave the cartridge in. I guess this is pretty close to being parked anyway, but there may be a problem with dust being able to get in (???)

Kev

3839. Re: VT52 variables? (was: What makes the Screen Scroll *UP* ?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 15:13:59 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct12.111359.1@uwovax.uwo.ca>
Source record: 42462

In article <1992Oct12.001444.160007@rrz.uni-koeln.de>, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
> In <2XJesB1w165w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

>>To further complicate matters, I found that I could not access the Line-A
>>variables through Personal Pascal so I had to play with the memory locations
>>themselves, which is not a good thing to do.
>>Anyway, the WORD located at $2AB2
>>holds the number of lines that the screen is.

> Where did you get this information (about the location) from?
> And, is there also a location where the number of characters per
> line for the vt52 is stored?

Before everyone starts swapping "peeks" and "pokes":
Michel gave the location *for one particular version of TOS*. I would be very surprised indeed if it is the same for all versions of TOS; in fact, it may even be different for different language versions of the same version of TOS. The line A variables have never been guaranteed to be fixed in one location.

The number of characters per line is stored at offset -44 from the base of the line A variables, and the number of rows on the screen is at offset -42. Actually, both of these are 1 less than the number, i.e. for an 80x25 screen linea0()-44 will hold 79 and linea0()-42 will hold 24. How you get the line A base address depends on your language/compiler; in C, with the MiNT libraries, you do:

```
#include <linea.h>
base = linea0();
```

Using these variables to change the number of lines (e.g. to provide a status line for a terminal program) is quite dodgy. It will almost certainly break under MultiTOS, for example, or under MiNT+TOSWIN (where your program is no longer running on the whole screen, but rather is in a GEM window).

Someone suggested using the top line as a status line -- that's probably the easiest "clean" way (you just let the top line scroll off and then redraw it). Even better is to put your program into a GEM window and manage the VT52 emulation yourself, but obviously that's a lot more work. (It does have the advantage that once the basic code is written, changing it to do VT100 or some other emulation would be quite easey.)
--
Eric R. Smith email:

Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3840. Re^2: Any articles on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 15:53:08 UTC
From: lp@shlink.hanse.de
Message-ID: <AN40232L8724398@shlink.hanse.de>
Source record: 42537

Im Artikel <mattera.718559744@turtle21> schreibt mattera@rtsg.mot.com (Michael Mattera):
> Are there any articles that give the Falcon's Spec's?
> What magazines are they in? Do the Atari dealers have

Yesterday I saw a 4-side Paper here in Hamburg (Germany) in the computer-
corner of a store, published by Atari Germany/Swisse/Austria about the
FALCON030 :

- system - CPU: Motorola MC68030, 16Mhz, intern Cache
- FPU: socket for optional MV 68881/68882
- RAM: modul-socket for 1, 4 or 14 MByte
- ROM: 512 KByte
- BLiTTER: co-processor, ST-compatible, 16 MHz

- video - video-subsystem for VGA, RGB and TV, extern
synchronisation for GENLOCK
- VGA: 640x480x256 colours from 262.144
320x480x65.536 colours
320x480x32.768 colours with Overlay-Bit
- RGB/TV: 768x480x256 colours from 262.144, interlaced
768x480x65.536 colours interlaced
768x480x32.768 colours, interlaced with
Overlay-Bit
- All ST-Modi, 640x400 s/w 71 Hz
- Hardware Overscan option
- Hardware Scrolling all modi

- Coprozessor Subsystems - Digital signalprocessor Motorola
DSP 56k, 32 MHz with 32kx24 Bit
SRAM, 0 Waitstates
- BLiTTER Coprocessor 16 Mhz ST-compatible

- Devices - Parallel port
- Modem/RS232
- MIDI in
- MIDI out/through
- Cartridge Port
- SCSI-II (50-Pin-Connector) with SCSI-DMA
- LAN Local Area Network (compatible with TT/M-STE)
- Mouse

- Sound - 16 Bit Stereo AD and DA in CODEC
- In for stereo-microphone
- Out for stereo-headphone
- Speaker (mono)
- Mulitiplexer for DSP, CODEX and Sound-DMA

- 8 channel 16 Bit DMA call and recall up to 50 KHz
(CD 44,1 KHz)
- Stereo 8 Bit PCM DMA Sound (compatible TT/M-STE/STE)
- 3 channel PSC-Sound (ST-compatible)
- IN/OUT for Digital Audio and DSP

- Joysticks - 2 STE compatible joystick-ports
- 2 standard-joysticks

- Floppy - 1.44 MByte Floppy (PC-compatible)

- Harddisk - intern optional IDE Harddisk, 2.5''

- Keyboard - (you know it from the 'good old ST' ..). The text
tells something nasty ;-)

- Mouse - 100 dpi

- Also - Battery-buffered clock
- Intern BUS with all CPU, Bus-control, Interrupt and
tact-signals
- Intern RAM-Bus

PS: In the text there is mentioned MultiTOS as the operating-system for
the FALCON030 !

Lutz

--
\\ lutz petersen, 22oo elmshorn, germany, +49 4121-65023 \\
\\ e-mail: lp@shlink.hanse.de oder lp@shlink.zer.sub.org \\

3841. Re: Detecting the closing of an ACC from within an APP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 17:37:41 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Oct12.173741.15143@cs.mcgill.ca>
Source record: 42538

In article <hjv.718883974@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>tony@microware.co.uk (Tony Mountifield) writes:
>
>Citing the Profibuch (thereby translating a Dutch translation of a German

>book in English... :)
>
>WM_TOPPED (21): This window becomes the active window.
> mbuf[3]: window handle

The previously active window was deleted. you cannot avoid it, tou're on top whether you like it or not.

>WM_NEWTOP (29): The window was activated. Seems to be identical with
> WM_TOPPED (21) !
> mbuf[3]: window handle

the user clicked on you. do you want to be nice and go on top, or tell him to forget it because you're comfy where you are?

>WM_UNTOPPED (30): The window will be inactivated (sp?) in a while. This
> message can be used to buffer the contents of the window
> somewhere in advance.
> Only with GEM >= 2.0!
> mbuf[3] window handle.
>
>
>--
>Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
>Dept. of Philosophy | | heaven, but what the hell are
>University of Utrecht | | you supposed to do when they
>The Netherlands | | come true...?

Patrick BETREMIEUX
bpat@binkley.cs.mcgill.ca

3842. Re: VT52 variables? (was: What makes the Screen Scroll *UP* ?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 17:46:26 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Oct12.174626.15327@cs.mcgill.ca>
Source record: 42539

In article <7akisB1w165w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>
>I received the information from a user on the Forem Net in the Programmer's
>Conference. I cannot remember the name of the user, but I do remember how he
>did it. He disassembled the Bconout() function and traced it to see what it
>was doing. I know nothing about assembly, though, so I really cannot tell you
>more. There should be a variable for the number of columns, though, if there
>isone for the number of rows.
>
><< -- >>
><< mforget@ersys.edmonton.ab.ca >>
><< ~~~~~~ >>
><< Michel Forget >>
><< The Key: Spirit over mind over matter. >>
><< -- >>
>

On TOS 1.2, I have:

$2910 = maximum cursor line
$291E = current cursor column
$2920 = current cursor line

and some others like color and cursor visibility ...

Patrick BETREMIEUX
bpat@binkley.cs.mcgill.ca

PS. I still think the best way is what I posted first. Use vt52 ESC codes
to scroll around !!!

3843. XHDI (5.0)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 18:14:49 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Oct12.181449.22601@aber.ac.uk>
Source record: 42442

I was under the impression that the 'new' atari disk software 5.00 supported
the XHDI protocol and I also thought that it deposited a cookie called
'XHDI'. Trouble is when I boot with version 5.0 no cookie is installed
and I can't get hold of the routines pointed to by the supposed cookie.
Am I doing something very worng, perhaps wrong program?

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

3844. Re: Address of Atari timer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 18:21:12 UTC
From: eker@loria.fr
Message-ID: <506@muller.loria.fr>
Source record: 42441

In article <1992Oct6.151422.25180@crc.ac.uk>, pgardner@crc.ac.uk (Phil Gardner) writes:
|> Does anyone know the address of the internal timer of the 520STFM?
|>

$4BA-$4BD

|> Does anyone have an access routine for the timer from Atari Basic?

PEEK at it! (Assuming Atari Basic has a peek function)

Steven

3845. Re: Line-A variables

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 18:59:11 UTC
From: Cford@debug.cuc.ab.ca
Message-ID: <1992Oct12.185911.21702@debug.cuc.ab.ca>
Source record: 42464

Someone here was talking about the Line-A variables. First of all, I'd not suggest using the Line-A variables; if you do your programs will not run on a 68020 or better.

The Line-A variables are available relative to a location stored somewhere in RAM. I'm not sure exactly where, since I use GFA-Basic and in GFA the variable is L~A. Anyways, the number of lines the screen has is the longword
located at L~A-26. The number of columns is the longword located at L~A-28.

(Got this information from the GFA Basic 3.5 manual, page 471, Chapter 12: Appendix. From what I remember it is correct.)

-> cford@debug.cuc.ab.ca
-> Conan Ford @ 1:134/9, 201:5500/9

3846. Re: Can't get gcc2.2.2 to work

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 23:38:00 UTC
From: Bjarne_Pohlers@ms2.maus.de
Message-ID: <A577@MS2.maus.de>
Source record: 42400

In Article <RIDDERBUSCH.PAD.92Oct9085941@nozzle.sni.de> Frank
Ridderbusch <ridderbusch.pad@sni-usa.com> writes:
>Even better, don't use GCC_EXEC_PREFIX at all on the ST. Since I've
>been using GCC, which is since version 1.36 (over 2 years now), I've
>set the variable GNUEXEC (similar to GNUINC and GNULIB).
Yes, but GCC_EXEC_PREFIX is documented in ``Using and Porting GCC'' - and
there is really no reason, why GCC_EXEC_PREFIX should not work on a ST.
Please don't
>create another version of GCC 2.2.2. There are already three, I know
>of (Bammi's original, Howard Chu's version with baserel and a version
>here in Paderborn,Germany compiled with MiNT libs).
The version at ftp.uni-muenster.de should be identical to Bammi's
original. (It was built with the help of the patches in updates21-24).
The only exeption is the fixed compiler-driver gcc. (It was a very small
bug, there had just `-imacros' to be replaced with `-iprefix'). This bug
was already reported in gnu.gcc.bug and will hopefully be fixed in the
next version of GCC.

>I would definitly suggest, to stick with J.R.Bammi as main maintainer
>of GCC (until he decides to pass the key). I'm sure the last changes
>from Howard will move into Bammi's version.
I agree. But as GCC is released in source-form, there is nothing
wrong about recompiling it.
>Another technical reason to not use GCC_EXEC_PREFIX (or fiddling with
>it) is in a cross compiling environment. GCC_EXEC_PREFIX is then used
>the access the native machine componente of GCC and GNUEXEC is used to
>locate the ST cross compiler equivalents.

>BTW, Bjarne, this is also my main criticism to your article in
>ST-Magazin.
Well, I did not write an article about building a cross-compiler of GCC.
GCC_EXEC_PREFIX is documented by FSF and therefore it must work. And if
it doesn't, then it's a bug.

Regards, Bjarne

3847. Re: TOS 2.06 & OXYD2 -> problems !?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-12 23:38:00 UTC
From: ekrimen@wet.UUCP
Message-ID: <4358@wet.UUCP>
Source record: 42443

In article <1992Oct11.162910.15762@ultb.isc.rit.edu> jad2433@ritvax.isc.rit.edu writes:
>How much for Tos 2.06 in say a Mega4?

Around $150 including ROMs.

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

3848. I'm looking for...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-13 01:51:40 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <1bda3dINNfo8@usenet.INS.CWRU.Edu>
Source record: 42445

...anyone with a developer's package for the ST that they want to
get rid of. Also, looking for a monochrome monitor. Cheap!
Please E-mail me if you have either.

Thanx,
George II Lenzer
--
"I'll let you in on a little secret.
The whole universe is totally INSANE!!!!"
Mr. Natural

3849. Re: Detecting the closing of an ACC from within an APP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-13 03:37:35 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.679105@cix.compulink.co.uk>
Source record: 42448

In article <hjv.718670793@groucho.phil.ruu.nl>, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>genius@sys6626.bison.mb.ca (Trevor Cordes) writes:
>
>>How would I go about detecting if an accessory was closed (after it had
>>been opened, of course) while a GEM application was running? The message
>>pipe never seems to return AC_CLOSE (or AC_OPEN), which, as I'm told, are
>>only received by accessories. I tried WM_NEWTOP and no go (What the hell
>>is WM_NEWTOP anyway? Never seems to be sent to my APP at all). Any
>>ideas?

i think it was discontinued. It was intended as a way to inform app to store screen contents prior to being over written, applications that is that don't buffer the screen. i don't know why it was discontinued , but i guess it was to disuade people from writing to screen in the first place. "Thou shalt go through the VDI or be doomed !"... :-)

Adam.

3850. DMA i/o

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-13 07:17:48 UTC
From: marc@targon.UUCP
Message-ID: <2613@targon.UUCP>
Source record: 42453

Hi netland,

I'm looking for information on how to program in- and output from/to
the st's dma port. I guess it has something to do with programming
the mfp chip. Can anyone help?

Marc

BTW: reply by email please.

+---+
|Marc Dierikx, |
|marc@targon.UUCP dierikx.via@sni.de dierikx.via@sni-usa.com|
+---+

3851. Re: gcc2.2.2 cross-compiler

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-13 07:21:19 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct13.072119.1714@elroy.jpl.nasa.gov>
Source record: 42449

In article <TERJEVE.92Oct11183938@kolsaas.ifi.uio.no> terjeve@ifi.uio.no (Terje Vernly) writes:
>I just downloaded the source for gcc2.2.2 from a.a and have made
>myself a cross-compiler (hosted on a Sun Sparc, SunOS 4.1.1).
>
>When I compile a program with the -mbaserel option, the program
>crashes with 4 bombs as soon as it starts.
>But if i omit the linking on my cross-compiler and link the program
>with gcc2.2.2 on my ST instead, the program works perfectly.
>
>Both linkers are Patchlevel 31.
>
>Help! :-)

Ah, sorry about that. You just *think* both linkers are the same patchlevel, I forgot to change the version string in the linker binary that I uploaded. It is most definitely beyond level 31, and as I mentioned in the Readme files, you cannot use an older linker to link the baserel code.

But never fear, Jwahar Bammi's update25 is now available, so you can get the full set of assembler and linker diffs as well.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

3852. Misunderstandings about ACCs and messages

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-13 08:46:46 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.718966006@freyr>
Source record: 42450

bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:

>In article <hjv.718883974@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra)
writes:
>>tony@microware.co.uk (Tony Mountifield) writes:
>>
>>Citing the Profibuch (thereby translating a Dutch translation of a German

>>book in English... :)
>>
>>WM_TOPPED (21): This window becomes the active window.
>> mbuf[3]: window handle

>The previously active window was deleted. you cannot avoid it, tou're on top
>whether you like it or not.

Not true. You get WM_TOPPED when the user wishes to top a window. My Edith
doesn't top background windows if the top dialog has to be finished first.

>>WM_NEWTOP (29): The window was activated. Seems to be identical with
>> WM_TOPPED (21) !
>> mbuf[3]: window handle

>the user clicked on you. do you want to be nice and go on top, or tell him to
>forget it because you're comfy where you are?

Not so. This one is not implemented in Atari GEMs. I assume this message was
actually meant to give ALL applications a sign if ANY window was ACTUALLY
topped by means of wind_set(w_h,WF_TOP,w_h). Really, it's too bad something
like that doesn't exist.

I never heard of

>>WM_UNTOPPED (30): The window will be inactivated (sp?) in a while. This
>> message can be used to buffer the contents of the window
>> somewhere in advance.
>> Only with GEM >= 2.0!
>> mbuf[3] window handle.

Now that would be great. You could use that to `backgroundify' your window. But
be cautious! In (not very distant-) future TOSes one can move, slide, close
etc. background windows! Especially the sliders are dodgy and will cause many
programs to write in windows of other applications.

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)

_____My opinions are my opinions_____ +31 5700 29396 (weekends)

3853. WF_NEWDESK

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-13 09:32:03 UTC
From: grellier@ufrima.imag.fr
Message-ID: <Bw1ztG.n47@ufrima.imag.fr>
Source record: 42452

I've tried to define a new desk background, but it
has not given what I expected to.
My new background (just a g_box with a standart pattern)
was actually redrawn but it covers the drives and trash
icons. And when I select blindly one icon, it draws
the icon in the old desk background.
So my question is : could someone send me a tiny example
to show me how using wind_set(0, WF_NEWDESK, ...) in
C or post it as an answers to my article.

--

3854. Re: XHDI (5.0)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-13 11:13:44 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Oct13.111344.21549@rhrk.uni-kl.de>
Source record: 42456

hrs@aber.ac.uk (Herbert Martin Sauro) writes:

>I was under the impression that the 'new' atari disk software 5.00 supported
>the XHDI protocol and I also thought that it deposited a cookie called
>'XHDI'. Trouble is when I boot with version 5.0 no cookie is installed
>and I can't get hold of the routines pointed to by the supposed cookie.
>Am I doing something very worng, perhaps wrong program?
Yes, wrong program. At the moment there are two drivers which support XHDI.
Both are from german developers. These drivers are HuSHI (included with the
SCSITOOL hard disk software from Hard & Soft Herberg) and HDDRIVER (included
with the disktool DISKUS from Creative Computer Design CCD or together with
the virtual memory manager OUTSIDE from Maxon Computer GmbH).
There are no other drivers that support XHDI at the moment.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

3855. Re: D.I.Y. 4 Meg upgrade???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-13 11:18:08 UTC
From: dmcdulin@cs1.uct.ac.za
Message-ID: <dmcdulin.17.0@cs1.uct.ac.za>
Source record: 42454

In article <1b30icINN80o@usenet.INS.CWRU.Edu> an938@cleveland.Freenet.Edu (George II Lenzer) writes:

> Has anyone come up with a way to upgrade ST's with a
>homebrew board? If so, I would be interested in hearing about it.
>Please E-mail me if you can.
>
> Thanx,
> George II Lenzer
>
>--
>"I'll let you in on a little secret.
> The whole universe is totally INSANE!!!!"
> Mr. Natural
>

If at all possible, I'm also interested in such a board. Email anyone?

```
/-----------------------------------------------------------------------\
| BuzMack says: Do Unto Others, Then Split! |
| Flames, greetings and any email to: dmcdulin@cs1.uct.ac.za |
\-----------------------------------------------------------------------/
```

See ya
BuzMack The Terrible.

3856. Re: VT52 variables? (was: What makes the Screen Scroll *UP* ?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-13 12:05:17 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Oct13.120517.14228@email.tuwien.ac.at>
Source record: 42457

bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
: In article <7akisB1w165w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
: >
: >I received the information from a user on the Forem Net in the Programmer's
: >Conference. I cannot remember the name of the user, but I do remember how he
: >did it. He disassembled the Bconout() function and traced it to see what it
: >was doing. I know nothing about assembly, though, so I really cannot tell you
: >more. There should be a variable for the number of columns, though, if there
: >isone for the number of rows.
: >
: >>< -- >>
: >>< mforget@ersys.edmonton.ab.ca >>
: >>< ~~~~~~ >>
: >>< Michel Forget >>
: >>< The Key: Spirit over mind over matter. >>
: >>< -- >>
: >
:
: On TOS 1.2, I have:
:
: $2910 = maximum cursor line
: $291E = current cursor column
: $2920 = current cursor line
:
: and some others like color and cursor visibility ...
:
ARGHHH!!!! Don't use such absolute addresses! If you really want to use
Line-A variables (which is still very bad practice) at least use an offset
from the address you get in A0 when you execute a "dc.w $a000" ...
IMHO, the best way to implement such a status line is by using WINDOWS
and the info line provided. After all, we have MultiTOS coming up,
and noone will want to use another single-task program, especially
if it's a terminal program (what I suppose you want to write).

: Patrick BETREMIEUX
: bpat@binkley.cs.mcgill.ca
:
: PS. I still think the best way is what I posted first. Use vt52 ESC codes
: to scroll around !!!
:
Marinos Yannikos

3857. Lharc source?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-13 12:08:18 UTC
From: richard@op.ph.ic.ac.uk
Message-ID: <1992Oct13.120818.26420@sol.ctr.columbia.edu>
Source record: 42455

Can anyone tell me where I can get hold of the source for Lharc?
Most atari stuff seems to be lzh'd these days, and why not? It's
just that unlike arc or zoo, a unix version doesn't seem to exist and
I'd really like to look at some of the stuff I pull across, *before*
laboriously copying it to floppy and then finding out when I get back
to my st that it's not what I wanted :-(.

Thanks
Richard

3858. Re: Lharc source?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-13 12:59:14 UTC
From: jarleb@athena.uio.no
Message-ID: <1992Oct13.125914.13168@ulrik.uio.no>
Source record: 42459

In article <1992Oct13.120818.26420@sol.ctr.columbia.edu>, richard@op.ph.ic.ac.uk (Richard Syratt) writes:
|>Newsgroups: comp.sys.atari.st.tech
|>From: richard@op.ph.ic.ac.uk (Richard Syratt)
|>Subject: Lharc source?
|>
|>Can anyone tell me where I can get hold of the source for Lharc?
|>Most atari stuff seems to be lzh'd these days, and why not? It's
|>just that unlike arc or zoo, a unix version doesn't seem to exist and
|>I'd really like to look at some of the stuff I pull across, *before*
|>laboriously copying it to floppy and then finding out when I get back
|>to my st that it's not what I wanted :-(.
|>
|> Thanks
|> Richard
|>
|>
|>

There do exist an UNIX version of lzh, even the new lh5
version.
Here is an old article from comp.sys.atari.st :
(There is a little problem, the man pages are in kanji, but
there may be other sites with the program....

--

Internet: jarleb@medusa.uio.no
or Jarle.Brinchmann@astro.uio.no

Start of included article :

Article: 34236 of comp.sys.atari.st
Path: ifi.uio.no!nuug!ugle.unit.no!sunic2!mcsun!sun4nl!dutrun!dutiws!winfrvk
From: winfrvk@dutiws.tudelft.nl (P. Bart Schuller)
Newsgroups: comp.sys.atari.st
Subject: lh5 for UNIX, now stop whining
Message-ID: <1847@dutiws.tudelft.nl>
Date: 1 Jul 92 12:39:39 GMT
Organization: Delft University of Technology
Lines: 22

Hello all,

I have been using a UNIX lha which understands lh5 archives for a couple of months now. Unfortunately, I forgot where I got it from, so I did 'archie lha'

And guess what: the very first site it comes up with contains the version which I know works with Quester-generated lh5 archives.

Host akiu.gw.tohoku.ac.jp

Location: /pub/unix
DIRECTORY drwxr-xr-x 512 Apr 1 17:44 lha

I would be happy to put it on atari.archive if someone mails me the proper procedure (like where to put it and who to inform).

Let's hope this settles the (incorrectly named) lz5 war.

Bart.
schuller@dutikos.tudelft.nl
winfrvk@dutiws.tudelft.nl

3859. Re: Lharc source?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-13 13:00:34 UTC
From: richard@star.ic.ac.uk
Message-ID: <1992Oct13.130034.27634@sol.ctr.columbia.edu>
Source record: 42458

In article <1992Oct13.120818.26420@sol.ctr.columbia.edu>, richard@op.ph.ic.ac.uk (Richard Syratt) writes:
|> Can anyone tell me where I can get hold of the source for Lharc?
|> Most atari stuff seems to be lzh'd these days, and why not? It's
|> just that unlike arc or zoo, a unix version doesn't seem to exist and
|> I'd really like to look at some of the stuff I pull across, *before*
|> laboriously copying it to floppy and then finding out when I get back
|> to my st that it's not what I wanted :-(.
|>
|> Thanks
|> Richard
|>
|>

Er... it's OK, I've found it... looks like an old version but seems to work ok.
Thanks anyway
Richard

3860. Re: WF_NEWDESK

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-13 14:03:52 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.718985032@groucho.phil.ruu.nl>
Source record: 42460

grellier@ufrima.imag.fr (GRELLIER thierry) writes:

> I've tried to define a new desk background, but it
> has not given what I expected to.
> My new background (just a g_box with a standart pattern)
> was actually redrawn but it covers the drives and trash
> icons. And when I select blindly one icon, it draws
> the icon in the old desk background.
> So my question is : could someone send me a tiny example
> to show me how using wind_set(0, WF_NEWDESK, ...) in
> C or post it as an answers to my article.

The icons (and other objects) are children of the root -i.e. the desktop-box.
So when you install a plain G_BOX as desktop, the icons won't be drawn,
since they're not childeren of your g_box.
I don't know how to use WF_NEWDESK when replacing the normal desktop - I
don't even know if this can be done in a simple way. Using WF_NEWDESK to
install a custom-made desktop in your own programs is rather straightforward
though.

--
Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
Dept. of Philosophy | | heaven, but what the hell are
University of Utrecht | | you supposed to do when they
The Netherlands | | come true...?

3861. Re: XBIOS say() in MultiTOS :)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-13 19:03:32 UTC
From: kosmatoo@JSP.UMontreal.CA
Message-ID: <1992Oct13.190332.22511@cc.umontreal.ca>
Source record: 42473

In article <2s2VRB1w165w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

>Compliments? "Thank you for saving power by not turning your printer on." :)
>
>Actually, a say() function would be a good idea if the voice would be of better
>quality than is usual. I remember a program called STSPEECH.TOS that would say
>whatever you typed (and could be made to stay resident and be tweaked by other
>programs to say what THEY want it to say) but the voice it spoke with was
>awful. It was the voice commonly associated with computers. Grating.
>
>Is it possible to get better quality phonetics, or at least generate more
>human-sounding sounds?

I was wondering whether the following would work: Sample (using the mic. input on the Falcon, for example) every phoneme that a speech program needs from your own voice. (And change the pitch using the DSP whenever required). Then have it use the sampled ones instead of trying to create them by itself. It should'nt even take up too much memory. Looking at STSPEECH, there does not seem to be too many different phonemes. Say 32 or so, times 1/8th of a second each makes about 4 sec. of digitized sound to keep in memory, fiddlesticks.

In any case, as soon as people get their hands on the Falcon, you can be sure we'll see lots of interesting goodies taking advantage of the DSP and the Falcon's DMA sound.

Questions:

1) Does anybody know where one can contact the person who wrote ST Speech

2) How about a program for the DSP which will decode NTSC signals and let us watch Video's using the Falcon's monitor, inside a GEM window?
--
Odisseas Kosmatos - kosmatoo@jsp.umontreal.ca - shammer@mafalda.math.mcgill.ca

F A L C O N 0 3 0
l o v e - 3 0

3862. Re: Detecting the closing of a

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-13 20:10:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A49901@MS.maus.de>
Source record: 42362

Hendrik Jan Veenstra (hjv@phil.ruu.nl) wrote:
>My (not completely blind) guess would be that this is not possible, but I
>could be mistaken (if so, please let someone correct me). According to
>the 'Atari Profibuch' WM_NEWTOP is the same as WM_TOPPED.

..and isn't used at all in Atari's GEM.

3863. Re: Detecting the closing of an ACC from within an APP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-13 21:10:32 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea._9Yh&DCB396@jonh.wimsey.bc.ca>
Source record: 42469

In <H.ea.rebVy1lRaGY@lionbbs.bs.open.de> UweKloss@lionbbs.bs.open.de (Uwe Kloss) writes:
>.... write an ACC which checks the Clipboard in
>regular Intervals an does the above.

I thought there were problems with doing event_multi() with a timer event
in a desk accessary. Is there a work around I haven't heard about?

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

3864. exception handlers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-13 22:03:15 UTC
From: as327@cleveland.Freenet.Edu
Message-ID: <1bfh33INNelb@usenet.INS.CWRU.Edu>
Source record: 42463

Does anyone know of a free source of BIOS documentation? I would like to be able to program my own exception handler for things like "disk drive not ready" or "general drive failure error". Alternatively, I wouldn't mind if I found some sample source code to look at. I would prefer C (or some other high-level language), but from what little I know, it's possible the only way to do it is in assembly language.

Thanks for any help ...
--
Roy Bixler
Internet: as327@cleveland.freenet.edu -or- rbixler@nyx.cs.du.edu
"When the going gets weird, the weird turn pro."

3865. Re: Detecting the closing of a

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-13 23:18:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A15417@UN.maus.de>
Source record: 42386

>>How would I go about detecting if an accessory was closed (after it had
>>been opened, of course) while a GEM application was running? The message
>>pipe never seems to return AC_CLOSE (or AC_OPEN), which, as I'm told, are
>>only received by accessories. I tried WM_NEWTOP and no go (What the hell
>>is WM_NEWTOP anyway? Never seems to be sent to my APP at all). Any
>>ideas?
>
>My (not completely blind) guess would be that this is not possible, but I
>could be mistaken (if so, please let someone correct me). According to
>the 'Atari Profibuch' WM_NEWTOP is the same as WM_TOPPED.

Sorry, you're mistaken.
A very old copy of DRIs GEM documentation says:

> WM_TOPPED
> GEM AES uses this message to tell the application that the user has
> requested its window or another applcation's window be moved to the
> top (made active).

(i.e.: the user clicked on one of the application's windows that is NOT
currently on top)

(BTW: I think the "another application's window" part may be obsolete...)

> WM_NEWTOP
> GEM AES uses this message to tell the application that its window has
> just been placed on top (made active)

(...possibly by some external event, like another APP/ACC closing one of its
windows...)

As you can see, these are completely different things; and, unfortunately,
no released Atari GEM version I know of (including the GEM in TOS 3.06) ever
sends WM_NEWTOP!
Many APPs simply use a timer event (500 milliseconds or so) to periodically
check if their window is still on top, wich is (IMHO) a somewhat inelegant
solution (and may cause trouble when the program tries to detect double
clicks).

Martin_Koehling @ un.maus.de

3866. Wanted: FTP site for ANSI Emulation Accessories.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-13 23:42:34 UTC
From: dddean@bluemoon.rn.com
Message-ID: <N2wLsB1w165w@bluemoon.rn.com>
Source record: 42472

HeyLo out there!

I've been looking for a decent ANSI emulation accessory to use in the term programs of Freeze Dried Terminal and Interlink.

I once found one for Interlink, but then my Hard Drive crashed, and dummy me did not have a floppy backup.

Freeze Dried Terminal DOES have an ANSI Emulation, but it is not quite TRUE ANSI. (I.E. The colors are off, and you cannot get all the control and escape sequences)

Can someone please point me in the right direction for an Anonymous FTP site where I may find one?

Thanks for any replies!

David D. Dean, Member (Or, Ex-bigwig)
Explorer Post 891
AT&T Technologies and Bell Labs

These thoughts belong to: dddean@bluemoon.rn.com !!!! No one else!
But if you pay me $1,000,000 they can be yours!

3867. GCC questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-13 23:48:11 UTC
From: anneklin@acs.bu.edu
Message-ID: <98545@bu.edu>
Source record: 42466

Okay, from what I can gather from the READMEs in the recent update2?.zoo files from ++jrb and from the docs in the PL 24 MiNT libraries for GCC, the two libraries are very close to the same. However, they're obviously different in some respects, and I'm curious as to whether it's "safe" to use the MiNT libraries with the C++ libraries that are distributed with ++jrb's libs.

Oh, yeah, is there anywhere I can get the source for gcc 2.2.2 (the original distribution) in something like 3MB or less chunks? I've got some space limitations I've got to deal with, and right now it means that I can't get the source down to my ST (not even mentioning the huge modem transfers it would entail).

3868. Re: Truncating files in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-13 23:50:33 UTC
From: Murray_Moffatt@kcbbs.gen.nz
Message-ID: <10592286.85833.2735@kcbbs.gen.nz>
Source record: 42470

as327@cleveland.Freenet.Edu (Roy Bixler) says:

>Check out the 'chsize()' system call. That, in combination with
>fseek/lseek ought to to it for you.

I'm using Propsero C and as far as I can see there is no chsize() function
in it libraries (point me to the manual page or header file if I'm wrong!)

Is there a GEMDOS or BIOS routine I can use to truncate a file??

3869. HELP: Termcap problem when starting emacs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-14 01:00:22 UTC
From: tevans@unislc.uucp
Message-ID: <1992Oct14.010022.19100@unislc.uucp>
Source record: 42468

When I attempt to run emacs after setting it up as instructed
I always receive an error that says that my TERM is not powerful
enough to run emacs. I get the same error when I tried to run
the emacs binaries, complied source from gnu, and when I tried
to use the emacs version for MiNT. Does somebody know what
it wrong off the top of their head? If you need more detail
as to the errors please let me know.

tevans@cs.utah.edu

3870. Re: Line-A variables and a status Line

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-14 01:15:10 UTC
From: thomasc@ms.uky.edu
Message-ID: <1992Oct13.211510.28940@ms.uky.edu>
Source record: 42467

In article <1992Oct12.185911.21702@debug.cuc.ab.ca> Cford@debug.cuc.ab.ca (Conan Ford) writes:
>Someone here was talking about the Line-A variables. First of all, I'd
>not suggest using the Line-A variables; if you do your programs will not
>run on a 68020 or better.

Ok, I've seen a dozen or so people say don't use Line-A vars don't use Line-A vars blah blah blah. Ok fine! I won't use them but, how about a suggestion on what to do *instead*. I know that it can be done... most of us use Uniterm right? That's all I want. When information is coming in over the modem I want it to scroll up at line 20 instead of line 23. I'm really not asking for *that* much am I? I know it's easy to do on the 8bit machine it's a snap! Are we going to roll over and say that our 8 bit is better than our 16 bit??????????????????

Alex

3871. Re: VT52 variables? (was: What makes the Screen Scroll *UP* ?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-14 02:14:24 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10628@uqcspe.cs.uq.oz.au>
Source record: 42471

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

>- >the WORD located at $<address deleted>
>- >holds the number of lines that the screen is.

> He disassembled the Bconout() function and traced it to see what it
>was doing.

This is the most STUPID thing I have ever heard of. What do you people
think you are playing with? An Atari 400 or something?

PLEASE, do NOT spread this kind of USELESS information around. If you
need to disassemble the operating system to work out what a memory location
does, then you shouldn't be using it. I doubt the address mentioned
is portable to different TOS versions, let alone TT/STe/Falcon.

There are PLENTY of dumb ways of doing things, but you can at least choose
the portable ones [eg. print 100 linefeeds, then ask where the cursor is :-)].

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

3872. Atari TT with UNIX for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-14 02:41:27 UTC
From: bseufert@cuug.ab.ca
Message-ID: <1992Oct14.024127.13384@cuug.ab.ca>
Source record: 42475
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Atari TT with UNIX developer's kit for sale:

* 16 Meg Fast RAM
* 4 Meg ST RAM
* TTM194 1280x960 monchrome monitor
* TT is mounted in a full size tower case
* 1.44 Meg Floppy
* TOS 3.06
* Migraph Handscanner
* 48 Meg Hard Drive (TOS)
* 212 Meg Hard Drive (UNIX)

TOS Software:

* Calamus
* Calamus SL (with some modules)
* Wordperfect
* Datamanger ST
* LDW Power
* Outline Art
* Touchup
* TOS utilities: Cardfile, Steno/Stalker, Warp-9 etc

UNIX:

* Full developer's kit AT&T SVR4
* X-Window
* Motif
* X-Facemaker
* WiSH Desktop Manager
* GNU developement tools

All original S/W comes with reams of PD S/W on floppys

All licenses for the S/W will be transfered.

PRICE: ALL TIME DEAL FOR OVER $8000.00 of stuff => $3500.00 (US)

Email me if you are interested. Will ship to continental US/Canada

3873. Re: VT52 variables? (was: What makes the Screen Scroll *UP* ?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-14 09:06:12 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <25mmsB1w165w@ersys.edmonton.ab.ca>
Source record: 42479

warwick@cs.uq.oz.au (Warwick Allison) writes:

- mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
-
- >- >the WORD located at $<address deleted>
- >- >holds the number of lines that the screen is.
-
- > He disassembled the Bconout() function and traced it to see what it
- >was doing.
-
-
- This is the most STUPID thing I have ever heard of. What do you people
- think you are playing with? An Atari 400 or something?

[more complaining deleted]

-
- There are PLENTY of dumb ways of doing things, but you can at least choose
- the portable ones [eg. print 100 linefeeds, then ask where the cursor is :-)]
-
- --
- Warwick
- --
- _-_|\ warwick@cs.uq.oz.au /Disclaimer:
- / * <-- Computer Science Department, /
- _.-._/ University of Queensland, / C references are NULL && void*
- v Brisbane, Australia. /

When I provided the address of the variable, I mentioned that (a) it was bad programming practice and (b) it would not be compatable over TOS versions.

However, the user did not ask if it was a good thing to do. He asked how to do it. I also mentioned that a better way (more compatable) would be to use the Line-A variables. Some things cannot be done from certain languages though (like Personal Pascal) so I made another suggestion. The best way to do it, and insure that it would work on any system, would be to place the entire thing in a window and use the INFO line as the status bar. This is slow, though.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

3874. Falcon and Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-14 10:33:19 UTC
From: andrew@minster.york.ac.uk
Message-ID: <719058799.8966@minster.york.ac.uk>
Source record: 42477
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I read an advert yesterday claiming that the internal hard disk interface of the new Falcon030 is a IDE standard yet the external drives can run off a SCSI-2 bus. Is this true???

If it is then why do Gasteiner(sp?) and ultimately Atari hope to sell the Falcon with 64Mb HD for 400 pounds more than the machine without HD. One can easily buy a 100+ Mb HD for less than 200 pounds with an IDE interface. Intenal SCSI drives of similar capacity can be bought for less than 300 pounds.

-Andrew

--
Andrew Hague -- Research Student -- Computer Aided Learning & On-Line Lectures
Dept. of Computer Science, University of York, York, Y01 5DD (+44/0)904 432762
EMAIL: andrew@minster.york.ac.uk
"And... why not?"

3875. Re: XBIOS say() in MultiTOS :)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-14 10:45:39 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <719059537.9087@minster.york.ac.uk>
Source record: 42478

In article <2s2VRB1w165w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>Actually, a say() function would be a good idea if the voice would be of better
>quality than is usual. I remember a program called STSPEECH.TOS that would say
>whatever you typed (and could be made to stay resident and be tweaked by other
>programs to say what THEY want it to say) but the voice it spoke with was
>awful. It was the voice commonly associated with computers. Grating.
>
>Is it possible to get better quality phonetics, or at least generate more
>human-sounding sounds?

Yes, it is, but there's a catch (as ever!): You need a _lot_ of processing power, and ideally a DSP (Falcon, anyone? :-)). A friend is working on high quality speech synthesis system:

"Real Time Synthesis of High Quality Speech", R Mortimer, MEng 3rd year Project Report, University of York, UK.

><< mforget@ersys.edmonton.ab.ca >>

Regards,

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
Langwith College, Uni of York, UK	-- Blackadder II

3876. Re: Line-A variables and a status Line

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-14 10:57:01 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Oct14.105701.20406@email.tuwien.ac.at>
Source record: 42474

thomasc@ms.uky.edu (Thomas Campbell) writes:
: In article <1992Oct12.185911.21702@debug.cuc.ab.ca> Cford@debug.cuc.ab.ca (Conan Ford) writes:
: >Someone here was talking about the Line-A variables. First of all, I'd
: >not suggest using the Line-A variables; if you do your programs will not
: >run on a 68020 or better.
:
: Ok, I've seen a dozen or so people say don't use Line-A vars don't use
: Line-A vars blah blah blah. Ok fine! I won't use them but, how about
: a suggestion on what to do *instead*. I know that it can be done...
: most of us use Uniterm right? That's all I want. When information is
: coming in over the modem I want it to scroll up at line 20 instead of line
: 23. I'm really not asking for *that* much am I? I know it's easy to
: do on the 8bit machine it's a snap! Are we going to roll over and
: say that our 8 bit is better than our 16 bit??????????????????
:
: Alex

Well... you can always write your own VT52 emulator, and I suppose that's what they did in Uniterm - after all they probably had to write VT100 emulations etc. anyway! (I don't know, I don't use it)
I'd suggest that you use windows instead, using the info line as a status line.

M.Yannikos

3877. Re: DMA i/o

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-14 11:37:12 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Bw40A1.92r@newcastle.ac.uk>
Source record: 42336

Aren't we all....

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

3878. Re: What makes the Screen Scroll *UP* ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-14 13:03:29 UTC
From: andi@gmd.de
Message-ID: <andi.719067809@gmd.de>
Source record: 42476

In <1992Oct10.190032.26611@ms.uky.edu> thomasc@ms.uky.edu (Thomas Campbell) writes:

>Ok, between Kevin and Michel I've gotten a good start towards wehre
>I need to go but, I still haven't quite gotten it. Michel suggested
>that I ues the Line-A function but, he suggested it in Pascal. I
>should have said before that I'm using C. I looked thru my libraries
>on Line-A functions and I didn't find *anything* on how to shorten
>the screen which is what I'm trying to do. Let me try and explain
>waht I'm trying to do a little better. Whenever there is input on
>line 20 I want it to be on line 20, when input comes in for the next
>line (line 21) I want the screen to scroll up and have the input displayed
>on line 20 again and so on and so on. I'm using Laser C and as I've
>said I've looked thru all my functions twice over. Michel I think
>suggested that I Peek and Poke a location but, I don't think I can do
>that in C... any suggestiosn will be greatly appreciated.

>Alex

Why don't you just try the curses.arc package available at a.a in directory
/pub/atari/Programming ? It includes a C-Program with various functions to
define and manipulate text windows. Also included is a detailled documentation.

I looked at it and actually found a function for scrolling text upwards in a
specified window. So this might be a solution to your problem. It seems to use
BIOS and XBIOS functions only, so there is a chance it is safe.

Just try it.

Greetings, Andreas

Andreas Rohrschneider
GMD - I5.SKS
German National Research Center for Computer Science
Schloss Birlinghoven phone: (+49 2241) 14-2242
D-5205 Sankt Augustin 1, FRG email: rohrschneider@gmd.de

3879. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-14 16:03:11 UTC
From: Stefan Monnier <osoelgaultier+@CMU.EDU>
Message-ID: <ker4GzS00aw3ANoHoN@andrew.cmu.edu>
Source record: 42487
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Excerpts from netnews.comp.sys.atari.st: 14-Oct-92 Falcon and Hard
Drives andrew@minster.york.ac.u (715)

> I read an advert yesterday claiming that the internal hard disk interface of
> the new Falcon030 is a IDE standard yet the external drives can run off a
> SCSI-2 bus. Is this true???

> If it is then why do Gasteiner(sp?) and ultimately Atari hope to sell the
> Falcon with 64Mb HD for 400 pounds more than the machine without HD. One can
> easily buy a 100+ Mb HD for less than 200 pounds with an IDE interface.
> Intenal SCSI drives of similar capacity can be bought for less than 300
> pounds.

> -Andrew

Don't forget the 64M drive is internal: there isn't that much place, so
that the drive is 2"1/2: it's quite a bit more expensive !
And the price difference is also for 4 MB instead of 1M

The price difference may be important, that's true. But what about other
companies ?
NeXT with 16MB is 1000$ more expensive than the same configuration
with 8MB !!
I can find 8MB for about 200$, and put them into the simms sockets myself !

Stefan

-- On the average, people seem to be acting normal --

3880. Changing Mouse Forms in MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-14 17:14:48 UTC
From: annius@nanna.research.ptt.nl
Message-ID: <annius.719082888@freyr>
Source record: 42482

Does anybody know how MultiTOS works/should work with mouse forms? When an accessory changes the mouse form and someone elses window is topped by a keyboard command the mouse form isn't reset to an arrow form. This problem only occurs with programs that don't implement rectangle events and are hence only using the arrow and busy bee mouse forms. I think MultiTOS should keep track of the last mouse form set by each application and take care of that. I don't see a way for the program that has just been put on the background to change the mouse back because 1) it doesn't know to what form it should be set and 2) programs don't get a message when a window of another application is topped.

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____My opinions are my opinions_____ +31 5700 29396 (weekends)

3881. pow() defined in Gnulib?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-14 17:34:58 UTC
From: pbh@pandora.cs.wayne.edu
Message-ID: <1992Oct14.173458.3410@cs.wayne.edu>
Source record: 42480

I just downloaded and installed H. Chu's GCC2.22 for the ST a few days ago. I'm trying to compile a program which uses the pow() function to compute exponents; this function is defined in math.h lib. However, in compiling it tells me _pow is undefined. It pow() there? Do I have to link in any special libs besides the default (crt0?). I ''m also using ftns from stdio.h and stdio.h; no complaints there.

Thanks for any help.
.

--
Kadidjri Lahab
Wayne State University
Physics '94

3882. VDI colors: Which ones should one leave alone?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-14 18:33:56 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct14.183356.123356@rrz.uni-koeln.de>
Source record: 42481

Hi fellow Atarians,

I'm in the process of writing a program that will display color graphics in a window. I'll have to set the VDI colors to suit my needs, as I intend to display a function of two variables by plotting points with lower function values in darker colors -- kinda similar to that standard technique of plotting the Mandelbrot set.
My question is, which of the VDI colors should I leave unchanged? Evidently, if I set all colors from 0 to work_out(13)-1 such that lighter colors have larger numbers, that would suit my need ideally, but it would make it difficult to see windows and the menu, at least if there are 16 or even more colors. Therefore, I figure it would be a good idea to leave some of the VDI colors unchanged, at least colors 0 and 1. Do you think I should leave more colors unchanged?
BTW, how does MultiTOS deal with this? Will the palette always be switched to the one set by the process that owns the active (topmost) window?

Thanx in advance,

Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3883. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-14 18:49:29 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct14.184929.26547@elroy.jpl.nasa.gov>
Source record: 42483
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <719058799.8966@minster.york.ac.uk> andrew@minster.york.ac.uk writes:
>I read an advert yesterday claiming that the internal hard disk interface of
>the new Falcon030 is a IDE standard yet the external drives can run off a
>SCSI-2 bus. Is this true???

Yes.
>
>If it is then why do Gasteiner(sp?) and ultimately Atari hope to sell the
>Falcon with 64Mb HD for 400 pounds more than the machine without HD. One can
>easily buy a 100+ Mb HD for less than 200 pounds with an IDE interface.
>Intenal SCSI drives of similar capacity can be bought for less than 300
>pounds.

Oddly enough, it doesn't appear that the SCSI connector is accessible from
inside the case, so you can only use IDE for the internal drive. Also, I
don't think you can easily find a 100+ MB IDE drive that is a 2.5" form
factor for the price you're expecting. 3.5", yes, 2.5", not for that price.
I'm still quite perplexed as to why there is an IDE port at all, it would
have been more consistent to jus tuse the SCSI bus both internally and
externally. So it goes.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

3884. Event dispatching

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-14 20:09:43 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct14.200943.131014@rrz.uni-koeln.de>
Source record: 42484

Hi everyone,

in the program I'm currently hacking there will be windows with
different contents. This necessitates two dispatching steps in
event handling, one to branch to the procedure handling the
occurring event, and the second to branch to the procedure
handling the event for the contents of the affected window. The
following chunk of GFA code illustrates the situation:

```
PROCEDURE check_event
SELECT MENU(1)
CASE 10
@menu
CASE 20
@redraw(MENU(4),MENU(5),MENU(6),MENU(7),MENU(8))
CASE 21
.
. (other window events)
.
ENDSELECT
RETURN
'
PROCEDURE redraw(w_handle&,x&,y&,w&,h&)
SELECT @contents(w_handle&) !function contents(w_handle&) returns
' some int describing the contents
' of the window with that handle.
CASE 1
@redraw_contents1(handle&,x&,y&,w&,h&)
CASE 2
@redraw_contents2(handle&,x&,y&,w&,h&)
CASE 3
.
. (other window types)
.
ENDSELECT
RETURN
```

For those unfamiliar with GFA basic, MENU(1) ... MENU(8) contains
the AES message buffer after an AES message event.
The annoyingly unelegant part of this is that the dispatching for
window types must occur for a bunch of other events too
(arrowing, sizing, sliding etc.). Thus, the procedures handling
those other events are all of the same dispatcher type like the
sample redraw() procedure above, in other words, there
necessarily is a considerable amount of redundancy in my code. My

question is, do I overlook a way to avoid this?
Another silly complication is that a bunch of window type
specific reactions to events (e.g. to slider events) necessitate
a complete redrawing of the affected window. To do this, I can
either hack in a procedure redraw_all() like this:

```
PROCEDURE redraw_all(w_handle&)
LOCAL x&,y&,w&,h&
~WIND_GET(w_handle&,11,x&,y&,w&,h&)
WHILE w&>0 or h&>0
@redraw(w_handle&,x&,y&,w&,h&)
~WIND_GET(w_handle&,12,x&,y&,w&,h&)
WEND
RETURN
```

Then, the type of the window will be determined during each call
to the redraw() procedure, which is superfluous as the type is
already known. The only way to avoid this is to write a bunch of
procedures of the type redraw_all_contentsx(), which then call
the corresponding redraw_contentsx() procedures. But that would
mean a bunch of almost identical procedures again.

Thanx for reading through all this stuff,

Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3885. Eric Smith's E-mail address...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-14 20:49:48 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Oct14.204948.14653@u.washington.edu>
Source record: 42485

I'm having problems running GCC in Gulam in TOSwin. It works perfectly when I run it from Gulam by itself, but in TOSwin, I keep getting:

ld: file not found for TERM=tw52

and it won't compile. It does the same thing for some other programs too, especially when I'm not in the same directory as the program I'm running. I fiddled around with my gulam.g file for a while to no avail. The weird thing is that the very first times I did it it worked. I thought and thought about all the things I changed, but nothing seemed to do with TOSwin. BTW, GCC works from Gulam (without TOSwin) whether or not MiNT is running.

I seem to have lost Eric Smith's e-mail address... does anyone know it offhand? (Eric? :)

Thanks,

Dan Aylward
dud@u.washington.edu

3886. Questions about colors and the vdi.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-14 21:47:27 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <81681@ut-emx.uucp>
Source record: 42488
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

In trying to fix the color in the Ghostscript screen driver, I have come upon the following problem: I want to use the vdi so that the code I write will work on all machines, but Ghostscript wants me to tell it which COLOR REGISTER a given color is in. The problem is that the vdi color indices (which all the vdi routines seem to use) to not correspond to the ST color registers.

Is it possible to use the vdi to either:

1) Set and read the palette using the value of the COLOR REGISTER and NOT the vdi color index?

2) Use the vdi to find the mapping between color registers and vdi color indices?

3) Get around this some other way?

For 2 and 4 bit color on a regular ST, I can just set up an array which maps color registers to color indices, but I think that this is not practical for larger palettes (especially since I don't know what the mapping is for the TT and Falcon modes).

Please do not send me information about XBIOS calls, since I am insisting on using the vdi. My GEM documentation is incomplete, and says nothing about any functions to manipulate the color.

Thanks,

-Tim Gallivan
timg@landau.ph.utexas.edu

3887. Re: pow() defined in Gnulib?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-14 22:34:49 UTC
From: as327@cleveland.Freenet.Edu
Message-ID: <1bi7a9INN85o@usenet.INS.CWRU.Edu>
Source record: 42486

In a previous article, pbh@pandora.cs.wayne.edu (Patrick B. Haggood) says:

>trying to compile a program which uses the pow() function to compute
>exponents; this function is defined in math.h lib. However, in compiling
>it tells me _pow is undefined. It pow() there?

Try compiling with -lpml on the end. The function is actually in the
Portable Math Library. In general, this is the place to look for floating
point functions.
--
Roy Bixler
Internet: as327@cleveland.freenet.edu -or- rbixler@nyx.cs.du.edu
"When the going gets weird, the weird turn pro."

3888. MiNT: TSR and Trap #2 vector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-14 23:34:00 UTC
From: Hayo_Schmidt@hh.maus.de
Message-ID: <A8364@HH.maus.de>
Source record: 42385

Hello world, hello Eric!

I am just writing on a TSR, that manipulates the VDI/AES, Gemdos and Bios trap.

Since i am using always Setexc, i found out the hard way, that if you start a TSR before MiNT, the AES/VDI bypass an the BIOS bypass (i presume) are still working. But i didn't catch the GEMDOS trap anymore. Under MiNT, the Malloc never knocked on my door. OK, the way out is quite simple, start the TSR by MiNT and everything seems to be alright.

But there is still one sincere problem: the Traps are Setexc'ed on runtime, but the GEM tends to throw out the AES trap routine whenever it wants to annoy us (f.e. after starting TOS or TTP's). To get back into the trap, i use Setexc. This _must_ be done in the Bios trap, while waiting for Setexc 257. But my program is already terminated, so who is made responsible for this Setexc by MiNT and which problems do i cause. Is there a way out, a daemon process is obviously none.

Greetings,
Hayo Schmidt
from Hamburg

Hayo_Schmidt@hh.maus.de

3889. Can IRQ exceptions malloc memory ? (&using IPL7)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 00:10:18 UTC
From: 8918927y@levels.unisa.edu.au
Message-ID: <18937.2add3c82@levels.unisa.edu.au>
Source record: 42352

Gday
On the subject of TSR's malloc'ing memory - can hardware interrupt exceptions in supervisor mode also malloc memory ?.. I'm trying to get a exception routine working that calls a Lattice 5.06.01 malloc call (in the library, but gets bus errors half way through...).. Should I be calling gemdos directly via a trap ?

And - also is it safe to use IPL7 for hardware interrupts ?? - or should I use IPL5 (I'm using an Atari MEGA ST)

Thanks
Kym

"`Get back' I screamed, `I'm an Australian!'.I new this was a pretty lame excuse and prepared myself for the truth. `Australia is merely an Island of Antarctica' came the voice,`and of no further significance.' Suddenly I understood the secret of Atlantis."
--`What's Rangoon to you is Grafton to me' by Russell Guy. JJJ-FM circa 1978--
Kym B Newbery : 8918927y@lux.levels.UniSA.edu.au : 4th Year electronic eng.

3890. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 03:54:49 UTC
From: ekrimen@wet.UUCP
Message-ID: <4371@wet.UUCP>
Source record: 42489
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <719058799.8966@minster.york.ac.uk> andrew@minster.york.ac.uk writes:
>I read an advert yesterday claiming that the internal hard disk interface of
>the new Falcon030 is a IDE standard yet the external drives can run off a
>SCSI-2 bus. Is this true???
>

Yes.

>If it is then why do Gasteiner(sp?) and ultimately Atari hope to sell the
>Falcon with 64Mb HD for 400 pounds more than the machine without HD. One can
>easily buy a 100+ Mb HD for less than 200 pounds with an IDE interface.
>Intenal SCSI drives of similar capacity can be bought for less than 300
>pounds.

Keep in mind that the internal IDE drive is 2.5" form-factor, not 3.5".

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

3891. Re: HD-trouble, DMA-IC?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 07:38:38 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1bj75uINN2uc@golem.wcc.govt.nz>
Source record: 42490

In article <1992Oct14.154058.13819@eua.ericsson.se>, eualty@eua.ericsson.se (Torgny Lindberg) writes:
>
>Well what do I need HELP from the net with? I remember a diskussion a
>while ago on the net about faulty DMA-ICs. I think the symptom of these
>faulty ICs where as described above. Can someone please tell me if this
>is correct?
>
>My next question is what IC on the PCB is the DMA. I have figured out
>that it must be one of the Atari-specific ICs, but which one?
>
>The program that came with the MEGAFILE 30 was AHDI 3.0.
>
>Torgny Lindberg
>Torgny.Lindberg@eua.ericsson.se

For one thing Please get a copy of AHDI 3.1, your version is very badly stuffed ans should be never used...

If your STE has this IC C025913-38, then you have the bad DMA chip, 40 pin chip under the disk drive..

The good IC is C398739-001A, also the AHDI 3.0 can cause the same kind of problems..

The New replacment IC C398739-001A is free, but there could be a charge in fitting it ..

Roger..... sheppard_r@kosmos.wcc.govt.nz

3892. Re: VDI colors: Which ones should one leave alone?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 08:51:57 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719139117@freyr>
Source record: 42342

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>Hi fellow Atarians,

>menu, at least if there are 16 or even more colors. Therefore, I
>figure it would be a good idea to leave some of the VDI colors
>unchanged, at least colors 0 and 1. Do you think I should leave
>more colors unchanged?

I'd say at least 16. That'll give you 0 colours on an ST(E)! That should be
enough :) But really, we should hear a TT owner about this.

>BTW, how does MultiTOS deal with this? Will the palette always be
>switched to the one set by the process that owns the active
>(topmost) window?

That's what I am hoping as well, and there are a lot more things that
should be relative to a process. Let's hope they'll think of these things in
the very first version, and avoid a phenomenon similar to TOS 1.4, which made
all the previous TOSes kind of rediculous. (Call it MultiTOS 1.4 :)

>Thanx in advance,

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____________My opinions are my opinions_____________ +31 5700 29396 (weekends)

3893. Atari SM146 Mono Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 09:25:58 UTC
From: jat@cch.coventry.ac.uk
Message-ID: <Bw5ovF.Huw@cck.coventry.ac.uk>
Source record: 42346

Does anyone actually know what the difference between the SM144 and the new SM146 monitors are ?

I'll probabley phone up some mail order place and ask them before buying one, in the end, as no mags seem to have discovered the existance of the SM146 yet !!! (What do you expect, when the only thing they can think of at the moment is Falcon , falcon, and FALCON :-)

Thanks in advance...

--
\ / "Me, the artist, has produced all this with my own imagination
/\/\ and skill... Oi!! Yes, you at the back, stop laughing !" 8~}
\/ -- \ <jat@uk.ac.cov.cch> is (Mirrir, Skippy, Jase, Slarts... Pick 1 :-)

3894. Re: HD-trouble, DMA-IC?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 10:10:40 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Oct15.101040.13564@rhrk.uni-kl.de>
Source record: 42343

eualty@eua.ericsson.se (Torgny Lindberg) writes:

>Well what do I need HELP from the net with? I remember a diskussion a
>while ago on the net about faulty DMA-ICs. I think the symptom of these
>faulty ICs where as described above. Can someone please tell me if this
>is correct?
Your description fits the symptons of the faulty DMA-ICs in the STE exactly.
A friend of mine had the same problems and after changing the IC everything
was fine.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

3895. Trouble with templates in GNU C++

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 10:23:15 UTC
From: subiaagb@w350zrz.zrz.tu-berlin.de
Message-ID: <CMY7YZP@mailgzrz.tu-berlin.de>
Source record: 42341

Hi C++ users,

I have to implement a generic list class within a class library.
Therefore I want to use templates instead of deriving from on
base class. But my gcc (2.2.2 PL3) does not seem to work correct with it.

I wrote a little test program (template.cc):

```
// BEGIN //

template<class T> class A
{
private:
T a;
public:
A( T aa ): a(aa) {}

T Get( void );
};

int main( void )
{
A<int> a1(2):

return a1.Get();
}

template<class T> T A<T>::Get( void )
{
return a;
}

// END //
```

The compiler works fine, but the linker aborts with a message like:

```
template.o: A<int>::Get - symbol not found ( or the like )
```

But, if I put the definition of Get directly below the class A
declaration, it works. I want to know: Is it a problem of the C++
language or the compiler or the linker (which is PL31)?

Another question is:
In the infos about libg++ I found a description of generic list,
stack and queue classes, but my g++.olb doesn't contain such things.
Is it impossible to implement it with G++?

Thanks.

--

| Andr'e Pareis, |
| e-mail: pareis@cs.tu-berlin.de |
| subiaagb@w350zrz.zrz.tu-berlin.de |
| NeXT-mail: subiaagb@w271zrz.zrz.tu-berlin.de |

3896. Re: Event dispatching

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 11:03:01 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.719146981@groucho.phil.ruu.nl>
Source record: 42345

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>Hi everyone,

>in the program I'm currently hacking there will be windows with
>different contents. This necessitates two dispatching steps in
>event handling, one to branch to the procedure handling the
>occurring event, and the second to branch to the procedure
>handling the event for the contents of the affected window. The
>following chunk of GFA code illustrates the situation:
[... long article deleted ...]

Use C - make a structure that contains pointers to all the functions
necessary for window-handling and swap pointers depending on the
current window. Then write *one* generic window-handling function.
Piece of cake... in C :-)
Sorry, just couldn't resist...

--
Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
Dept. of Philosophy | | heaven, but what the hell are
University of Utrecht | | you supposed to do when they
The Netherlands | | come true...?

3897. Re: VT52 variables? (was: What makes the Screen Scroll *UP* ?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 11:22:03 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.92Oct15121807@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 42365

>>>>> On 12 Oct 92 15:13:59 GMT, 7103_2622@uwovax.uwo.ca (Eric Smith) said:
> Nntp-Posting-Host: hydra.uwo.ca
> Someone suggested using the top line as a status line -- that's
> probably the easiest "clean" way (you just let the top line scroll
> off and then redraw it).
Using the delete line and insert line vt52 commands lets you put a status line(s) anywhere on the screen without too much trouble. For example, to scroll the screen up without moving the status line, insert a line above the status (scrolling it down in the process) then scroll the screen up and redraw the blank line.

> Even better is to put your program into
> a GEM window and manage the VT52 emulation yourself, but obviously
> that's a lot more work.

Yes, this is what I'm in the process of doing for one of my programs. I've so far got round to having all of the screen output run through a single printf() like routine, so now it should be relatively simple to switch that from Bios to Gem, once I've written some code to handle the vt52 escape stuff in a window. Far easier than going through several 100k of code changing everything manually.

Kev

3898. Re: Line-A variables and a status Line

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 11:33:55 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.92Oct15123007@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 42366

>>>>> On 14 Oct 92 01:15:10 GMT, thomasc@ms.uky.edu (Thomas Campbell) said:

> Ok, I've seen a dozen or so people say don't use Line-A vars don't use
> Line-A vars blah blah blah. Ok fine! I won't use them but, how about
> a suggestion on what to do *instead*. I know that it can be done...
> most of us use Uniterm right? That's all I want. When information is
> coming in over the modem I want it to scroll up at line 20 instead of line
> 23.

OK, how about the following bit of code (not guaranteed to work, since its off the top of my head, but it should give you the basics). ScreenLines is a variable containing the number of lines on screen, input_line is the line you've just got from the modem. I've split the printf()s into multiple calls to make commenting easier - do them all as one really:

This is for a two line (Emacs-like) status line.

```
---------
/* save cursor position (if necessary) */
printf("\033j");
/* Position cursor at bottom of screen */
printf("\033Y%c ",ScreenLines-1+32);
/* Scroll the screen up */
printf("\n");
/* Position cursor at start of status line */
printf("\033Y%c ",ScreenLines-3+32);
/* Insert a blank line (is this the right code??) */
printf("\033L");
/* Print your input line - make sure it doesn't have a
newline character in it beforehand */
printf("%s",input_line);
/* restore cursor position (again, if necessary) */
printf("\033k");

---------
```

Wrap all this up in a nice little routine, and bob's your uncle. In fact, make it a #define, since it simplifies to a single line of code.

Is that any help?

Kev

3899. bad luck/sectors

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 12:13:29 UTC
From: stigvi@solan.unit.no
Message-ID: <1992Oct15.121329.4685@ugle.unit.no>
Source record: 42344

I have a problem with an external hard-disk
for my TT which I hope someone can help me with.
Some days ago I borrowed a longer cable for it so I could
put the noisy thing out of my way. I also did a format with HDX
on the disk. Because of noise in the cable, HDX registered several
thousands of bad sectors. The BIG problem is that when I reformat
with the old cable, HDX lists all these `bad` sectors as
previously found bad sectors and the disk is still nearly unusable:-(
Does someone know how to delete this list of bad sectors? Please....

Stig Vidar Hovland - stigvi@lise.unit.no

3900. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 12:40:28 UTC
From: osoelgaultier+@CMU.EDU
Message-ID: <kerRQwe00VoqM5L35u@andrew.cmu.edu>
Source record: 42363
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Excerpts from netnews.comp.sys.atari.st: 15-Oct-92 Re: Falcon and Hard Drives Joern Moe@fredrik.atari. (1352)

> The thing is that the IDE interface was originaly developed for the ST-Book.
> And would you guess it: it is actually the blitterchip that is used as the
> main part of the IDE interface!!
> I guess the main reason they used IDE internaly is the lower prices on the
> IDE drives. And one of the reasons to also implement SCSI II on the Falcon
> was the large numbers of different devices available for SCSI II. I think of
> things like scanners, tapedrives etc.

> --
> ____
> / Joern F. Moe / All above is my own personal opinion! \
> / Oslo, Norway / Any lack of opinion above is also mine! \
> ---

As far as I know, IDE drives are not that cheaper than SCSI ones.
I can't believe the difference is significant enough to cover the extra cost
of developing the IDE internal interface !

Stefan

-- On the average, people seem to be acting normal --

3901. Re: Eric Smith's E-mail address...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 12:49:18 UTC
From: news@newcastle.ac.uk
Message-ID: <Bw5yA7.7BK@newcastle.ac.uk>
Source record: 42337

In article <1992Oct14.204948.14653@u.washington.edu>, dud@hardy.u.washington.edu (Daniel Aylward) writes:
From: n08z7@turing.newcastle.ac.uk (Craig Graham)
Path: turing!n08z7

>I'm having problems running GCC in Gulam in TOSwin. It works perfectly
>when I run it from Gulam by itself, but in TOSwin, I keep getting:

Gulam is a real pig to use under TOSWIN. Use BASH, TCSH or MINTSHEL instead.

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

3902. Re: Using RBG/Sync monitors with ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 13:14:12 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Oct15.131412.7139@digi.lonestar.org>
Source record: 42351

In article <1992Oct14.151427.4434@bmerh85.bnr.ca> shiv@bnr.ca (Shiv Naimpally) writes:
>There is a box called Monitor Master by Practical Solutions that
>will allow hook up of a multi-sync monitor to the ST and allows
>changing resolutions. There are people in Netland who may be
>interested in selling you one.

Sorry, not true. Monitor Master only allows you to switch between an
Atari monochrome (SM124, etc.) and an Atari color (SC1224, etc) monitor.
It has no provisions for mulitsync connections.

For mulitsyncs, you need the Omniswitch, the IB Multisync switchbox, or
the switcher made by Omnimon Peripherals (I can't remember the name),
depending on your connection requirements.

Roy C. Gosewehr
--

| GEnie: R.C.Gosewehr | rgoseweh@digi.lonestar.org | uunet!digi!rgoseweh |

3903. AdSpeed AdVice?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 13:45:50 UTC
From: whitcomb@aurs01.uucp
Message-ID: <61322@aurs01.UUCP>
Source record: 42348

I've just ordered AdSpeed to crank my Mega ST2/4 up to 16 MHz. Does anyone who's performed this operation have any advice on installation, i.e. is there something you know that they left out of the installation instructions?

-Jonathan

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

3904. Re: Trouble with templates in GNU C++

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 14:45:29 UTC
From: comeau@csanta.attmail.com
Message-ID: <Bw63nt.D7z@well.sf.ca.us>
Source record: 42349

```
In article <CMY7YZP@mailgzrz.tu-berlin.de> pareis@cs.tu-berlin.de writes:
>template<class T> class A
>{
>private:
> T a;
>public:
> A( T aa ): a(aa) {}
> T Get( void );
>};
>int main( void )
>{
> A<int> a1(2):
> return a1.Get();
>}
>template<class T> T A<T>::Get( void )
>{
> return a;
>}
>The [g++] compiler works fine, but the linker aborts with a message like:
>template.o: A<int>::Get - symbol not found ( or the like )
>
>But, if I put the definition of Get directly below the class A
>declaration, it works. I want to know: Is it a problem of the C++
>language or the compiler or the linker (which is PL31)?

Your code works fine with Comeau C++ 3.0 With Templates.
Further, I am not aware of any strange scoping rules or anything that
should prohibit this. OTOH compilers are using differing mechanisms
to address ATI (automatic template instantiation) and hence you may
be caught in a g++ idiosyncrasy on this although it could equally be a bug.
Perhaps it might change things as well to make A(T aa) an out of line
generic description as you have done with Get rather than in in-line?

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Producers of Comeau C++ 3.0 With Templates
Here:attmail.com!csanta!comeau / BIX:comeau / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a
```

3905. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 14:54:00 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.osUFPbrUFZg@fredrik.atari.no>
Source record: 42347
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <1992Oct14.184929.26547@elroy.jpl.nasa.gov>, Howard Chu writes:
>Oddly enough, it doesn't appear that the SCSI connector is accessible from
>inside the case, so you can only use IDE for the internal drive. Also, I
>don't think you can easily find a 100+ MB IDE drive that is a 2.5" form
>factor for the price you're expecting. 3.5", yes, 2.5", not for that price.
>I'm still quite perplexed as to why there is an IDE port at all, it would
>have been more consistent to jus tuse the SCSI bus both internally and
>externally. So it goes.
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
>All true wisdom is conveyed in one-line witticisms.

The thing is that the IDE interface was originaly developed for the ST-Book.
And would you guess it: it is actually the blitterchip that is used as the
main part of the IDE interface!!
I guess the main reason they used IDE internaly is the lower prices on the
IDE drives. And one of the reasons to also implement SCSI II on the Falcon
was the large numbers of different devices available for SCSI II. I think of
things like scanners, tapedrives etc.

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

3906. Re: sm124 - 4meters - atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 15:42:12 UTC
From: kruel@phys-chemie.uni-wuerzburg.dbp.de
Message-ID: <1992Oct15.154212.16077@phys-chemie.uni-wuerzburg.dbp.de>
Source record: 42359

In article <9210111750@jacom.UUCP> jac@jacom.UUCP (Joerg Conradt) writes:
> [complains about problems with long monitor cables]
> [attributes it to the weakness of the shifter]

Well, I have a 6m additional cable between my Mega ST2 (with blitter) and
the monitor. It works quite fine, except that the focus is a bit worse.

I have a cable with 7 wires which are shielded INDIVIDUALLY. This may cause
the difference: cables with a single shielding only give bad results, i.e.
the phenomena you have described.

So the problem may be located with your cable.

My local electronics dealer states that even a 20m cable should work fine.

Sincerely,
Thomas.
--

Th.-M. Kruel Institut fuer Physikalische Chemie der Universitaet Wuerzburg
Marcusstr. 9-11, D-8700 Wuerzburg (Germany)
Phone: +49 931 31579

3907. Re: VDI colors: Which ones should one leave alone?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 15:45:44 UTC
From: grier@bnr.ca
Message-ID: <1992Oct15.154544.29794@bnr.ca>
Source record: 42356

Well this is an interesting question. If you are writing programs
for an ST with TOS 1.4 or less , or STe, not MegaSTe, with its original
ROMs then avoid colors 0, and 1. With the newer versions of TOS you
can define any color to be used for any individual part of a window.

So use any colour you want just make sure you restore the color.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC

3908. Re: GCC questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 16:06:38 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct15.120638.1@uwovax.uwo.ca>
Source record: 42350

In article <98545@bu.edu>, anneklin@acs.bu.edu (Patricia Anne) writes:
> Okay, from what I can gather from the READMEs in the recent update2?.zoo files
> from ++jrb and from the docs in the PL 24 MiNT libraries for GCC, the two
> libraries are very close to the same. However, they're obviously different
> in some respects, and I'm curious as to whether it's "safe" to use the MiNT
> libraries with the C++ libraries that are distributed with ++jrb's libs.

There should be no problems. jrb's code is very clean, and I've tried
to keep the mntlib code similarly clean. The differences are mostly
confined to the lowest level Unix emulation functions (e.g. open(),
read(), write()) and even there the interfaces are the same, it's just
that they do things differently. (For example, mntlib implements symbolic
links by calling the appropriate MiNT functions, gcclib does it with
UNIXMODE.)
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3909. Re: Questions about colors and the vdi.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 16:13:34 UTC
From: annius@nanna.research.ptt.nl
Message-ID: <annius.719165614@freyr>
Source record: 42353

timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:

>Hi,

>For 2 and 4 bit color on a regular ST, I can just set up an array which
>maps color registers to color indices, but I think that this is not
>practical for larger palettes (especially since I don't know what the
>mapping is for the TT and Falcon modes).

ST Magazine (if I remember well) proposed to get the mapping by executing
v_trnfm() on a small raster that contains one pixel of each colour.
Unfortunately, because of speed, v_trnfm() is not an appropriate function when
using color modes (bit planes are seperated). The mapping itself is probably
some un-re-traceable combination of a couple of shifts and adds or sth. (Or is
it a table somewhere in the ROM? Atari why are you doing this to us?)

Anyway the number of colours in false-color modes (forgive the term) will
probably not exceed 256 so you'll be fine with a 256 pixel raster. What I mean
is that the 16 bit modes are mostly 5:5:6 rgb coded so this whole hassle
is irrelevant. A table for 65536 24 bit colours would get a bit big.

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____My opinions are my opinions_____ +31 5700 29396 (weekends)

3910. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 16:59:57 UTC
From: ekrimen@wet.UUCP
Message-ID: <4377@wet.UUCP>
Source record: 42364
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1992Oct14.184929.26547@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>I'm still quite perplexed as to why there is an IDE port at all, it would
>have been more consistent to jus tuse the SCSI bus both internally and
>externally. So it goes.

Could it be cost of the drives? Are 2.5" IDE drives less expensive for the consumer than 2.5" SCSI drives (if there are any around)? Perhaps Atari wanted to provide an inexpensive hard drive solution for the Falcon and IDE was it.
--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

3911. Re: Trouble with templates in GNU C++

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 17:07:30 UTC
From: subiaagb@w350zrz.zrz.tu-berlin.de
Message-ID: <KXY75AF@mailgzrz.tu-berlin.de>
Source record: 42354

```
In article <Bw63nt.D7z@well.sf.ca.us>, comeau@csanta.attmail.com (Greg Comeau) writes:
|> In article <CMY7YZP@mailgzrz.tu-berlin.de> pareis@cs.tu-berlin.de writes:
|> >template<class T> class A
|> >{
|> >private:
|> > T a;
|> >public:
|> > A( T aa ): a(aa) {}
|> > T Get( void );
|> >};
|> >int main( void )
|> >{
|> > A<int> a1(2): <===
|> > return a1.Get();
|> >}
|> >template<class T> T A<T>::Get( void )
|> >{
|> > return a;
|> >}
|> >The [g++] compiler works fine, but the linker aborts with a message like:
|> >template.o: A<int>::Get - symbol not found ( or the like )
|> >
|> >But, if I put the definition of Get directly below the class A
|> >declaration, it works. I want to know: Is it a problem of the C++
|> >language or the compiler or the linker (which is PL31)?
|>
|> Your code works fine with Comeau C++ 3.0 With Templates.
|> Further, I am not aware of any strange scoping rules or anything that
|> should prohibit this. OTOH compilers are using differing mechanisms
|> to address ATI (automatic template instantiation) and hence you may
|> be caught in a g++ idiosyncrasy on this although it could equally be a bug.
|> Perhaps it might change things as well to make A(T aa) an out of line
|> generic description as you have done with Get rather than in in-line?

Firstly, I made a mistake, but it has nothing to do with the problem:

<=== : the line should be really `A<int> a1(2);' (sorry, it is not
the real program)

It seems to me, it is a bug (or something else) of either the GNU compiler
or the linker. ( An earlier version of G++ (2.1) gave the same results )
I tried these lines on a Sparc with G++ 2.2.2, and got this message:

ld: Undefined symbol
_Get__t1A1Zi
```

After, I made A(T aa) non-inline, and got the same messages.
Then I put both non-inline functions directly after the class declaration,
and IT WORKED?

Is there somebody in this group who had the same problems with templates
and G++? Or do I have simply to turn on a compiler or linker switch?
Until a resolution is found, I have to write all the list code in one
file List.h, which will be included by other modules, then all works
correct, except that I have to wait a very long time for every compilation.

Thanks for contributions!

--
+---+
Andr'e Pareis	Techn. University of Berlin
e-mail: pareis@cs.tu-berlin.de
subiaagb@w350zrz.zrz.tu-berlin.de
NeXT-mail: subiaagb@w271zrz.zrz.tu-berlin.de
+---+

3912. Help with date setting on ICD AdSCSI+ host adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 17:19:36 UTC
From: snoret@egon.unx.sas.com
Message-ID: <Bw6Aso.95B@unx.sas.com>
Source record: 42355

I purchased an ICD AdSCSI+ host adapter at WAACE to replace my old Supra. The problem is, the date setting doesn't work. I have successfully set the time, and can set the date, but it always reverts back to something like 11/14/28, or 11/12/20. I originally thought it only returned to this type of value after a reboot, but last night I set the date, then did a few things (like log into GEnie for about 1/2 hour), then checked the date. It had reset by itself!

I have a 1040STf, 1meg, and TOS 1.0 (ugh! but I've got 1.4 on order!).

Has anyone else had a similar problem? I have all the latest revs of the ICD software. (The date on the host adapter is Sept. 92!)

Thanks in advance!

Rick
--

Richard E. Tatem Asst. Systems Programmer
snoret@unx.sas.com UNIX Systems Support
(919) 677-8000 x4719 SAS Institute Inc.

3913. Re: Trouble with templates in GNU C++

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 18:59:46 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.719175586@mi.el.utwente.nl>
Source record: 42357

In <CMY7YZP@mailgzrz.tu-berlin.de> subiaagb@w350zrz.zrz.tu-berlin.de (Andre Pareis) writes:

>But, if I put the definition of Get directly below the class A
>declaration, it works. I want to know: Is it a problem of the C++
>language or the compiler or the linker (which is PL31)?

I understand this is correct behaviour. You have to specify the
function before using it, in at least one compilational unit.

But note that ARM specifies this to be implementation defined...

>Another question is:
>In the infos about libg++ I found a description of generic list,
>stack and queue classes, but my g++.olb doesn't contain such things.
>Is it impossible to implement it with G++?

It is possible. You should use the genclass program.
Oops! genclass is a /bin/sh script. Get a /bin/sh compatible shell
(bash will do, if you have the memory -- haven't tried it!), and
use genclass.

As usual, talking about the Sun version of gcc, as i don't have enough
memory on my ST to run g++ :-(.

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

3914. Re: Event dispatching

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 19:07:19 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.719176039@mi.el.utwente.nl>
Source record: 42358

In <hjv.719146981@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

]aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

]>Hi everyone,

]>in the program I'm currently hacking there will be windows with
]>different contents. This necessitates two dispatching steps in
]>event handling, one to branch to the procedure handling the
]>occurring event, and the second to branch to the procedure
]>handling the event for the contents of the affected window. The
]>following chunk of GFA code illustrates the situation:
][... long article deleted ...]

]Use C - make a structure that contains pointers to all the functions
]necessary for window-handling and swap pointers depending on the
]current window. Then write *one* generic window-handling function.
]Piece of cake... in C :-)
]Sorry, just couldn't resist...

Use C++: make a class which does the generic window-handling, and have
the window specific parts in virtual functions. Implement that in sub-classes.
Piece of cake... in C++ :-)
Sorry, just couldn't resist...

Klamer

--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

3915. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-15 21:13:03 UTC
From: gerrymon@eng.umd.edu
Message-ID: <1992Oct15.211303.25576@eng.umd.edu>
Source record: 42360

In article <4377@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>In article <1992Oct14.184929.26547@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>I'm still quite perplexed as to why there is an IDE port at all, it would
>>have been more consistent to jus tuse the SCSI bus both internally and
>>externally. So it goes.
>
>Could it be cost of the drives? Are 2.5" IDE drives less expensive for the
>consumer than 2.5" SCSI drives (if there are any around)? Perhaps Atari
>wanted to provide an inexpensive hard drive solution for the Falcon and IDE
>was it.
>--
> ||| Ed Krimen
> ||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
> / | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

I think the real reason is the form factor. The 1040STe case is too
small for a 3-1/2 inch mechanism. Only a 2.5 inch drive could fit
comfortably. So what did Atari do?

Well, there are tons of 2.5 inch drives available from the IBM world.
They were being used in all those laptops. Unfortunately, they were
mostly IDE drives. Well, it turns out that Atari had already designed
an IDE interface for the STBook. Why not use it on the Falcon too?

An added advantage of using an IDE drive is the low power comsumption.
Since these drives are being used in laptops, they probably comsume
much less power than a typical SCSI drive.

--Gerry

3916. Handscanners etc

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 02:17:12 UTC
From: dennis@citr.uq.oz.au
Message-ID: <dennis.719201832@citr.uq.oz.au>
Source record: 42361
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings,

Question: Are the various scanners available for the Atari ST hardware specific, or can one suitable for an Amiga be used with the correct software?

The reason is, I see many handscanners and so forth for sale in the local trading post, but they are advertised as suitable for Amiga'a. I'd like to purchase one of these if they can be used with little or no modification as they are very reasonable priced.

If the answer is yes, is Touch-Up suitable software...

All answers appreciated...

--

------------------- Dennis Remmer - dennis@citr.uq.oz.au -------------------
---------- ARC Cadcentre Pty. Ltd., Brisbane Queensland Australia ----------
---- Transmission Communications (Music for the masses... anything but) ----

3917. STE Blitter Concern

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 05:34:58 UTC
From: glens@natinst.com
Message-ID: <1bmnf2INNl33@falcon.natinst.com>
Source record: 42379

What happens if an interrupt occurs during a large blit when using
the BLiTTER in HOG mode? I have not experienced any problems yet but my
concern is that I have a critical VBI installed that must run before the
first scan line is fetched. I am using the BLiTTER in HOG mode and am doing
very large blits. I hope that an interrupt stops the blitter and allows the
68000 to service the interrupt but I am worried that the interrupt is held
off until the end of the blit.

Thanks for any help.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com

3918. Re: Trouble with templates in GNU C++

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 06:33:02 UTC
From: comeau@csanta.attmail.com
Message-ID: <Bw7BJ3.CoJ@well.sf.ca.us>
Source record: 42368

In article <KXY75AF@mailgzrz.tu-berlin.de> pareis@cs.tu-berlin.de writes:
>In article <Bw63nt.D7z@well.sf.ca.us>, comeau@csanta.attmail.com (Greg Comeau) writes:
>|> Your code works fine with Comeau C++ 3.0 With Templates.
>|> Further, I am not aware of any strange scoping rules or anything that
>|> should prohibit this. OTOH compilers are using differing mechanisms
>|> to address ATI (automatic template instantiation) and hence you may
>|> be caught in a g++ idiosyncrasy on this although it could equally be a bug.
>|> Perhaps it might change things as well to make A(T aa) an out of line
>|> generic description as you have done with Get rather than in in-line?
>
>It seems to me, it is a bug (or something else) of either the GNU compiler
>or the linker. (An earlier version of G++ (2.1) gave the same results)
>I tried these lines on a Sparc with G++ 2.2.2, and got this message:
>
> ld: Undefined symbol
> _Get__t1A1Zi
>
>After, I made A(T aa) non-inline, and got the same messages.

How did you make it non-inline? With a compiler switch?

>Then I put both non-inline functions directly after the class declaration,
>and IT WORKED?

That is what I mentioned above. Still doesn't help in deducing whether
this is a bug of feature of g++ templates though.

>Is there somebody in this group who had the same problems with templates
>and G++? Or do I have simply to turn on a compiler or linker switch?

Another guess (as I've more than an incling about how templates work)
but a switch will most likely not do the trick for this.

>Until a resolution is found, I have to write all the list code in one
>file List.h, which will be included by other modules, then all works
>correct, except that I have to wait a very long time for every compilation.

That's a reasonable approach anyway in many cases. Of course with
Comeau C++ we have a repository system available with most of our ports
and hence all does not always need to be recompiled just to please the
template class/function generation mechanism.

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Producers of Comeau C++ 3.0 With Templates
Here:attmail.com!csanta!comeau / BIX:comeau / CIS:72331,3421

Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a

3919. Re: Trouble with templates in GNU C++

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 06:48:47 UTC
From: comeau@csanta.attmail.com
Message-ID: <Bw7C9B.D2E@well.sf.ca.us>
Source record: 42367

In article <klamer.719175586@mi.el.utwente.nl> klamer@mi.el.utwente.nl (Klamer Schutte) writes:
>In <CMY7YZP@mailgzrz.tu-berlin.de> subiaagb@w350zrz.zrz.tu-berlin.de (Andre Pareis) writes:
>
>>But, if I put the definition of Get directly below the class A
>>declaration, it works. I want to know: Is it a problem of the C++
>>language or the compiler or the linker (which is PL31)?
>
>I understand this is correct behaviour. You have to specify the
>function before using it, in at least one compilational unit.

Besides normal scoping/overloading/etc issues for things like prototypes,
there is currently no additional constraint like this that I know of.
Where do you find this mentioned in the ARM?

>But note that ARM specifies this to be implementation defined...

Actually as I recall it is unspecified. Anyway, hence, you don't need
to specify the definition before using it. It just becomes part of
"normal" resolution.

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Producers of Comeau C++ 3.0 With Templates
Here:attmail.com!csanta!comeau / BIX:comeau / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a

3920. Re: Can IRQ exceptions malloc memory ? (&using IPL7)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 09:03:28 UTC
From: eker@loria.fr
Message-ID: <507@muller.loria.fr>
Source record: 42369

In article <18937.2add3c82@levels.unisa.edu.au>, 8918927y@levels.unisa.edu.au writes:
|> Gday
|> On the subject of TSR's malloc'ing memory - can hardware interrupt
|> exceptions in supervisor mode also malloc memory ?.. I'm trying to get a
|> exception routine working that calls a Lattice 5.06.01 malloc call (in
|> the library, but gets bus errors half way through...).. Should I be
|> calling gemdos directly via a trap ?
|>

Memory management routines, whether is TOS or in libc usually modify global
data structures (free lists etc) which makes them non-reenterant - ie you
can't safely call them from interrupts. When I needed a malloc/free that
was callable both from interrupt code & normal code I ended up writing my
own in asm.

|> And - also is it safe to use IPL7 for hardware interrupts ?? -
|> or should I use IPL5 (I'm using an Atari MEGA ST)

You can set IPL to want you want providing:

If you access hardware registers/TOS variables you want it high enough
so that you don't get interrupted by a TOS routine using the same registers/
variables. The classic example is the Yamaha sound chip - you need to
be at IPL 7 to ensure the selectedregister number doesn't change between you
setting it & writing to the selected register.

Your interrupt code must not have the IPL too high for too long so that
other high priority interrupt don't run on time. At IPL 7 nothing else runs
and the MIDI port can overrun in 320uS so stick to below 300uS (Atari themselves
screwed up here - they actually recommend a 1mS limit).
At IPL 5 all the MFP stuff can interrupt you* but VBI stuff is blocked so stick
below about 10mS and you should be OK.

*Assuming your routine isn't MFP OR the MFP interrupt is higher priority than
yours OR you've cleared your interrupt-in-service bit on the MFP chip.

Steven

3921. Re: atari.archive.umich.edu to move

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 09:03:47 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Oct16.090347.4651@echo.philips.nl>
Source record: 42375
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech,comp.sys.atari.st

weiner@umnstat.stat.umn.edu (Jeffrey M. Weiner) writes:
>A quick note to let you all know that a.a.u.e will be moving from its
>home on terminator.cc.umich.edu to an as of yet unspecified location.
>Please continue to use the atari.archive.umich.edu name and
>you should experience no problems.

Why is it that my emails to atari@atari.archive.umich.edu
haven't got replies for the last few weeks?
Not even the "send index" or just simple "index" worked.

John
--
John Janssen Email: johnj@echo.philips.nl <-- May stop soon(?)
The Netherlands or: johnj@echo.tds.philips.nl <-- same
Work: +31 40 756425 or: John.Janssen@atehv.bso.nl <-- Back in Nov. 92
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, C

3922. Re: Event dispatching

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 09:09:25 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719226565@freyr>
Source record: 42370

hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>>Hi everyone,

>Use C - make a structure that contains pointers to all the functions
>necessary for window-handling and swap pointers depending on the
>current window. Then write *one* generic window-handling function.
>Piece of cake... in C :-)

Sounds like C++ to me really... I guess we just need to wait 'till Heidelberg
comes out with Pure C++

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____________My opinions are my opinions_____________ +31 5700 29396 (weekends)

3923. Re: Questions about colors and the vdi.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 09:11:26 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719226686@freyr>
Source record: 42371

annius@nanna.research.ptt.nl (that's me) writes:

>ST Magazine (if I remember well) proposed to get the mapping by executing

Of course I meant the German ST 68oooer Magazin

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____________My opinions are my opinions_____________ +31 5700 29396 (weekends)

3924. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 10:26:16 UTC
From: andrew@minster.york.ac.uk
Message-ID: <719231176.4777@minster.york.ac.uk>
Source record: 42374
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

So now I have to ask the question, does the Falcon040 have an internal IDE interface and will it take the cheaper 3.5" drives???

I think I'll probably be better to buy an external SCSI-2 for the extra money and faster access times than mess around trying to find a 2.5" IDE drive of 100Mb capacity!

An internal 64Mb IDE drive can just sod off for that price, the falcon isn't a laptop portable thingy. A slightly bigger case and cheaper HD expansion would have made my day.

Hrrummmphhh!

I'm sure you get the gist of my disappointment.

-Andrew.

--
Andrew Hague -- Research Student -- Computer Aided Learning & On-Line Lectures
Dept. of Computer Science, University of York, York, Y01 5DD (+44/0)904 432762
EMAIL: andrew@minster.york.ac.uk
"And... why not?"

3925. Re: Using RBG/Sync monitors with ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 11:40:18 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <lahtinen.719235618@gideon>
Source record: 42372

rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:

>In article <1992Oct14.151427.4434@bmerh85.bnr.ca> shiv@bnr.ca (Shiv Naimpally) writes:

>For mulitsyncs, you need the Omniswitch, the IB Multisync switchbox, or
>the switcher made by Omnimon Peripherals (I can't remember the name),
>depending on your connection requirements.

Or you can make one yourself. The biggest problem is to get that
din-plug to fit Atari's monitor socket. I must say mine does
not work perfectly as there is some ghosting in b/w mode and
I do not know what is the problem (bad cable, the switch or something
to do with impedance, as I just connected the monochrome out to
R/G/B-lines).

But it is quite handy as I have also Matrix C32 graphics card,
so I can switch between all resolutions.

--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

3926. Re: sm124 - 4meters - atari

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 12:00:23 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992Oct16.120023.9559@its.bt.co.uk>
Source record: 42378

In article <1992Oct15.154212.16077@phys-chemie.uni-wuerzburg.dbp.de>
kruel@phys-chemie.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:
>In article <9210111750@jacom.UUCP> jac@jacom.UUCP (Joerg Conradt) writes:
>> [complains about problems with long monitor cables]
>> [attributes it to the weakness of the shifter]
>
>Well, I have a 6m additional cable between my Mega ST2 (with blitter) and
>the monitor. It works quite fine, except that the focus is a bit worse.
>
>I have a cable with 7 wires which are shielded INDIVIDUALLY. This may cause
>the difference: cables with a single shielding only give bad results, i.e.
>the phenomena you have described.

Screening is vital but so is impedance. Your video signal is sent along a
transmission line but, while the distances are short, you may be able to
get away with just about any wire. The longer the distance, the more essential
it is to use the right cable. The wrong cable will slow down the transitions
and so you will lose detail in the image. Not only that, you can get reflections
from the joins which will cause ghosts a short distance from the real image.

The right cable is 75 ohm co-ax, as long as atari have kept to the standard.
There is a type especially made for video (RG159 I think, but don't hold me
to it as I don't have the references here).

John
--
John Trickey <jvt@its.bt.co.uk>
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(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
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3927. Division of file into resource/data

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 12:52:23 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719239943@freyr>
Source record: 42376

In comp.editors there is a discussion going about the misery around different tab sizes. Some people prefer 3, some prefer 8 and how do you determine what the person who wrote a text used when he was typing the text?

In this discussion a Macintosh fanatic mentioned that there was no problem about this on the Mac, for Macs files are always devided into a resource part and an actual body of data. It is clear that this kind of file structure has enormous advantages to offer.

Now I heard that MiNT is in certain conditions capable of handling file names of maximum 15 characters and no restriction to the number of dots in the filename, or what characters out of 256 you use. This gave me the following idea:

With each file in 8:3 format we associate a resource file, like this:

abcdefgh.ijk data file

.abcdefgh.ijkrc resource file

The resource files will be hidden for old TOS programs and won't be shown in directories unless you ask for them to be shown (the hidden flag is set, for example.) If you copy files, future shells will take care of copying the resource files as well. Some extra support could be given by MiNT.

As to the definition of the resource files, I would suggest a chunk file format (e.g. IFF and MID files). Something like

TRSC `Tos Resource File' chunk
<length of file, long word>

<any chain of chunks that start with>
<four byte chunk identifier>
<length of chunk, long word>

So we could for example implement a TABS chunk that defines a number of tab stops.

(- what do you think? -)
--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____________My opinions are my opinions_____________ +31 5700 29396 (weekends)

3928. .*rc: addition

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 13:14:32 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719241272@freyr>
Source record: 42377

There's one thing I forgot to mention in my article about the data/resource partitioning of files:

Apart from the TABS example a FOLD chunk for use with folding text editors could be defined. Another idea is a NOTE chunk with a small clarifying text about the file (cf. Amiga and Mac).

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
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Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____My opinions are my opinions_____ +31 5700 29396 (weekends)

3929. Re: Event dispatching

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 13:24:33 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct16.132433.174298@rrz.uni-koeln.de>
Source record: 42373

In <hjv.719146981@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>>Hi everyone,

>>in the program I'm currently hacking there will be windows with
>>different contents. This necessitates two dispatching steps in
>>event handling, one to branch to the procedure handling the
>>occurring event, and the second to branch to the procedure
>>handling the event for the contents of the affected window. The
>>following chunk of GFA code illustrates the situation:
>[... long article deleted ...]

>Use C - make a structure that contains pointers to all the functions
>necessary for window-handling and swap pointers depending on the
>current window. Then write *one* generic window-handling function.
>Piece of cake... in C :-)
>Sorry, just couldn't resist...

Actually, the procedure check_event() which I outlined in my
original posting is almost exactly the generic window-handling
function you suggest. I don't see why it should make any
difference whether one branches to the appropriate function by
swapping pointers or by a SELECT-CASE construct. The number of
structures containing pointers can't be smaller than the number
of SELECT @contents(w_handle&) constructs.
The difference I see between your suggestion and my program is
that you're dispatching for the window type first, then for the
AES window event. So, would you say it's better to do things this
way round? I always have thought the sequence of dispatching
steps I chose is better because one has to dispatch for all
window events in any case, but some window events (such as
WM_FULLED) don't necessitate full dispatching for window types.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3930. Re: Event dispatching

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 15:48:48 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.719250528@groucho.phil.ruu.nl>
Source record: 42382

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>Actually, the procedure check_event() which I outlined in my
>original posting is almost exactly the generic window-handling
>function you suggest. I don't see why it should make any
>difference whether one branches to the appropriate function by
>swapping pointers or by a SELECT-CASE construct. The number of
>structures containing pointers can't be smaller than the number
>of SELECT @contents(w_handle&) constructs.
>The difference I see between your suggestion and my program is
>that you're dispatching for the window type first, then for the
>AES window event. So, would you say it's better to do things this
>way round? I always have thought the sequence of dispatching
>steps I chose is better because one has to dispatch for all
>window events in any case, but some window events (such as
>WM_FULLED) don't necessitate full dispatching for window types.

To be honest, I've never handled a situation like this before, but
following my 'intuition' I would do the following (and I don't know
if any of this can be implemented in C - and I also don't know if
this is the best way to handle things, so all flames to dev/null
please).
I would first make structures, containing pointers to all the window-
handling functions. One structure per window-type - or (better) one
structure per window. You now have e.g. win_struct1, win_struct2, etc.
(or you could put them in an array). Now declare a pointer to this
kind of window-structs, e.g.
win_struct *curr_window;
The dispatch loop would then be something like

```
handle_event(int window_handle, int event)
{ switch (window_handle)
{ case wh1: /* let curr_window opint to the */
curr_window=win_struct1; /* structure corresponding to */
break; /* the current window */
case wh2:
curr_window=win_struct2;
break
etcetera.....
}

switch(event)
{ case window_sized: /* call the appropriate structure- */
curr_window->sizefunc; /* member (which is a function) */
break;
```

```
case window_moved:
curr_window->movefunc;
break;
etcetera...
}
}
```

The syntax for calling functions is different from the above, but it's just to get the idea... (can't get the syntax for this kind of stuff in my head for some reason :).

Anyway, this way you need only two switches... Of course some function pointers could be empty e.g. when a particular window is not sizeable you'll have no 'sizefunc' for that window - but that's no problem as you'll never receive a 'size event' for that window, so it doesn't matter where the curr_window->sizefunc points to. You might (just to be safe) put dummy functions in unused slots.
But as I said, I don't know if anything remotely similar can be done in GFA.

Of course you could also do everything the other way around - make structs that contain all the sizefuncs, movefuncs, etc. etc - a structure member per window (instead of per event as I suggested). The first switch will now switch on event and let the pointer point to the right-kind-of-action-structure. The second switch will then select the right member from this structure=the right window. I find it however not too intuitive to do it this way - I prefer my solution :).

Hope this is of any help...
BTW, this is just a 'wild idea' - I've never treid it, but can't see why it wouldn't work....

Hendrik Jan

--
Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
Dept. of Philosophy | | heaven, but what the hell are
University of Utrecht | | you supposed to do when they
The Netherlands | | come true...?

3931. Re: Detecting the closing of an ACC from within an APP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 16:42:12 UTC
From: saj@chinet.chi.il.us
Message-ID: <Bw83qD.2s6@chinet.chi.il.us>
Source record: 42390

>In a message of <09 Oct 92 08:59:54>, Trevor Cordes (60:100/1) writes:
>
> TC> How would I go about detecting if an accessory was closed (after it
> TC> had been opened, of course) while a GEM application was running? The
>
>
> TC> Oh ya, basically, I want my app to check the clipboard everytime an
> TC> accessory is closed (to see if it contains some relevant data that I
> TC> may have copied to it from STeno or STalker).
>
I've done this by including a (100 msec) timer event in my main program's message handling loop. It does a bunch of things, including checking who owns the spot in the center of the screen (that isn't exactly legit, but all the ACCs I was worried about at the time ALWAYS appeared there on open).

Once I detect an 'accessory active' state, I check a search grid instead of one spot, and wait for the intruder to go away. This is probably even less legit, but maybe it'll get you started.
Steve saj@chinet.chi.il.us

3932. Re: HD-trouble, DMA-IC?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 17:39:16 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.687699@cix.compulink.co.uk>
Source record: 42381

In article <1bj75uINN2uc@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:

>For one thing Please get a copy of AHDI 3.1, your version is very badly stuffed
>ans should be never used...
>
>If your STE has this IC C025913-38, then you have the bad DMA chip, 40 pin
>chip under the disk drive..
>
>The good IC is C398739-001A, also the AHDI 3.0 can cause the same kind of
>problems..
>
>The New replacment IC C398739-001A is free, but there could be a charge
>in fitting it ..

Unless you are in the UK. Then it is 10ukp. However, the fitting is
free :-)

>Roger..... sheppard_r@kosmos.wcc.govt.nz

3933. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 20:08:18 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.pdd1SSjqFBU@fredrik.atari.no>
Source record: 42383
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <kerRQwe00VoqM5L35u@andrew.cmu.edu>, Stefan Monnier writes:
>Excerpts from netnews.comp.sys.atari.st: 15-Oct-92 Re: Falcon and Hard
>Drives Joern Moe@fredrik.atari. (1352)
>
>> The thing is that the IDE interface was originaly developed for the ST-Book.
>> And would you guess it: it is actually the blitterchip that is used as the
>> main part of the IDE interface!!
>> I guess the main reason they used IDE internaly is the lower prices on the
>> IDE drives. And one of the reasons to also implement SCSI II on the Falcon
>> was the large numbers of different devices available for SCSI II. I think of
>> things like scanners, tapedrives etc.
>

>As far as I know, IDE drives are not that cheaper than SCSI ones.

The difference might not be large, but there certainly are a difference.
Another reason to go for IDE just came to my mind: availability! The
2.5" IDE drives are used in most notebook computers, and i do not
know of any using 2.5" SCSI drives.

>I can't believe the difference is significant enough to cover the extra cost
>of developing the IDE internal interface !

Well, the IDE interface was developed for the ST-Book, so it was no extra cost
in the Falcon project i guess. I've not seen the schematics of the Falcon and
the ST-Book, but the IDE interface is probably only a extra PAL working
together with the blitterchip. After all IDE isn't that a complex buss.

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

3934. Re: Questions about colors and the vdi.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 21:19:14 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.iDdCHyJTj76@jonh.wimsey.bc.ca>
Source record: 42387

In <81681@ut-emx.uucp> timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:

>Hi,

>In trying to fix the color in the Ghostscript screen driver, I have come
>upon the following problem: I want to use the vdi so that the code I
>write will work on all machines, but Ghostscript wants me to tell it
>which COLOR REGISTER a given color is in. The problem is that the vdi
>color indices (which all the vdi routines seem to use) to not correspond
>to the ST color registers.

I beleive the vdi color mapping just moves the black from 2 to
whatever the top number of colours is, and shifts the other colours
down accordingly. I don't have access to the TT notes to see if this is
onsistant throught the tt video modes though.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

3935. Re: Can IRQ exceptions malloc memory ? (&using IPL7)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 21:36:28 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct16.173628.1@uwovax.uwo.ca>
Source record: 42380

In article <18937.2add3c82@levels.unisa.edu.au>, 8918927y@levels.unisa.edu.au writes:
> On the subject of TSR's malloc'ing memory - can hardware interrupt
> exceptions in supervisor mode also malloc memory ?.. I'm trying to get a
> exception routine working that calls a Lattice 5.06.01 malloc call (in
> the library, but gets bus errors half way through...).. Should I be
> calling gemdos directly via a trap ?

No kind of interrupt routine should ever try to make a GEMDOS system
call (including Malloc), because GEMDOS is not re-entrant. Since most
library malloc() calls eventaully call the GEMDOS Malloc(), this
means you'll have to roll your own memory allocation (probably by
allocating a big chunk of memory before your program installs itself
as a TSR, and managing that memory yourself).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3936. Modula2 on the Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 22:01:21 UTC
From: mrt7455@evtprp0b
Message-ID: <373@evtprp0b.UUCP>
Source record: 42392
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.lang.modula2

What is the status of Modula-2 on the Atari ST platform? It is my impression that Jefferson Software support has died. Ana-systems implementation was mostly just-to-see-if-we-could-do-it. I know that TDI died tho I thought I heard that the source for their libraries was available. FST had an implementation of the language on the ST but after I sent them money for the upgrade that was supposed to coincide with the MS-DOS FST version 2 upgrade, I NEVER heard from them. Modula-2 is a reasonable nice language to work in. Did Jeferson Software ever release the version they were trying to get working on the Atari Minix environment? I remember them saying that it was real close before Jefferson kinda died.

3937. Re: Using RBG/Sync monitors with ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 22:48:07 UTC
From: ekrimen@wet.UUCP
Message-ID: <4384@wet.UUCP>
Source record: 42389

In article <1992Oct15.131412.7139@digi.lonestar.org> rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:
>For mulitsyncs, you need the Omniswitch, the IB Multisync switchbox, or
>the switcher made by Omnimon Peripherals (I can't remember the name),
>depending on your connection requirements.

Stay far, far away from the Talon Omniswitch. Others have had luck with it, but I haven't.

The IB Computers Multi-Switch is good.

Omnimon Peripherals is no longer in business or is no longer supporting the ST. This is according to Neil Weinress on GEnie who worked with them. They produced the OmniX3 multisync switchbox as well as a 1.44meg floppy modification for the ST.

Toad Computers in Maryland has multisync switchboxes, as well as ATY Computers in Oakland, CA who custom builds them, made-to-order. Both companies advertise in ST magazines.

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

3938. Re: Help with date setting on ICD AdSCSI+ host adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-16 23:59:26 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.AZNokTLFSn2@jonh.wimsey.bc.ca>
Source record: 42388

In <Bw6Aso.95B@unx.sas.com> snoret@egon.unx.sas.com (Rick Tatem) writes:

>I purchased an ICD AdSCSI+ host adapter at WAACE to replace my old Supra.
>The problem is, the date setting doesn't work. I have successfully set
>the time, and can set the date, but it always reverts back to something
>like 11/14/28, or 11/12/20. I originally thought it only returned to
>this type of value after a reboot, but last night I set the date, then
>did a few things (like log into GEnie for about 1/2 hour), then checked
>the date. It had reset by itself!

I've had similar problems, and though I had eliminated them. First,
on someone on GEnie's advice, I'd turned off recognition of all scsi
id's except 0 and 1 on my booter. Unfortunately, I didn't realise that
this cut access to the clock. I turned id 6 back on, and using the new
booter that reads the clock, i had no problems until yesterday, when my
clock got nuked for the first time in a while. Coincidently, I also used
Aladdin for the first time in several months. I'm going to do some tests
now to see if it's the culpret. Thanks for pointing out the possible
problem. From your manual. you must know you have to run icdtime to
actually set the ICD clock, the booter and timeset programs are read
only, as far as I know.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

3939. Re: Using RBG/Sync monitors with ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-17 00:50:48 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1bno18lNNiad@golem.wcc.govt.nz>
Source record: 42384

>Or you can make one yourself. The biggest problem is to get that
>din-plug to fit Atari's monitor socket. I must say mine does
>not work perfectly as there is some ghosting in b/w mode and
>I do not know what is the problem (bad cable, the switch or something
>to do with impedance, as I just connected the monochrome out to
>R/G/B-lines).
>
>--
>* *
>Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
>Finnish Meteorological Institute Phone : +358 0 758 1322

Well this could be some help to you all, the Atari puts out some
1 volt pk-pk video signal, this can overload some monitors (gives ghosts)
that can only take some 0.75 volts, so fit small 22 ohm resistors in the
monitor plug, must be at monitor end, one for each colour..

If you are having problem getting the monitor connectors, we have plenty here
at $2.95nz.

NOTE: Sony also make this monitor connector.

Part No. is 1-560-946-00 PLUG (WITH lOCK) 13P

Roger..... sheppard_r@kosmos.wcc.govt.nz

3940. Re: MiNT: TSR and Trap #2 vector

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-17 04:10:28 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct17.001028.1@uwovax.uwo.ca>
Source record: 42391

In article <A8364@HH.maus.de>, Hayo_Schmidt@hh.maus.de (Hayo Schmidt) writes:
> But there is still one sincere problem: the Traps are Setexc'ed on runtime, but
> the GEM tends to throw out the AES trap routine whenever it wants to annoy us
> (f.e. after starting TOS or TTP's). To get back into the trap, i use Setexc.
> This _must_ be done in the Bios trap, while waiting for Setexc 257. But my
> program is already terminated, so who is made responsible for this Setexc by
> MiNT and which problems do i cause. Is there a way out, a daemon process is
> obviously none.

Just as in normal TOS, the Setexc will take place in the context of whatever
program made the system call that your TSR intercepted. In most cases this
won't make much difference. There are a few vectors (the process
termination vector and the critical error vector, for example) which are
per-process, but most vectors (including the trap #2 vector) are global.

You mentioned that your program would work if installed before MiNT,
except that GEMDOS Malloc calls would then not be received by your TSR.
I should warn you that all of the internal workings of Malloc are completely
different under MiNT than they were under "normal" TOS, so if your program
relies on TOS's Malloc operating a certain way then there could be trouble!
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3941. Re: pow() defined in Gnulib?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-17 07:16:57 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10667@uqcspe.cs.uq.oz.au>
Source record: 42393

pbh@pandora.cs.wayne.edu (Patrick B. Haggood) writes:

>trying to compile a program which uses the pow() function to compute
>exponents; this function is defined in math.h lib. However, in compiling
>special libs besides the default (crt0?).

pow() is defined in pml.olb (the Portable Math Library) - just like on Unix,
you need to use the "-lm" option to use the maths library (except you use
"-lpml").

To find out what is defined (and not defined) in a library, use "nm.ttp",
which should be with the other GCC binaries.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

3942. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-17 07:18:14 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10668@uqcspe.cs.uq.oz.au>
Source record: 42394
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

andrew@minster.york.ac.uk writes:

>If it is then why do Gasteiner(sp?) and ultimately Atari hope to sell the
>Falcon with 64Mb HD for 400 pounds more than the machine without HD.

Check. I think the Falcon with 64Mb HD also has 4M of memory (rather than 1M).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

3943. Re: Using RBG/Sync monitors with ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-17 09:45:41 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct17.094541.19412@elroy.jpl.nasa.gov>
Source record: 42395

In article <4384@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>Stay far, far away from the Talon Omniswitch. Others have had luck with it,
>but I haven't.

I have one, it works fine with my multisync monitor but it doesn't do color
on its composite video output. Considering that it cost me $100 and I could
just as easily have built my own color circuit at a fraction of the cost,
I am a bit disappointed. It also comes with a floppy drive switcher, which
has been totally worthless for me since I have no external floppy drives nor
any real desire to get any...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

3944. Forced Media Change

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-17 13:51:13 UTC
From: jat@cch.coventry.ac.uk
Message-ID: <Bw9qHD.8F7@cck.coventry.ac.uk>
Source record: 42401

HELP !!!!!

Someone else asked about this problem recently, but I didn't spot
any articles in reply....

Is there some PD software which will force my STe (1.62 TOS) to
detect or just make media change updates on drive B, when ever it is accessed
or better still when a disk is changed !

I know about <ESC> but this is no good in the middle of a program !

This could save me lots of money, as I can't get Timeworks 1 (for St Review)
to install on two drives, it just keeps writting bits to the wrong discs &
corrupting directory lists.

Many many many thanks in advance.
--
\ / "Me, the artist, has produced all this with my own imagination
/\/\ and skill... Oi!! Yes, you at the back, stop laughing !" 8~}
\/ -- \ <jat@uk.ac.cov.cch> is (Mirrir, Skippy, Jase, Slarts... Pick 1 :-)

3945. Re: Detecting the closing of a

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-17 15:34:09 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <719336049.5170@minster.york.ac.uk>
Source record: 42409

In article <A15417@UN.maus.de> Martin_Koehling@un.maus.de (Martin Koehling) writes:
>A very old copy of DRIs GEM documentation says:
>
>> WM_TOPPED
>> GEM AES uses this message to tell the application that the user has
>> requested its window or another applcation's window be moved to the
>> top (made active).
>
>(i.e.: the user clicked on one of the application's windows that is NOT
>currently on top)
>
>(BTW: I think the "another application's window" part may be obsolete...)
>
>> WM_NEWTOP
>> GEM AES uses this message to tell the application that its window has
>> just been placed on top (made active)
>
>(...possibly by some external event, like another APP/ACC closing one of its
>windows...)
>
>As you can see, these are completely different things; and, unfortunately,
>no released Atari GEM version I know of (including the GEM in TOS 3.06) ever
>sends WM_NEWTOP!

AES 4.0 (which lucky Falcon owners will be receiving) does send WM_NEWTOP.

>Martin_Koehling @ un.maus.de

Mat

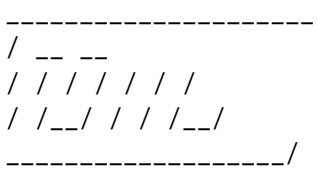
3946. To sell ...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-17 16:39:23 UTC
From: towatts@dcs.warwick.ac.uk
Message-ID: <1992Oct17.163923.21965@dcs.warwick.ac.uk>
Source record: 42403

FOR SALE:

Atari ST Internals (Third Revision) by Bruckmann, English and Gerits - #17

The book has been out of print for a few years now so get it while you can!
Mail me at: towatts@dcs.warwick.ac.uk



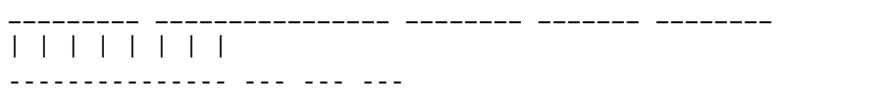
3947. Question: Multi-Syncs with ST or Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-17 17:28:24 UTC
From: wmagro@uiuc.edu
Message-ID: <BwA0JD.Ayr@news.cso.uiuc.edu>
Source record: 42396

I had some difficulty setting up my Taxan MultiVision 770+ with my ST. First my 1040STf did not output a composite sync, which was required by my monitor when in analog mode (and is the VGA standard, i believe). I observed that the separate horizontal and vertical sync lines go _low_ to signal a sync and built a small AND circuit and put it where the rf modulator would be in my ST. I output the composite negative-going sync on pin 12 of the monitor connector and all is well (except for all the ghosting recently discussed. I haven't yet tried r. sheppard's suggestion of 22 ohm resistors on the _monitor_ end).

When I got my hands on a falcon, I tried to plug my ST-cabled multisync into the ST monitor connector without success. So now I've begun to wonder: did I get the composite sync correct on my ST. Could someone who knows please tell me whether the composite sync an ST generates look like:

Vblank hreturn hreturn hreturn



(what my multisync accepts) or like this:

? Perhaps, it could be that the falcon doesn't spit out a composite sync when the ST monitor block is attached, but I can't see why not. I did a continuity test, and the Falcon's composite sync line _is_ connected to the usual ST composite sync pin (12 i think). Unfortunately, I didn't have a scope to look at the line.

Thanks in advance,

Bill Magro

3948. Re: Can IRQ exceptions malloc memory ? (&using IPL7)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-17 20:57:01 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Oct17.205701.2652@cs.mcgill.ca>
Source record: 42398

In article <18937.2add3c82@levels.unisa.edu.au>, 8918927y@levels.unisa.edu.au writes:
> On the subject of TSR's malloc'ing memory - can hardware interrupt
> exceptions in supervisor mode also malloc memory ?.. I'm trying to get a
> exception routine working that calls a Lattice 5.06.01 malloc call (in
> the library, but gets bus errors half way through...).. Should I be
> calling gemdos directly via a trap ?

ARGH. Never malloc memeory unless you are the current GEMDOS process.
Why? Simply because TOS always mallocs the space for the last program called
with exec(). If you malloc() some, and the current program terminates, your
memory will get deallocated automatically, and you wouldn't know it.
Which means terrible effects could happen if let's say, GEM decides to
get some itself for a huge .rsc file, and you decide to write to it !!!

TSR's should rely exclusively on what they start with.

Patrick.

3949. Programming Gem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-17 22:10:58 UTC
From: cstadge@csv.warwick.ac.uk
Message-ID: <1bq31iINN7bl@lily.csv.warwick.ac.uk>
Source record: 42404

Quick Question here. I am the author of the Kickoff 2 Team Editor,
and in teh program my resource editor (MKRSC, the PD program) crashed if I
tried to make more than 7 objects. Does anyone know of another PD resource
editor or do I have to forkout for WERCS?
Secondly, in the program I had a lot of trouble with the window output.
Originally, I set up an object whic I placed in a window, updateing text into
it. Now, I have changed to printing to the screen using the v_gtext command.
Although this is slower, it does save memory (important if your programming
in sozobon C on a 520ST!). Is there a GEM protocol telling me which method to
use?

3950. Re: Question: Multi-Syncs with ST or Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-17 22:16:08 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1bq3b8INNp9m@golem.wcc.govt.nz>
Source record: 42399

>First my 1040STf did not output a composite sync, which was required by my
>monitor when in analog mode (and is the VGA standard, i believe). I
>observed that the separate horizontal and vertical sync lines go _low_ to
>signal a sync and built a small AND circuit and put it where the rf
>ghosting recently discussed. I haven't yet tried r. sheppard's suggestion
>of 22 ohm resistors on the _monitor_ end).
>>
>Thanks in advance,
>
>Bill Magro

Well to get a true Composite sunc I used a xor/xnor, it is posible to use the
+ 12v via 1.5 k, that comes out of pin 8 of the monitor connector to drive
the I.C., but this is only fitted to later machines..

Most sync's are negative going, but buy using a xnor it should be posible to
change it...

Roger..... sheppard_r@kosmos.wcc.govt.nz

3951. GEnie First HongKong RTC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-18 07:39:39 UTC
From: jonc@status.gen.nz
Message-ID: <soXssB1w165w@status.gen.nz>
Source record: 42397

Greetings via Sunny Hong Kong Island,

Just a short note to say that GEnie are having and RTC
in the Atari RT on Monday Evening at 10PM EST live from
Hong Kong.

This will a first for GEnie and no doubt many interesting
items will be discussed.

For those of you who have GEnie access I will see you

10 PM EST this Monday Night

Regards,

Jon Clarke
Z*NET International Global News Gateway (In Hong Kong)

_
Jon Clarke o( )
jonc@status.gen.nz / /\ GE: J.CLARKE6
The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

3952. GCC in TOSwin...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-18 18:40:08 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Oct18.184008.1642@u.washington.edu>
Source record: 42402

I've been having major problems running GCC in TOSwin. I've been using Gulam, which works fine outside TOSwin, but not inside it. I've finally convinced myself to try another shell. I donwloaded several, all of which seem to crash. Does ANYONE out there successfully compile with GCC from a shell in TOSwin? I would really like to hear how it's done! If possible, I'd like to see your shell's configuration file (i.e. gulam.g or tcsh.rc). I've been banging my head for a week trying to get it to work, but to no avail. Thanks in advance...

Dan Aylward
dud@u.washington.edu

3953. Re: Forced Media Change

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-18 21:54:12 UTC
From: as327@cleveland.Freenet.Edu
Message-ID: <1bsme4INNe60@usenet.INS.CWRU.Edu>
Source record: 42405

In a previous article, jat@cch.coventry.ac.uk (STBW) says:

> Is there some PD software which will force my STe (1.62 TOS) to
>detect or just make media change updates on drive B, when ever it is accessed
>or better still when a disk is changed !

Check out Diskutils/fmc.arc on atari.archive.

>--
> \ / "Me, the artist, has produced all this with my own imagination
> /\/\ and skill... Oi!! Yes, you at the back, stop laughing !" 8~}
> \/ -- \ <jat@uk.ac.cov.cch> is (Mirrir, Skippy, Jase, Slarts... Pick 1 :-)
>
--
Roy Bixler
Internet: as327@cleveland.freenet.edu -or- rbixler@nyx.cs.du.edu
"When the going gets weird, the weird turn pro."

3954. Re: Can IRQ exceptions malloc memory ? (&using IPL7)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-19 11:02:41 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <719492560.23451@minster.york.ac.uk>
Source record: 42408

In article <1992Oct17.205701.2652@cs.mcgill.ca> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
>In article <18937.2add3c82@levels.unisa.edu.au>, 8918927y@levels.unisa.edu.au writes:
>> On the subject of TSR's malloc'ing memory - can hardware interrupt
>> exceptions in supervisor mode also malloc memory ?.. I'm trying to get a
>> exception routine working that calls a Lattice 5.06.01 malloc call (in
>> the library, but gets bus errors half way through...).. Should I be
>> calling gemdos directly via a trap ?
>
>ARGH. Never malloc memeory unless you are the current GEMDOS process.
>Why? Simply because TOS always mallocs the space for the last program called
>with exec(). If you malloc() some, and the current program terminates, your
>memory will get deallocated automatically, and you wouldn't know it.
>Which means terrible effects could happen if let's say, GEM decides to
>get some itself for a huge .rsc file, and you decide to write to it !!!

>TSR's should rely exclusively on what they start with.

All true and good advice, but it's worse than that.

You should never call GEMDOS from an interrupt because GEMDOS is not re-entrant. This means that it cannot support two processes calling it at once.

Imagine if the main application is in the middle of some GEMDOS call when your hardware interrupt comes along. Control is passed to your handler, which calls GEMDOS... bang.

> Patrick.

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
Langwith College, Uni of York, UK	-- Blackadder II

3955. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-19 11:13:30 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.92Oct19120930@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 42412

>>>>> On 17 Oct 92 07:18:14 GMT, warwick@cs.uq.oz.au (Warwick Allison) said:
> Followup-To: comp.sys.atari.st.tech

> andrew@minster.york.ac.uk writes:

>If it is then why do Gasteiner(sp?) and ultimately Atari hope to sell the
>Falcon with 64Mb HD for 400 pounds more than the machine without HD.

> Check. I think the Falcon with 64Mb HD also has 4M of memory (rather than 1M).
The gasteiner advert does seem to have a slight cock up. They are pricing a
1meg + internal 64meg drive machine at 899 pounds - the same machine with 4
meg costs a lot more. On the more appealing side, they are selling 2, 4, 8
and 16 meg versions with and without drive, and the 4 meg version is quite
nicely priced (579 pounds, I think).

Kev

3956. Re: HELP: Termcap problem when starting emacs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-19 11:47:45 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <9130035@hpbbrd.bbn.hp.com>
Source record: 42411

I guess this either has to go into the FAQ, or somebody has to fix the termcap code in Emacs ... that's at least the sixth time I'm answering this question:

Emacs uses binary I/O to access the termcap file, and it assumes that lines end with LF, not CR/LF as on the ST. Remove all CRs from you termcap file and it should work.

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-4308 TELNET : 778-4308
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

3957. Re: atari.archive.umich.edu to move

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-19 12:44:33 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Oct19.124433.25642@echo.philips.nl>
Source record: 42416
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech,comp.sys.atari.st

johnj@echo.philips.nl (John Janssen) writes:
>Why is it that my emails to atari@atari.archive.umich.edu
>haven't got replies for the last few weeks?
>Not even the "send index" or just simple "index" worked.

Oops, I was just one day to early, as today I got a reply at last.
Well, it was from my last email sent, so I have to suppose that
all the other emails I sent are lost. Anyway, it's working again!

John
--
John Janssen Email: johnj@echo.philips.nl <-- May stop soon(?)
The Netherlands or: johnj@echo.tds.philips.nl <-- same
Work: +31 40 756425 or: John.Janssen@atehv.bso.nl <-- Back in Nov. 92
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, C

3958. Re: GCC in TOSwin...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-19 12:57:16 UTC
From: mh1@irz205.inf.tu-dresden.de
Message-ID: <M737P7K@math.fu-berlin.de>
Source record: 42406

In article <1992Oct18.184008.1642@u.washington.edu>, dud@hardy.u.washington.edu (Daniel Aylward) writes:

> I've been having major problems running GCC in TOSwin. [...]

Perhaps it's just that your system runs out of memory and the crash has nothing to do with the shell you're running?

GCC grabs all memory it can get by default, so you'd probably like to run your make under limit.ttp.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

3959. Re: GCC in TOSwin...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-19 14:02:17 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Oct19.140217.26041@u.washington.edu>
Source record: 42407

mh1@irz205.inf.tu-dresden.de (Michael Hohmuth) writes:

>In article <1992Oct18.184008.1642@u.washington.edu>, dud@hardy.u.washington.edu (Daniel Aylward) writes:

>> I've been having major problems running GCC in TOSwin. [...]

>Perhaps it's just that your system runs out of memory and the crash has
>nothing to do with the shell you're running?

>GCC grabs all memory it can get by default, so you'd probably like to run
>your make under limit.ttp.

>Michael
>--
>Internet: hohmuth@freia.inf.tu-dresden.de

I have 4 megs, in a TT/030. Maybe that's still not enough... but I'm just compiling hello.c. The error Gulam gives me is "ld: file not found for TERM=tw52" or if I change the terminal type it says "ld: file not found for LINES=30". If I make a file called "TERM=tw5" it says it's an invalid input file. GCC-LD seems to think that my terminal variables are files it's supposed to use! It works fine without TOSwin, even if a copy of gulam is loaded into TOSwin when I run Gulam by itself. So I don't think it's a memory problem. Do you run GCC from a shell in TOSwin? Have you ever had such problems? Maybe I need a later version of GCC-LD. It wasn't in the "GCC201B02.ZOO" on atari.archive. Which file should I download to get the latest GCC-LD?

Thanks,

Dan Aylward
dud@u.washington.edu

3960. Help with GEM VDI functions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-19 16:02:56 UTC
From: Chris.Forker@newcastle.ac.uk
Message-ID: <BwDLww.AoA@newcastle.ac.uk>
Source record: 42330

Can anyone indicate how to achieve different v_pline characteristics similar to those obtainable using vg_text BOLD, NORMAL, and LIGHT. In some code that I am writing I would like to have the facility to make certain lines on the screen appear LIGHT and others in BOLD.

Thanks in advance

Chris

+-=--=--=--=--=--=--=--=--=--=--=--+--=--=--=--=--=--=--=--=--=--=--+
e-mail: Chris.Forker@newcastle.ac.uk	Dept. Marine Technology
voice: +44 91 222-8557	Newcastle University
fax: +44 91 2611182	Newcastle upon Tyne
	NE1 7RU ENGLAND
+-=--=--=--=--=--=--=--=--=--=--=--+--=--=--=--=--=--=--=--=--=--=--+

3961. Megafile 30 in trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-19 18:29:08 UTC
From: HUSFELD@usmv01.usm.uni-muenchen.de
Message-ID: <1992Oct19.182908.6470@news.lrz-muenchen.de>
Source record: 42410

My Megafile 30 is misbehaving. Starting a few days ago, both LED blink with about 3 or 4 Hz after power-on before normal spin-up of the disk sets on after 1 or 2 seconds. That reminds me of a failure I had with the same disk three years, and where the power supply had to be replaced in the end. Nowadays, I wouldn't spend that amount of money again for this slow device, but if somebody has a tip on what to check (in the power supply ?) I would try to fix it myself.

Thanks in advance for any help.

Dirk Husfeld

Institute of Astronomy and Astrophysics Tel.:(FRG) 89 92 20 94 40
Scheinerstrasse 1 Fax :(FRG) 89 92 20 94 27
8000 Munich 80, FRG
Email: husfeld@astronomie.physik.uni-muenchen.dbp.de (X.400)
or husfeld@usm.uni-muenchen.de (Internet)

3962. Undeleting a File - Is It Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-19 19:07:22 UTC
From: thom@agora.rain.com
Message-ID: <BwDuGB.H0x@agora.rain.com>
Source record: 42413

Late one night, after working for many hours at my ST, I accidentally deleted the file I was working on. There is no back-up. I've lost twelve solid hours of editing that I couldn't possibly recreate - it was a lengthy composition for piano.
As a software engineer, I know that it is possible, at least in principle, to undelete a file (e.g., on the IBM PC). Is there a PD program somewhere - perhaps someone could forward it? - which has been in use a fair amount of time that could undelete this file?
Any information would be appreciated. Thanks.

Thom

--
Thom Gandet |
Vancouver, WA 98664-1522 |
(206) 737-7680 (home) | This Area Under
(206) 737-7680 (office) | Construction

3963. Minix File System, how reliable is it?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 02:44:56 UTC
From: sjkinneb@mtu.edu
Message-ID: <1992Oct20.024456.10283@mtu.edu>
Source record: 42414

I got MFS055 from atari.archive and one of the readme files states that I shouldn't use it unless I have FSCK from Minix. I understand the problems that TOS would ordinarily have with the different file system. I have played around with it some, but I have been wary of commiting myself to setting up MINT permanently using MFS on a partition on my hard drive. If anyone with experience with MFS could offer any suggestions, it would be appreciated.

Also, are there any decent hard drive backup utilities that are compatible with the minix file system?

Thank you in advance.

Steve Kinneberg
sjkinneb@mtu.edu

3964. RS-232 Buffer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 06:50:54 UTC
From: alexd@milton.u.washington.edu
Message-ID: <1992Oct20.065054.19515@u.washington.edu>
Source record: 42415

An inexperienced (C) programmer (myself) would like to know how to change the address of the RS-232 Buffer.

The values of the RS-232 buffer are contained and returned in the Iorec() function.

```
- struct iorec
{
*buffer location char *io_buf;
*buffer size char io_bufsiz;
char io_head;
char io_tail;
char io_low;'
char io_high;
}
```

I am able to change the buffer size.

```
- int *bufrec;
bufrec = Iorec();
*(bufrec + 2) = 10000;
```

However I cannot seem to use malloc() to change the buffer location of iorec (changing the first element of the struct iorec to the address allocated by malloc() (char *io_buf;))

It was suggested that I should change the size and location of the buffer in order to fix a problem that I have had plague me for over a month.
*The problem - I have a peripheral device that sends hex packets back. The device sends back most packets properly but one packet (longer than most) doesnt always get through the RS-232 without losing some information.
The theory is that the head of the index gets past the tail because the size of the circular buffer is too small especially if the data is coming in at a high rate.

If anyone out there can help me out . I would greatly appreciate it.

Thanks

3965. Re: Minix File System, how reliable is it?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 07:55:26 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Oct20.075526.25730@bas-a.bcc.ac.uk>
Source record: 42418

In article <1992Oct20.024456.10283@mtu.edu> sjkinneb@mtu.edu (Kinneberg) writes:
>I got MFS055 from atari.archive and one of the readme files states that I
>shouldn't use it unless I have FSCK from Minix. I understand the problems
>that TOS would ordinarily have with the different file system. I have played
>around with it some, but I have been wary of commiting myself to setting up
>MINT permanently using MFS on a partition on my hard drive. If anyone with
>experience with MFS could offer any suggestions, it would be appreciated.

I've been using it for about a year now and have had no problems at all
(even now I have recompiled it without the auto sync()ing after each write).
Stephen Henson has written a version of fsck for MiNT.. but this is
definitely an alpha release.

>
>Also, are there any decent hard drive backup utilities that are compatible
>with the minix file system?

I use Gnu Tar's incremental backup features. (Note: I had to recompile Gnu
Tar with Unix options using the MiNT libs to get it to work)

>
>Thank you in advance.
>
>Steve Kinneberg
>sjkinneb@mtu.edu

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

3966. MiNT-related questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 08:13:31 UTC
From: sbp@jet.uk
Message-ID: <1992Oct20.081331.18217@jet.uk>
Source record: 42417

I have a couple of MiNT-related questions which someone might be able to help me with:

1) Running TOSWIN under MiNT 0.95, I have seen that if I run ksh in a window and execute a command like

```
echo "anything FRED\0" >>u:/pipe/tosrun
```

I can get a new window to open with the title "FRED". Unfortunately the window is immediately marked as "exited".

Is there a way to append a "message" to /pipe/tosrun asking it to open a window and run something inside ?

2) In moving from MiNT 0.94 to 0.95, the timestamp on files in u:/proc has changed its meaning (it now shows the date & time at which the process was started instead of the amount of CPU the process has consumed).

Does anyone know how, given a process filename, I can find out how much CPU time that process has used ?

Thanks in advance for any help.

--

Steve Parker,
JET Joint Undertaking, sbp@jet.uk
Abingdon,
Oxon.
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3967. How to read cursor-keys in C?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 08:21:06 UTC
From: bsteeho@cs.vu.nl
Message-ID: <BwEv77.ACG@cs.vu.nl>
Source record: 42419

Hello,

I have problems reading the codes of the cursor-keys. I've tried getch(), Ccerin(), Crawio(), but none seems to recognize the arrow-keys (where some do recognize "Help", "Undo" and "Backspace"). What do I do wrong, or what other function should I use? (I put the function result in an int, is that wrong?) Can I use the same function for using function-keys?

Thanks, please email

Bert (bsteeho@cs.vu.nl)

3968. Re: Detecting the closing of a

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 08:54:06 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719571246@freyr>
Source record: 42420

mjl-b@minster.york.ac.uk writes:

>In article <A15417@UN.maus.de> Martin_Koehling@un.maus.de (Martin Koehling) writes:
>>
>>> WM_NEWTOP
>>> GEM AES uses this message to tell the application that its window has
>>> just been placed on top (made active)
>>

>AES 4.0 (which lucky Falcon owners will be receiving) does send WM_NEWTOP.

OK!

Let's hope it's implemented the right way! If there are a lot more of these
nice surprises in 4.0, I'll see myself writing ST-incompatible software within
a year, though.

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____________My opinions are my opinions_____________ +31 5700 29396 (weekends)

3969. Re: GCC in TOSwin...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 13:51:52 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct20.095152.1@uwovax.uwo.ca>
Source record: 42421

In article <1992Oct19.140217.26041@u.washington.edu>, dud@hardy.u.washington.edu (Daniel Aylward) writes:
> I've been having major problems running GCC in TOSwin. [...]

> I have 4 megs, in a TT/030. Maybe that's still not enough... but I'm
> just compiling hello.c. The error Gulam gives me is "ld: file not found
> for TERM=tw52" or if I change the terminal type it says "ld: file not
> found for LINES=30".

Try putting the line 'unsetenv ARGV' at the beginning of your gulam.g
file, *or* turning the ARGV= passing mechanism off in TOSWIN (using the
'Environment...' menu selection). Gulam will use ARGV when launching
a program, but it seems to get very confused if ARGV is used for gulam.prg
itself (it leaves the ARGV= string hanging in the environment, so that
subsequent programs get environment variables passed to them as arguments).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3970. Re: MiNT-related questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 14:02:47 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct20.100247.1@uwovax.uwo.ca>
Source record: 42423

In article <1992Oct20.081331.18217@jet.uk>, sbp@jet.uk (Stephen B Parker) writes:
> 1) Running TOSWIN under MiNT 0.95, I have seen that if I
> run ksh in a window and execute a command like
>
> echo "anything FRED\0" >>u:/pipe/tosrun
>
> I can get a new window to open with the title "FRED". Unfortunately
> the window is immediately marked as "exited".

Try
echo -n "directory program arguments\0" >>u:/pipe/tosrun

e.g.: to run the program c:\bin\ls.ttp in directory c:\etc, with arguments
'-l', you would do:

echo -n "c:\etc c:\bin\ls.ttp -l\0" >>u:/pipe/tosrun

> Does anyone know how, given a process filename, I can find
> out how much CPU time that process has used ?

You open the process's entry in u:\proc, and read the data from
the PROC structure. One of the things in there is the amount of user
and system time used by the process (in milliseconds, although it's
accurate only to ~5 milliseconds). See the source code for the "ps"
utility (in mntutl95.zoo) for more details.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3971. mint&tcsh curser leaves blocks behind

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 14:02:59 UTC
From: selick@csa.bu.edu
Message-ID: <99077@bu.edu>
Source record: 42422

Has anybody else had this problem? I switched to v0.95 mint a while back, and suddenly the curser is leaving blocks wherever you hit a return. It also has a tendency to erase characters when you backspace over them and just do some unattractive things.

Thanks for the help,
Steve

3972. Re: HELP: Termcap problem when starting emacs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 15:44:25 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.719595865@vega>
Source record: 42424

jensk@hpbbrd.bbn.hp.com (Jens Kilian) writes:

>I guess this either has to go into the FAQ, or somebody has to fix the termcap
>code in Emacs ... that's at least the sixth time I'm answering this question:

From everything what I know "somebody" fixed that code a looooong time
ago. This does not preclude a lot of versions compiled with older
versions of libraries floatind around.

Michal Jaegermann
ntomczak@vega.math.ualberta.ca

3973. Re: Help with GEM VDI functions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 16:20:56 UTC
From: news@newcastle.ac.uk
Message-ID: <BwFHEx.Grq@newcastle.ac.uk>
Source record: 42331

In article <BwDLww.AoA@newcastle.ac.uk>, Chris.Forker@newcastle.ac.uk (Chris Forker - Nav Arch-) writes:
From: n08z7@turing.newcastle.ac.uk (Craig Graham)
Path: turing!n08z7

>Can anyone indicate how to achieve different v_pline characteristics similar to
>those obtainable using vg_text BOLD, NORMAL, and LIGHT. In some code that I am
>writing I would like to have the facility to make certain lines on the screen
>appear LIGHT and others in BOLD.

Try the vsl_ class of VDI call. They should do the trick.

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

3974. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 16:26:49 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <BwFHop.Gx2@newcastle.ac.uk>
Source record: 42333

On a subject which no-one seems to have mentioned yet, but which is a bit of a problem, what happens to all our old Atari hard drives (I have a Protar 50DC) when the Falcon is released. Can we get a convertor cable of some sort to allow us to plug an old style Atari HD into the Falcons SCSI2 port, or do we have to invalidate our guarantees by opening the case & disconnecting the SCSI driver boards in the HD ?
This could make upgrading an expensive option, so any comments appreciated....

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

3975. Re: How to read cursor-keys in C?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 17:00:53 UTC
From: annius@nanna.research.ptt.nl
Message-ID: <annius.719600453@freyr>
Source record: 42426

bsteeho@cs.vu.nl (Steehouwer B) writes:

> Hello,

> I have problems reading the codes of the cursor-keys. I've tried
> getch(), Ccerin(), Crawio(), but none seems to recognize the arrow-
> keys (where some do recognize "Help", "Undo" and "Backspace").
> What do I do wrong, or what other function should I use? (I put the
> function result in an int, is that wrong?) Can I use the same
> function for using function-keys?

> Thanks, please email

> Bert (bsteeho@cs.vu.nl)

Er is een bit in de conterm-variabele die je kunt zetten waarna Bconin in het hoogste woord altijd een scancode geeft. (Je kunt hier niet zomaar vanuit gaan.) Dan moet je de scancodes van de cursortoetsen weten. Tip: ze zitten allemaal rond de 70/80. (Check even in een boek)

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
Telefoon telefoon telefoon telefoon telefoon telefoon telefoon
-- Herman Finkers

3976. Re: MiNT-related questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 17:06:01 UTC
From: news@newcastle.ac.uk
Message-ID: <BwFJI2.J13@newcastle.ac.uk>
Source record: 42329

In article <1992Oct20.081331.18217@jet.uk>, sbp@jet.uk (Stephen B Parker) writes:
From: n08z7@turing.newcastle.ac.uk (Craig Graham)
Path: turing!n08z7

>I have a couple of MiNT-related questions which someone might be able to
>help me with:
>
>1) Running TOSWIN under MiNT 0.95, I have seen that if I
> run ksh in a window and execute a command like
>
> echo "anything FRED\0" >>u:/pipe/tosrun
>
> I can get a new window to open with the title "FRED". Unfortunately
> the window is immediately marked as "exited".
>
> Is there a way to append a "message" to /pipe/tosrun asking it
> to open a window and run something inside ?
>

In response to this, I re-post this article from the honourable Eric Smith :-

==========

No problem -- TOSWIN opens up a pipe (u:\pipe\tosrun) and listens there
for requests. To run a program in a TOSRUN window, you just have to write
the initial directory for the program, program name, and arguments, all
separated by spaces and terminated by a 0. (Make sure that all of this is
written with one Fwrite call, since otherwise if two programs are accessing
the pipe at the same time their writes could be interleaved.)

Here's a sample implementation:
---------- cut here ----------
```
/*
* runtos: a small program that will launch a TOS or TTP program
* in a TOSWIN window.
* To compile:
* gcc -O -mshort -o runtos.prg runtos.c -lgem16
* To run:
* runtos someprog.tos arg1 arg2 arg3
* OR
* Using the desktop, do an "Install Application" on runtos.prg.
* For "document type", use .TOS. Now, double clicking on a TOS
* program will automatically start it up in a TOSWIN window.
* (unfortunately, it will also cause all TOSWIN windows to be
* hidden -- you'll have to select "TOS programs" from the DESK
* menu to get them back again).
```

```
* BUGS
* See above. Also, it would be nice to have a "runttp.prg"
* that would prompt for .TTP arguments. This is left as an
* exercise for the interested reader. Reporting errors is
* also left as an exercise.
*
* "runtos" was written by Eric R. Smith and is hereby placed in
* the public domain.
*/

#include <minimal.h>

long _stksize = 2*1024;

int
main(int argc, char **argv)
{
/* BUG: shouldn't have a fixed size buffer */
static char buf[1024];
char *where = buf;
int i, fd;
long r;

if (!argv[1]) return 2;

/* first, put the path */
*where++ = Dgetdrv() + 'A';
*where++ = ':';
Dgetpath(where, 0);
if (!*where) *where = '\\';
strcat(where, " ");

/* next, put the program */
strcat(where, argv[1]);

/* finally, put the arguments */
for (i = 2; argv[i]; i++) {
strcat(where, " ");
strcat(where, argv[i]);
}

fd = Fopen("U:\\PIPE\\TOSRUN", 2);
if (fd < 0) return 1;

r = strlen(buf) + 1;

if (Fwrite(fd, r, buf) != r)
return 1;

return 0;
}

================================================================================
```

I hope Eric doesn't mind me re-posting this.

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

3977. MiNT KSH and environment variables

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 17:43:31 UTC
From: mal5781@tamuts.tamu.edu
Message-ID: <1992Oct20.174331.27144@tamsun.tamu.edu>
Source record: 42425

I once again attempted to convert to MiNT. I am happy with MiNT 0.95 but
I need some advice.

What do I need to do in KSH (under MiNT) to get TOS programs to read the
variables. I am tryin to use "elvis" and no matter what I set the
"TMP" variable to, elvis complains that is connot creat a temporary
file. When I use "ls" I only get the "ls" to give me the top
level directory for the drive. I am forced to write:

ls $(pwd)

of I want to see my current directory.

Should I abandon my old friend the Korn Shell and go back to buggy gulam or
try to convert to BASH?

Also, is TOSWIN hostile to Universal Item Selector III? I can't get TOSWIN
to execute with a bus error when I have the UIS III accesory under the
desktop accessory window.

Thanks.
Mark Lehmann
lehmann@cs.tamu.edu

3978. Unixmode ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 18:08:30 UTC
From: hysky@polaris.utu.fi
Message-ID: <1992Oct20.180830.13844@polaris.utu.fi>
Source record: 42427

I'm sorry if this is FAQ but what is UNIXMODE ?? I have seen a couple
of referencies to it but nothing to explain it.
I'd really appreciate if someone could clarify it to me!

Thanks in advance,
/hysky hysky@polaris.cc.utu.fi (j.h.husgafvel)

3979. Re: mint&tcsh curser leaves blocks behind

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 19:14:10 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct20.151410.1@uwovax.uwo.ca>
Source record: 42428

In article <99077@bu.edu>, selick@csa.bu.edu (Steven Selick) writes:
> Has anybody else had this problem? I switched to v0.95 mint a while
> back, and suddenly the curser is leaving blocks wherever you hit a
> return. It also has a tendency to erase characters when you backspace
> over them and just do some unattractive things.

You don't mention which version of TOS you're running, but it's
possible that the 'fasttext' driver doesn't like your version of
TOS. Try commenting out the
CON=u:\dev\fasttext
line in your mint.cnf file by putting a '#' character at the beginning
of that line.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3980. Why the Falcon? or Why the TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 19:42:16 UTC
From: 01mbmccabe@bsu-ucs.uucp
Message-ID: <1992Oct20.144216.10731@bsu-ucs.uucp>
Source record: 42429

Can someone tell me why there is a Falcon 030_and_ the TT030? What's wrong witht the TT? Why is the Falcon necessary? If one is actually better than the other, then why was the 'other' made?
Doesn't even sem that long since the TT came out...Hmmm.

-Matt

3981. MiNT incompatibilities

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 19:56:46 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92294.155646JJL101@psuvm.psu.edu>
Source record: 42432

I have FINALLY :) gotten an acceptable MiNT/toswin setup achieved on my system... still using mintshel, but compiling with GCC 2.1 in a toswin is not so bad if you can do other things while that is happening.
Anyways, I have a MegaSTe 2.06/4 megs...however it seems that Warp 9's new extendosave feature is incompatible with mint or more specifically Toswin. Any ideas on which progs fault this may be? Anyone get these to mutually work? Also, I can't seem to run quickindex under mint at all... is this also a known incompatibility?
Neither of these are enough to make me put MINT away, but just curious if anyone has any ideas on these problems.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

3982. Re: MiNT KSH and environment variables

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 20:00:09 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Oct20.200009.14063@csi.uottawa.ca>
Source record: 42430

In article <1992Oct20.174331.27144@tamsun.tamu.edu> mal5781@tamuts.tamu.edu (Mark Lehmann) writes:
>I once again attempted to convert to MiNT. I am happy with MiNT 0.95 but
>I need some advice.
>
>What do I need to do in KSH (under MiNT) to get TOS programs to read the
>variables. I am tryin to use "elvis" and no matter what I set the
>"TMP" variable to, elvis complains that is connot creat a temporary
>file. When I use "ls" I only get the "ls" to give me the top
>level directory for the drive. I am forced to write:
>
> ls $(pwd)
>
>of I want to see my current directory.
>
>Should I abandon my old friend the Korn Shell and go back to buggy gulam or
>try to convert to BASH?

I think ASH should work ok. (The /bin/sh clone). You could move to tcsh, which definitely is MiNT friendly (and relatively TOS friendly, to boot. Major bonus...) I'm a csh family aficionado, so I'm a little biased here.

The problem that you're having with elvis is that it is hardcoded somewhere to look for the /tmp directory. It won't look at the TMP variable; I've run into this with combinations of TOS/MiNT in both tcsh and mupfel.

A solution that will work under either TOS or MiNT is to make sure that you have a directory /tmp at the top level on EACH partition.

Under MiNT, you can do a symbolic link so that /tmp goes to some arbitrary place, say /dev/f/tmp. This only works with MiNT though. I'd rather go with the /tmp on each partition...

I don't know what can be done about the ls problem... It must be failing to read the current path out of the environment variable, but I don't know why. I've used ksh without having this problem; are you sure it isn't ls that's broken?

>Also, is TOSWIN hostile to Universal Item Selector III? I can't get TOSWIN
>to execute with a bus error when I have the UIS III accesory under the
>desktop accessory window.

I use UIS III and haven't had any MiNT crashes that were at all related to UIS; I run the UIS Desk Acc. under MultiDesk and haven't had any problems with doing it that way.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca | <-- Finger this account
University of Ottawa |
Master of System Science Program |

3983. .TOS / .PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 21:29:36 UTC
From: glens@natinst.com
Message-ID: <1c1to0INNfso@falcon.natinst.com>
Source record: 42431

What is different (if any) about the way the system loads/handles a .TOS (or .TTP) and a .PRG? In other words, how do I know when to call my program a .TOS and when to call it a .PRG? I know that any GEM application should be a .PRG, should everything else be a .TOS/.TTP?

Thanks.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@natinst.com

---

3984. Re: Undeleting a File - Is It Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 22:39:05 UTC
From: max@kernighan.cba.csuohio.edu
Message-ID: <1992Oct20.223905.22331@news.csuohio.edu>
Source record: 42433

thom@agora.rain.com (Thom Gandet) writes:
> As a software engineer, I know that it is possible, at least in
>principle, to undelete a file (e.g., on the IBM PC). Is there a PD program
>somewhere - perhaps someone could forward it? - which has been in use a fair
>amount of time that could undelete this file?

Your directory is minimally altered just after deleting a file -- only the
first letter of the file is changed to a special character. However, only
the head of the linked list of clusters making up the file is in this
directory entry. The head of the linked list goes to the file allocation
table to obtain each next cluster of the file.

Unfortunately, the file allocation table's linked list of clusters for the
file has been freed up again, and I don't believe that you can recover it.

3985. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 23:25:16 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.JjP&MwjDkfk@jonh.wimsey.bc.ca>
Source record: 42291

In <ABADDON.92Oct19120930@suprenum.uk.ac.liverpool.scm.suprenum>
abaddon@uk.ac.liverpool.scm.suprenum (Kevin o donovan) writes:

>The gasteiner advert does seem to have a slight cock up. They are pricing a
>1meg + internal 64meg drive machine at 899 pounds - the same machine with 4
>meg costs a lot more. On the more appealing side, they are selling 2, 4, 8
>and 16 meg versions with and without drive, and the 4 meg version is quite
>nicely priced (579 pounds, I think).

I think Gasteiner is jumping the gun on their advertisements, or Atari
UK is a lot more open with facts than the US. Jim Allen on GEnie claims he
cant't get an answer out of Atari US on whether the Falon's memory controller
can recognise any configuration other than 1,4 or 14 meg.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

3986. Re: HELP: Termcap problem when starting emacs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-20 23:57:56 UTC
From: tevans@unislc.uucp
Message-ID: <1992Oct20.235756.8020@unislc.uucp>
Source record: 42434

FYI, I was told to get the latest version of emacs, which happens to be 18-58. That version was updated so that it didn't matter if you had a ^M at the end of each line in your termcap file. So, after installing the new version, I no longer had the problem.

BTY, In case your wondering you can get emacs version 18-58 from archive.cs.ruu.nl.

Thanks for the help!!

tevans

3987. Re: RS-232 Buffer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-21 00:23:24 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.&1FkEGrGoUA@jonh.wimsey.bc.ca>
Source record: 42292

In <1992Oct20.065054.19515@u.washington.edu> alexd@milton.u.washington.edu (Alex Danilchik) writes:

>An inexperienced (C) programmer (myself) would like to know how to
>change the address of the RS-232 Buffer.

> The values of the RS-232 buffer are contained and returned in
>the Iorec() function.
> - struct iorec
> {
> *buffer location char *io_buf;
> *buffer size char io_bufsiz;
> char io_head;
> char io_tail;
> char io_low;'
> char io_high;
> }

Off the top of my head, forgive(or correct) any mistakes.

declare a global *buff_pointr /* if you're going to save the old io_rec */

unsigned int siz_of_new_buffer; /* assuming int is 2 bytes
otherwise, you'll need to
declare the vaue in 2 chars */

if (buff_pointr= (malloc(size_of_new_buffer))){
io__buf = buff_pointr;
io_bufsize = size_of_new_buffer_wanted;
io_head = io_tail = io_buf; /* I think the head and tail */
/* out in the same position */
Also, you'll have to set the high and low pointers.
Not sure where they initially point. If you plan to deinstall
this without a reboot, save the original pointers.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

3988. Re: Undeleting a File - Is It Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-21 00:42:51 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Oct20.214251.8283@ac.dal.ca>
Source record: 42435

In article <BwDuGB.H0x@agora.rain.com>, thom@agora.rain.com (Thom Gandet) writes:
> Late one night, after working for many hours at my ST, I accidentally
> deleted the file I was working on. There is no back-up. I've lost twelve
> solid hours of editing that I couldn't possibly recreate - it was a lengthy
> composition for piano.
> As a software engineer, I know that it is possible, at least in
> principle, to undelete a file (e.g., on the IBM PC). Is there a PD program
> somewhere - perhaps someone could forward it? - which has been in use a fair
> amount of time that could undelete this file?
> Any information would be appreciated. Thanks.
>
> Thom
>
> --
> Thom Gandet |
> Vancouver, WA 98664-1522 |
> (206) 737-7680 (home) | This Area Under
> (206) 737-7680 (office) | Construction

Try DLII, by Simon Poole. I'm pretty sure it's on a.a., probably in
/utilities (or /disktools). If you can't locate it, mail me and I can
uuencode it and mail it to you. Whatever you do, DON'T write any files to
that disk in the meantime.

John Cordes, Dept. of Physics,
Dalhousie University, Halifax, N.S.,
Canada B3H 3J5 Internet: cordes@ac.dal.ca

3989. Emacs v3.10 calling drive A

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-21 02:11:59 UTC
From: roking@lynx.dac.northeastern.edu
Message-ID: <1992Oct21.021159.15150@lynx.dac.northeastern.edu>
Source record: 42436

I was working with Gemme (Microemacs v3.10) the other night, editing a file in a ram drive. When I hit ^x^s to save, the computer started accessing Disk A... When I got out of the program, I did not find the file on A, but the corrections were in the ramdrive... Is there any reason for the disk access? Is it a bug?

Bob King
roking@lynx.dac.northeastern.edu

3990. Re: GCC in TOSwin...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-21 02:52:33 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Oct21.025233.15160@u.washington.edu>
Source record: 42437

7103_2622@uwovax.uwo.ca (Eric Smith) writes:

>In article <1992Oct19.140217.26041@u.washington.edu>, dud@hardy.u.washington.edu (Daniel Aylward) writes:
>> I've been having major problems running GCC in TOSwin. [...]

>> I have 4 megs, in a TT/030. Maybe that's still not enough... but I'm
>> just compiling hello.c. The error Gulam gives me is "ld: file not found
>> for TERM=tw52" or if I change the terminal type it says "ld: file not
>> found for LINES=30".

>Try putting the line 'unsetenv ARGV' at the beginning of your gulam.g
>file, *or* turning the ARGV= passing mechanism off in TOSWIN (using the
>'Environment...' menu selection). Gulam will use ARGV when launching
>a program, but it seems to get very confused if ARGV is used for gulam.prg
>itself (it leaves the ARGV= string hanging in the environment, so that
>subsequent programs get environment variables passed to them as arguments).
>--

Allright! It worked! Finally I have a C development system. I still
can't get any shell besides gulam to run properly, but I think I can
survive...

Thanks everyone for all your help...

Dan Aylward
dud@u.washington.edu

3991. Will PCDITTO 3.01 run on an STFM tos 1.2?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-21 04:48:54 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Oct21.044854.4189@zooid.guild.org>
Source record: 42293

Well will it?

If anybody's running PCDitto, what kind of machine are you running it on?

tos version?

What's the difference between and STF (which this PCDITTO does run on)
and STFM (won't ??)

3992. Re: Detecting the closing of a

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-21 05:32:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A50308@MS.maus.de>
Source record: 42317

mjl-b@minster.york.ac.uk wrote:
>AES 4.0 (which lucky Falcon owners will be receiving) does send WM_NEWTOP.

First of all, Falcon's TOS contains AES 3.3, which is different from
MultiTOS' AES. Furthermore, the new AES will not send WM_NEWTOP, but
WM_ONTOP (which has a different message number).

3993. ls in tcsh on u drive doesn't work

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-21 09:14:24 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719658864@freyr>
Source record: 42440

I just installed MiNT and TOSWIN and such in my Gemini environment, but the `ls' from PSTOPLS.ZOO doesn't seem to work at all (it runs but with no output).

--

Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
Telefoon telefoon telefoon telefoon telefoon telefoon telefoon
-- Herman Finkers

3994. Re: mint&tcsh curser leaves blocks behind

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-21 09:15:42 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719658942@freyr>
Source record: 42438

selick@csa.bu.edu (Steven Selick) writes:

>Has anybody else had this problem? I switched to v0.95 mint a while
>back, and suddenly the curser is leaving blocks wherever you hit a
>return. It also has a tendency to erase characters when you backspace
>over them and just do some unattractive things.

Yes, try running Mupfel under MiNT (whether console or full screen). It has to
do with the choice for a console device (in mint.cnf set con=fastterm or sth).
This solves the cursor on/off thing but not the redirection of Bios functions
(Consbfix doesn't seem to work). See my article on comp.sys.atari.st.

>Thanks for the help,
>Steve

Always good to know you're not the only one

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
Telefoon telefoon telefoon telefoon telefoon telefoon telefoon
-- Herman Finkers

3995. Re: mint&tcsh curser leaves blocks behind

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-21 09:18:17 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719659097@freyr>
Source record: 42439

7103_2622@uwovax.uwo.ca (Eric Smith) writes:

>In article <99077@bu.edu>, selick@csa.bu.edu (Steven Selick) writes:
>> Has anybody else had this problem? I switched to v0.95 mint a while
>> back, and suddenly the curser is leaving blocks wherever you hit a
>> return. It also has a tendency to erase characters when you backspace
>> over them and just do some unattractive things.

>You don't mention which version of TOS you're running, but it's
>possible that the 'fasttext' driver doesn't like your version of
>TOS. Try commenting out the
>CON=u:\dev\fasttext

On my system (TOS 1.6, Mupfel) I solved it just the other way round (by
changing con to fasttext)!

>line in your mint.cnf file by putting a '#' character at the beginning
>of that line.

(Delete the # character that is there in the supplied mint.cnf example).

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
Telefoon telefoon telefoon telefoon telefoon telefoon telefoon
-- Herman Finkers

3996. Re: Undeleting a File - Is It Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-21 11:18:52 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Oct21.111852.17399@cs.ruu.nl>
Source record: 42294

```
>>>>> cordes@ac.dal.ca (John Cordes) (JC) writes:

JC> Try DLII, by Simon Poole. I'm pretty sure it's on a.a., probably in
JC> /utilities (or /disktools). If you can't locate it, mail me and I can
JC> uuencode it and mail it to you. Whatever you do, DON'T write any files to
JC> that disk in the meantime.

I once tried to use DLII, but it just bombed (2 bombs if I remember correctly).
--
Piet van Oostrum <piet@cs.ruu.nl>
```

3997. MiNT Lattice C Library

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-21 11:21:30 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <BwGy7v.LCx@newcastle.ac.uk>
Source record: 42332

I have just downloaded the latest release of the MiNT librarys, and am having trouble getting the Lattice library to work.

The main README file says that there should be some extra docs in the LATTICE directory, but there aren't any. Has anyone got these libs to work???
If so, how ? (Step by step, please, I'm not an expert at setting up compilers & libraries).

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

3998. Re: GCC in TOSwin...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-21 15:05:00 UTC
From: Christof_Stadler@s.maus.de
Message-ID: <A5557@S.maus.de>
Source record: 42316

```
d>I have 4 megs, in a TT/030. Maybe that's still not enough... but I'm
d>just compiling hello.c. The error Gulam gives me is "ld: file not found
d>for TERM=tw52" or if I change the terminal type it says "ld: file not
d>found for LINES=30". If I make a file called "TERM=tw5" it says it's an
d>invalid input file.
You can configure TOSWIN (GLOBAL->ENVIRONMENT) not to set these environment
variables. Just try it!

Bye

Christof
```

3999. Hi-res monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-21 16:29:08 UTC
From: t_smith@vivian.enet.dec.com
Message-ID: <1992Oct21.162908.14521@rdg.dec.com>
Source record: 42298

Hi,

This is my first attempt to post an article, so please bear with me.....

Could someone please advise what's the difference between the SM144 monitor and the SM146 - these are being advertised in the magazines, but I don't know what they're like

Thanks very much

Tony

4000. Problems with (old) ICD Advantage SCSI host adapter ...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-21 18:14:12 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <1c46lkINNk20@skat.usc.edu>
Source record: 42295

Hi,

I am having problems with an old (circa 1989) ICD host adapter (with
built-in clock) on my TT. Before I start, I should say that it was working
a couple of days ago so it is not a compatibility problem.

OK. Well, I was going to give my cousin the 48MB drive that came with
my TT (its a Seagate 157N-1 that I replaced with a Q105LPS). So I took my
Q80s off of the host adapter (which had been working fine) and connected
the Seagate to the host adapter. The Seagate was terminated, as was my 80s.
When I tried to load the ICD boot software (I normally boot with AHDI5.0)
it could not find a host adapter. When I ran IDcheck, it would not find the
drive at ACSI0, and it would "skip" over ACSI6 (where the clock is located).
I found through experimentation that I could get IDcheck to see the clock
if I a) took off the terminating resistors of the drive (still no drive tho),
or b) completely removed the SCSI cable from the drive. Then I tried it with
my Q80s - same problem. Thinking that I blew my drives, I checked them using
the internal scsi of the TT - I found that although I couldn't get the Seagate
to be recognized, there was nothing wrong with the 80s.
Just to make sure it wasn't the cable, I used another known good 50
pin SCSI cable and had the same problems.

So what I need to know is a) did I miss a trick? b) if the host adapter
is dead, what is the cheapest ICD host adapter (preferably with clock and can
be mounted in an external drive chasis, again preferably mountable in an IBM XT
case)? c) Would anyone happen to have either the logic board from a 157N-1
that is good (but the disks are bad) that they would be willing to sell me,
or the number of a company that could repair/sell me a new 157N-1 logic board.

Oh, something I was thinking about. I don't have a second ACSI cable
to check this out, but could the ACSI cable be damaged so that it can give
valid data for the internal clock but not for the drive? Also, another
symptom I almost forgot was that when the drive was connected to the host
adapter (and IDcheck could not see the ICD clock), when I exited the program,
all accesses to the floppy result in a "the data on floppy may be damaged"
error, but as soon as I disconnect the drive, it works fine.

Thanks to anyone who can shed some light here.

-Mike Baffoni

4001. Re: Undeleting a File - Is It Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-21 18:21:20 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Oct21.182120.3392@cs.mcgill.ca>
Source record: 42296

In article <1992Oct20.223905.22331@news.csuohio.edu> max@kernighan.cba.csuohio.edu (Max Polk) writes:

>
>Your directory is minimally altered just after deleting a file -- only the
>first letter of the file is changed to a special character. However, only
>the head of the linked list of clusters making up the file is in this
>directory entry. The head of the linked list goes to the file allocation
>table to obtain each next cluster of the file.
>
>Unfortunately, the file allocation table's linked list of clusters for the
>file has been freed up again, and I don't believe that you can recover it.

Yes you can. With some work, of course, but it can be done. It's even easy
if it's a text file, because you can just look at all the unused clusters,
and link them all up in the FAT (File Allocation Table). I've done it many
times (OK, It's not too bright to delete so many files :-), and I always
got the whole thing back.
Using a program like DLII (Mentionned previously on this thread) sure eases
the whole thing, so get it from a.a.

Patrick.

4002. Re: .TOS / .PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-21 18:28:15 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Oct21.182815.3535@cs.mcgill.ca>
Source record: 42297

In article <1c1to0INNfso@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>
> What is different (if any) about the way the system loads/handles a
>.TOS (or .TTP) and a .PRG? In other words, how do I know when to call my
>program a .TOS and when to call it a .PRG? I know that any GEM application
>should be a .PRG, should everything else be a .TOS/.TTP?
>
>Thanks.
>--
>"Now You're Playing With Power Without The Price!" Glen Sescila |||
> / | \
>My opinions do not necessarily reflect those of my employer and probably are
>exact opposites. InterNet: glens@natinst.com
>--

When you exec() a .TOS or .TTP program (Or double-click on the destop),
GEM gets turned off. That means no windows, menus, dialog boxes, etc ...
and no mouse either. But the program gets a nice clear screen to start
with.
.PRG or .APP programs run under GEM. Although they can use everything
.TOS or .TTP programs can (text), they get the advantage of being able to
use GEM stuff.
The major difference is that the desktop will never give the command line
dialog for GEM programs. Instead, files written as applications for the
program (In the Install Application submenu) will call the it when
double-clicked on, and will send their filename and path as command line.
Otherwise, it's just to tell the user what to expect: .PRG or .APP tells
the user that he'll get fancy windows and menus. .TOS means he gets bogged
down text only stuff (boring ...)

Patrick.

4003. C++ on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-21 19:25:27 UTC
From: bert@cs.wpi.edu
Message-ID: <1c4ar7INNe20@bigboote.WPI.EDU>
Source record: 42299

Hi, i`m interested in using C++ on the ST. I have a PureC Compiler.
Does anybody now of extensions to this system or other compilers that
would do the trick?

Thanxs

4004. Re: Why the Falcon? or Why the TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-21 19:30:26 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.f_8h8uZ4iDI@fredrik.atari.no>
Source record: 42200

In <1992Oct20.144216.10731@bsu-ucs.uucp>, 01mbmccabe@bsu-ucs.uucp writes:
>Can someone tell me why there is a Falcon 030_and_ the TT030? What's wrong
>witht the TT? Why is the Falcon necessary? If one is actually better than the
>other, then why was the 'other' made?
> Doesn't even sem that long since the TT came out...Hmmm.

The Falcon is a quite different from the TT. The TT has a more bussineslike
aproach, in that it has a expasionslot, can have much more memory installed
(I have seen cards with up to 256MB on), it takes a larger internal harddisk,
it has a 1280*960 resolution suitable for DTP and professional wordprocessing
etc. It is also quite expensive, but offers more 'traditional' cpu-power than
the falcon.

The falcon is a dedicated multi-media machine with resolutions perfect for
video applications, and CD quality sound with direct-to-disk recording
capabilities. Just read the specs given in one of the FAQ's to see how
different these machines are!

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

4005. Re: Why the Falcon? or Why the TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-21 23:12:44 UTC
From: ekrimen@wet.UUCP
Message-ID: <4406@wet.UUCP>
Source record: 42304

In article <1992Oct20.144216.10731@bsu-ucs.uucp> 01mbmccabe@bsu-ucs.uucp writes:
>Can someone tell me why there is a Falcon 030_and_ the TT030? What's wrong
>witht the TT? Why is the Falcon necessary? If one is actually better than the
>other, then why was the 'other' made?
> Doesn't even sem that long since the TT came out...Hmmm.

The TT is more appropriate for desktop publishing and CAD work while the
Falcon is more in tune (pun?) with music, multimedia, and animation. The TT
has a detachable keyboard and the Falcon does not (yet). The Falcon has some
advanced features, such as SCSI-2 and DSP, which will no doubt be included with
a machine that will eventually replace the TT.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

4006. Re: Why the Falcon? or Why the TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-21 23:35:26 UTC
From: monnier+@CS.CMU.EDU
Message-ID: <BwHw74.HxK.2@cs.cmu.edu>
Source record: 42300

In article <1992Oct20.144216.10731@bsu-ucs.uucp>, 01mbmccabe@bsu-ucs.uucp writes:
> Can someone tell me why there is a Falcon 030_and_ the TT030? What's wrong
> witht the TT? Why is the Falcon necessary? If one is actually better than the
> other, then why was the 'other' made?
> Doesn't even sem that long since the TT came out...Hmmm.
>
>
> -Matt
>

Good question !!!

Why is there a Mac Classic although the Quadra is much better ?

Stefan

4007. Re: Undeleting a File - Is It Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-21 23:39:59 UTC
From: monnier+@CS.CMU.EDU
Message-ID: <BwHwEn.I7D.2@cs.cmu.edu>
Source record: 42301

In article <1992Oct21.182120.3392@cs.mcgill.ca>, bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
> In article <1992Oct20.223905.22331@news.csuohio.edu> max@kernighan.cba.csuohio.edu (Max Polk) writes:
>
> Yes you can. With some work, of course, but it can be done. It's even easy
> if it's a text file, because you can just look at all the unused clusters,
> and link them all up in the FAT (File Allocation Table). I've done it many
> times (OK, It's not too bright to delete so many files :-), and I always
> got the whole thing back.
> Using a program like DLII (Mentionned previously on this thread) sure eases
> the whole thing, so get it from a.a.
>
> Patrick.

You can also use a.a.u.e: atari/Diskutils/unerase.lzh !
I haven't had too many problems with it (at least none cause of the
programm. But some cause of me)

Stefan

4008. Re: RS-232 Buffer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-22 00:13:28 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.92Oct21191328@kropotkin.gnu.ai.mit.edu>
Source record: 42302

In article <H.ea.&1FkEGrGoUA@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>
> unsigned int siz_of_new_buffer; /* assuming int is 2 bytes
> otherwise, you'll need to
> declare the vaue in 2 chars */
>
> if (buff_pointr= (malloc(size_of_new_buffer))){
> io__buf = buff_pointr;
> io_bufsize = size_of_new_buffer_wanted;
> io_head = io_tail = io_buf; /* I think the head and tail */
> /* out in the same position */
> Also, you'll have to set the high and low pointers.
>Not sure where they initially point. If you plan to deinstall
>this without a reboot, save the original pointers.

The high and low water marks are not pointers. They are amounts: when the amount of data in the receive buffer is greater than the high water mark, the system will send ^S (assuming XON/XOFF flow control) to the remote host. When it has processed enough of the buffer so that the amount of data in the receive buffer is less than the low water mark, it sends ^Q to the host. A good high water mark is about 75% to 85% of the size of your buffer; a value around 100 should always do for low water mark (unless of course you're setting a really small buffer.)

Also note that for he RS-232 device, Iorec() returns a pointer to TWO iorec structures, the first for the receive buffer, and the second for the transmit buffer. (the pointer you get is to the first structure, and the second structure immediately follows it in memory.)

Cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for Programming Freedom! Write to lpf@uunet.uu.net for more information.

4009. Re: MiNT incompatibilities

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-22 00:33:04 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct22.003304.13141@elroy.jpl.nasa.gov>
Source record: 42303

In article <92294.155646JJL101@psuvm.psu.edu> J.J. Lehett <JJL101@psuvm.psu.edu> writes:
> I have FINALLY :) gotten an acceptable MiNT/toswin setup achieved on my
>system... still using mintshel, but compiling with GCC 2.1 in a toswin is not
>so bad if you can do other things while that is happening.

You might like GCC 2.2.2 better, it is a little faster and a bit less buggy.
(By "little faster" I mean, about 3%. }-)

> Anyways, I have a MegaSTe 2.06/4 megs...however it seems that Warp 9's
>new extendosave feature is incompatible with mint or more specifically
>Toswin. Any ideas on which progs fault this may be? Anyone get these to
>mutually work? Also, I can't seem to run quickindex under mint at all... is
>this also a known incompatibility?

I've had this problem as well, the screen saver has been prone to locking up
my system. Don't know yet where the problem is, but I'd guess that Warp 9's
VBlank interrupt handler is doing something naughty. The MiNT handler saves
and restores registers before it does anything, and doesn't make any OS calls,
so I doubt that it is the cause of the problem. Also, I couldn't get Warp 9
to work with MiNT at all when using the Warp 9 control panel. Seems to be a
bit of contention in grabbing the system trap vectors. QuickIndex 2.2 locks
up on me in the text output tests when BIOS buffering is on, but works OK
with it off. (But of course, text output is godawful slow when buffering is
off.) Uniterm also exits with a bus error when executing an auto-login macro
if BIOS buffering is on. I have no idea why these programs are affected in
this manner, since it looks like the buffering code is perfectly good.

> Neither of these are enough to make me put MINT away, but just curious
>if anyone has any ideas on these problems.

Right now I wish I had a decent 68000 simulator. I've been trying to track
down a bug I introduced into my copy's context-switch code for the past
couple weeks, with no luck. (It's awfully strange to run a debugger, put
a breakpoint into kernel code, and watch the kernel keep on executing while
the breakpoint gets triggered! I'm like "goddamit, I want *everything* to
stop now, cut it out!!!")
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4010. Re: .TOS / .PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-22 06:00:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A50375@MS.maus.de>
Source record: 42211

Glen Sescila (glens@natinst.com) wrote:
> What is different (if any) about the way the system loads/handles a
>.TOS (or .TTP) and a .PRG? In other words, how do I know when to call my
>program a .TOS and when to call it a .PRG? I know that any GEM application
>should be a .PRG, should everything else be a .TOS/.TTP?

It all depends on the settings in desktop.inf (or newdesk.inf). Normally
all program files with extensions PRG and APP are started with
mouse on and the standard background. Files with extensions TOS and
TTP get a blank screen, no mouse and a text cursor.

BTW: actually, GEM applications really should have the APP extension --
this is a very good method to prevent people from copying them into
the AUTO folder.

4011. Re: Why the Falcon? or Why the TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-22 07:16:16 UTC
From: 01mbmccabe@bsu-ucs.uucp
Message-ID: <1992Oct22.021617.10858@bsu-ucs.uucp>
Source record: 42305

```
>
> The TT is more appropriate for desktop publishing and CAD work while the

So does the TT have more numbers-crunching power? Why?

> Falcon is more in tune (pun?) with music, multimedia, and animation. The TT

Then the Falcon has more/better graphics/sound? Why? An how much different?

> has a detachable keyboard and the Falcon does not (yet). The Falcon has some
> advanced features, such as SCSI-2 and DSP, which will no doubt be included
^^^^^^^^^^^^^^
What are/What is the point of these features?

-Matt
```

4012. Mint & tcsh, some problems with it !

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-22 08:11:33 UTC
From: am@Materna.DE
Message-ID: <am.719741493@materna>
Source record: 42306

Hello !
I have an Atari-Mega-ST 2 with 4MB and TOS 1.2 .
Since some weeks I use MiNT 0.95 and TCSH as programming environment for
gcc 2.1.
But there are some little problems.
1.) When I start mint.prg from directory tcsh the tcsh.rc will not be reed
and then I have no alias and no environment-variables given in tcsh.rc .
2.) It isn't posssible to make a clear screen. What do I need to have the
vt52 terminal and to use the ESC-sequence's ?
3.) I also will use Perl sometimes and I want to run some perlskript.
What do I have to do, running such a perlskript from the command-line
under TOS 1.2 . (The same problem I have using my Scheme-Interpreter)
Do I need a better TOS ???

If there is someone who can help me, you can senfd me a mail or answer it
in this news-group. Thanks ....

Achim Millinghaus
am@materna.de
Germany

4013. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-22 10:37:05 UTC
From: ee90jde@brunel.ac.uk
Message-ID: <BwIqtv.Fq@brunel.ac.uk>
Source record: 42309

If the Falcon allows the use of IDE drives and the new
case being designed for it is big enough I don't see why
the box couldn't be botched to to accept 3.5" format disks.

I've also solved all me compatability problems between the
ST, STe, and Falcon when I get it (And when its garantee
runs out) by buying a fairly large case similar to the IBM
and placing all three in it being able to switch between
each to use the best one for the job.

Jon Evans.

4014. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-22 10:37:06 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.92Oct22113302@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 42318

>>>>> On 20 Oct 92 23:25:16 GMT, jhenders@jonh.wimsey.bc.ca (John Henders) said:

> I think Gasteiner is jumping the gun on their advertisements, or Atari
> UK is a lot more open with facts than the US. Jim Allen on GEnie claims he
> cant't get an answer out of Atari US on whether the Falon's memory controller
> can recognise any configuration other than 1,4 or 14 meg.

Quite possibly. I might give them a ring in the next few days and see. It would also be interesting to know if their 4 meg configuration leaves space on the board to go further yourself.

Kev

4015. tr for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-22 11:07:40 UTC
From: neuhaus@bloch.informatik.uni-kl.de
Message-ID: <neuhaus.719752060@bloch>
Source record: 42307

I am posting this for a friend of mine who cannot post by himself. He can send out and receive email through <hhemker@informatik.uni-kl.de>.

This posting was mildly edited by me <neuhaus@informatik.uni-kl.de>.

---

tr for atari-st

If you don't know what tr is -- leave it alone, you won't need it!

This version of tr works with MiNT (0.94 and probably higher), but should work with TOS as well (didn't test that, though).

Readme for tr - Oct 1992 distribution

This is a version of tr written from scratch only by looking at the manpage (SunOS 4.xx). It was surprisingly easy to code.

So I suppose there are some *FEATURES* which should not be supported (;->). I call this version 01 (much room to fix bugs in versions 02 to 09).

tr was written using GCC-atari-st-V1.40 PL2 with MiNT-libs PL19 and has been tested under MiNT 0.94. Everything seems to work well (to me).

I included getopt.h (which is part of many FSF software distributions), in case it's not in your /gnu/include (or wherever you keep your header files). The prototype for the getopt function can be found in unistd.h, but not the global variables that are needed.

Please mail bug reports to hhemker@informatik.uni-kl.de.
If you're not able to use email, try paper mail. The address is

Heiner Hemker
Koenigstrasse 34
D-6750 Kaiserslautern
germany

If you make copies of tr, please read the copyright notice in the file COPYING (right, the FSF standard).

Have fun
Heiner

---

tr can be obtained through ftp.uni-kl.de:pub/atari/mint, in the
files tr-bin.zoo and tr-src.zoo. Some documentation is in tr.txt.

Have fun.

--
Stephan <neuhaus@informatik.uni-kl.de>
sig closed for inventory. Please leave your pickaxe outside.
PGP 2.0 public key available on request. Note the expiration date.

4016. Re: HD-trouble, DMA-IC?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-22 11:27:58 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992Oct22.112758.29306@its.bt.co.uk>
Source record: 42308

In article <memo.687699@cix.compulink.co.uk> apelled@cix.compulink.co.uk writes:
>In article <1bj75uINN2uc@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:

rs>The New replacment IC C398739-001A is free, but there could be a charge
rs>in fitting it ..

ap> Unless you are in the UK. Then it is 10ukp. However, the fitting is
ap>free :-)

You mean people actually stand for this!! Its not even legal under the
``Sale of Goods Act''. The device is faulty at point of manufacture. ie it is
not fit for purpose hence the supplier **must** repair/replace/refund at his
own expense.
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

4017. MiNTLIB - Lattice C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-22 12:47:44 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <BwIwvL.4rK@newcastle.ac.uk>
Source record: 42335

I can't get the Lattice C version of the MiNT librarys to work.
Any help appreciated (I'm not to hot on installing compilers and
librarys, so try to keep it simple...).

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

4018. Re: Why the Falcon? or Why the TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-22 12:55:18 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1150@usdtsg.DaytonOH.NCR.COM>
Source record: 42203

In article <1992Oct20.144216.10731@bsu-ucs.uucp> 01mbmccabe@bsu-ucs.uucp writes:
>Can someone tell me why there is a Falcon 030_and_ the TT030? What's wrong
>witht the TT? Why is the Falcon necessary? If one is actually better than the
>other, then why was the 'other' made?

The TT is the high-powered big-brother of the ST/STe series. The Falcon,
on the other hand, is the low-end of the "next generation" of Ataris,
though it does keep compatibility with the old series, newer software
will be written to use the specific design enhancements of the Falcon
(such as the DSP, the multitude of new graphics modes, etc). Most likely
a higher end of the Falcon030 will probably use a 040 chip...

The TT, in general, is a more powerful system (faster, more memory,
a higher graphics mode). But the TT does not have some of the Falcon's
enhancements. With the present software available, the TT would be
a definite choice. But when Falcon-specific software becomes available
(multi-media stuff in particular) then there'll be a different
set of uses for the Falcon than probably any of the ST/TT series could
do quite as well.

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com
R.ANISKO
Fnet 410

"it's a hockey night in Pittsburgh..." - Mike Lange

4019. Re: Undeleting a File - Is It Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-22 13:22:01 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Oct22.102201.8329@ac.dal.ca>
Source record: 42310

In article <1992Oct21.111852.17399@cs.ruu.nl>, piet@cs.ruu.nl (Piet van Oostrum) writes:
>>>>>> cordes@ac.dal.ca (John Cordes) (JC) writes:
>
> JC> Try DLII, by Simon Poole. I'm pretty sure it's on a.a., probably in
> JC> /utilities (or /disktools). If you can't locate it, mail me and I can
> JC> uuencode it and mail it to you. Whatever you do, DON'T write any files to
> JC> that disk in the meantime.
>
> I once tried to use DLII, but it just bombed (2 bombs if I remember correctly).
> --
> Piet van Oostrum <piet@cs.ruu.nl>

I've used it several times, with no problems. It's in atari/Diskutils, as
dlii024.arc, on atari.archive at umich.edu.

John Cordes
Dalhousie University, Halifax, N.S.,
Canada B3H 3J5 Internet: cordes@ac.dal.ca

4020. Re: Why the Falcon? or Why the TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-22 13:56:54 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719762214@freyr>
Source record: 42312

monnier+@CS.CMU.EDU (Stefan Monnier) writes:

>> Can someone tell me why there is a Falcon 030_and_ the TT030? What's wrong
>> witht the TT? Why is the Falcon necessary? If one is actually better than the

>Why is there a Mac Classic although the Quadra is much better ?

There's a huge difference: the TT and the Falcon both have their advantages,
while the Mac Classic is the just the most dumb (a sort of 520 STE) version of
the Mac.

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
Telefoon telefoon telefoon telefoon telefoon telefoon telefoon
-- Herman Finkers

4021. Re: Why the Falcon? or Why the TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-22 14:33:36 UTC
From: grier@bnr.ca
Message-ID: <1992Oct22.143336.8495@bnr.ca>
Source record: 42311

The TT vs Falcon is a very good question. The Falcon is targeted at the home entertainment(read multi-media) market. The machines actually are very similar in price, when comparably equipped. The TT processor does run at 32Mhz, vs 16Mhz, this only helps when both the instruction and data caches are enabled, and/or you have what is called TT-Ram.

The TT does make a much better workstation, because of it's speed and seperate keyboard. One very nice feature of the TT is the 3U-VME card slot. You can purchase a network card, a video card, extra serial lines and plug any one board into the TT. While more than one card slot, and a 6U card size would be more to my preference the TT is much more easily expanable than the Falcon.

The TT also comes with the FPU, floating point unit, while the Falcon comes with the DSP. Both have their advantages, but I would definitely get an FPU added to a Falcon, the socket is supposedly in there.

Right now my choice is the TT, because it is available. It is price competitive with comparably equipped 386 DX systems.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC

4022. Re: Emacs v3.10 calling drive A

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-22 15:16:15 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Oct22.151615.19041@dcs.warwick.ac.uk>
Source record: 42328

In article <1992Oct21.021159.15150@lynx.dac.northeastern.edu>
roking@lynx.dac.northeastern.edu (robert king) writes:
>I was working with Gemme (Microemacs v3.10) the other night, editing a
>file in a ram drive. When I hit ^x^s to save, the computer started
>accessing Disk A... When I got out of the program, I did not find the
>file on A, but the corrections were in the ramdrive... Is there any
>reason for the disk access? Is it a bug?
>
>Bob King
>roking@lynx.dac.northeastern.edu
>

It could be a virus writting a copy of itself on the disk undercover (or so
it thought) of legitimate drive access.
Check the disk for viruses.

- Leo Hendry

4023. GFA: ftell() equivalent?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-22 17:43:04 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct22.174304.139823@rrz.uni-koeln.de>
Source record: 42313

Hi net.world,

I have this possibly foolish question: Is there a function or command in GFA basic that is equivalent to the ftell() function in C, i.e. that can be used to determine the current position in an open file? Unfortunately, I could neither find such a thing in the GFA manuals nor can I use the GEMDOS FSEEK() function, because I don't know how to determine the GEMDOS file handle associated with a GFA file channel #.

Any ideas? Other than using C or C++ anyway, please :-)

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4024. Re: Undeleting a File - Is It Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-22 19:50:47 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Oct22205047@SunLab41.essex.ac.uk>
Source record: 42314

In article <1992Oct21.111852.17399@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
|> Try DLII, by Simon Poole. I'm pretty sure it's on a.a., probably in
|> /utilities (or /disktools). If you can't locate it, mail me and I can
|> uuencode it and mail it to you. Whatever you do, DON'T write any files to
|> that disk in the meantime.
|
| I once tried to use DLII, but it just bombed (2 bombs if I remember correctly).
There's an accessory floating about called GOODIES which has an undelete
option.

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
like it and keep a copy for your own use, you owe me $20. Please pass it on
to your friends with all documentation. Email okes@essex.ac.uk.

...though he was master of all the world, he was not quite sure what to
do next. But he would think of something.

4025. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-22 21:40:43 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Oct22.214043.16360@newshost.lanl.gov>
Source record: 42135

In article Fq@brunel.ac.uk, ee90jde@brunel.ac.uk (Jonathan D Evans) writes:
>If the Falcon allows the use of IDE drives and the new
>case being designed for it is big enough I don't see why
>the box couldn't be botched to to accept 3.5" format disks.

That's just the problem, Jon... there simply is not enough room in the 1040 style case to shoehorn in a 3.5" form factor hard disk. Of course, _lot's_ of folks have done the "impossible" before. :)

>I've also solved all me compatability problems between the
>ST, STe, and Falcon when I get it (And when its garantee
>runs out) by buying a fairly large case similar to the IBM
>and placing all three in it being able to switch between
>each to use the best one for the job.

If you use an IBM style case, then you have no space problems... only a potential identity crisis. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4026. Re: Problems with (old) ICD Advantage SCSI host adapter ...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-22 22:17:04 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct22.221704.25962@elroy.jpl.nasa.gov>
Source record: 42315

Sounds like you either plugged the cable in upside down (not likely if it
was a keyed connector) or both the drive and the host adapter were trying
to supply TERMPWR. Many drives have a jumper that lets you enable or disable
supplying power to the terminating resistors. If there is no such jumper,
you need to clip the conductor on that pin at the end of the cable that
connects to the drive. I don't think you can disable TERMPWR from the ICD
host adapter end. In either case, (cable upside down, or too many sources
of TERMPWR) it sounds like the Seagate controller board is toast.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4027. Are all roms the same?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 00:12:57 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Oct23.001257.20468@zooid.guild.org>
Source record: 42319

Very puzzling.

I've received mail from people who have the same model of computer as myself (1040 STFM) who ARE running PCDitto 3.01.

My PCDitto 3.01 refuses to run, it starts up, asks for DOS disk, reads the dos disk and then dies.

Is it possible that my 1.2 tos roms are not the same as other 1.2 roms?

Or are there other hardware components that vary slightly depending on where my machine was assembled?

Mike

4028. Re: D.I.Y. 4 Meg upgrade???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 05:00:38 UTC
From: anamr@cats.ucsc.edu
Message-ID: <1c80tmlNNrb4@darkstar.UCSC.EDU>
Source record: 42321

Heck, I designed two memory upgrade boards for the ST. They both took hours to make. I never did use them though, and I can't remember why.

Let me tell you, if you ever want to make a memory upgrade board. DON'T use point to point wiring, etch a circuit board!!

SO I have these two .5 Meg or 2 Meg boards laying around somewhere. They electrically checked out OK.

I think it is a lot easier to piggyback the chips. I have done that a few times. All you need are some good docs. I might just post some on to the net.

4029. SC1224 & Sega Genesis?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 05:06:15 UTC
From: anamr@cats.ucsc.edu
Message-ID: <1c8187INNrci@darkstar.UCSC.EDU>
Source record: 42320

I have heard that some people out there are using their SC1224 monitors with Sega Genesis machines. Has anyone heard how it is done? The SC1224 requires a seperate H-sync & V-sync. The Sega machine outputs a combined Sync on the same line... What to do?!

4030. Upgrading a 520ST past 1mb.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 05:48:09 UTC
From: dddean@bluemoon.rn.com
Message-ID: <yy23sB1w165w@bluemoon.rn.com>
Source record: 42322

HeyLo out there.

I have a 520STfm, with a memory upgrade to 1mb, and it is great, but...

Can anyone tell me a way to upgrade my machine past 1mb? And can anyone tell me the advantages/disadvantages to doing so?

I would like to upgrade this anywhere from 1 to 3 MORE megs, bringing my machine to 2 or 4 megs.

Any replys are gratefully accepted.

David D. Dean, Member (Or, Ex-bigwig)
Explorer Post 891
AT&T Technologies and Bell Labs

These thoughts belong to: dddean@bluemoon.rn.com !!!! No one else!
But if you pay me $1,000,000 they can be yours!

4031. Dying SupraDrive, how to fix it?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 05:51:23 UTC
From: dddean@bluemoon.rn.com
Message-ID: <c523sB2w165w@bluemoon.rn.com>
Source record: 42323

HeyLo out there!

I have a question that I hope SOMEone out there can help me with.

I have a SupraDrive 30 that fails after booting.

It will boot fine, and I can load applications with it for a while, but after about 1 1/2 to 2 hours of use, it sounds like the heads die down, and then I get error messages stating that I need to check the drive and make sure that the cables are correctly attached.

If I shut the drive down and wait about 3-5 minutes, I can turn it back on and take off where I got the error message. This is really anoying when I am d/loading large files from the internet.

Can anyone give me an idea of what to check first? And if the case itself is still good, but the drive is going bad, then what could I use in place of it? I have been thinking about checking into upgrading it anyway.

Thanks for any replys!

David D. Dean, Member (Or, Ex-bigwig)
Explorer Post 891
AT&T Technologies and Bell Labs

These thoughts belong to: dddean@bluemoon.rn.com !!!! No one else!
But if you pay me $1,000,000 they can be yours!

4032. 680x0 vs. 80x86...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 06:28:48 UTC
From: jared@midiline.la.ca.us
Message-ID: <Pu43sB1w165w@midiline.la.ca.us>
Source record: 42327

I need some straight fact, not rumors, tales, or heresay. What is an 8 or 16MHz 68000 faster than, concerning the Intel 80x86 chips? How fast is a 68030 compared to a 386DX-33 or 40MHz system? And my last question...

Does a 50MHz 68030 truely exist? FAST Technologies say they have a 50MHz version of the TT upgrade for Atari Mega ST's (not STe's). I found this to be quite amazing, to say the least. I know they did a "speed hack" on a 16MHz 68000 to bring it up to 25Mhz, but I sure hope the 50MHz 68030 isn't one of those. I like stock power, not "trick enhanced" power, though, there may be no real difference 'tween the two.

Please make all replies in Email to: jared@midiline.la.ca.us

Jared (aka Luposian Knightwolf)

---
jared@midiline.la.ca.us (Luposian Knightwolf)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

4033. Re: Undeleting a File - Is It Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 07:58:11 UTC
From: JOKHC@CUNYVM.BITNET
Message-ID: <92297.035811JOKHC@CUNYVM.BITNET>
Source record: 42326

DLII doesn't work with partitions of greater than 16 megs.
Try using CHKDISK3, it will unerase stuff, and will also allow you to defrag.

4034. Re: Detecting the closing of a

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 11:03:17 UTC
From: annius@nanna.research.ptt.nl
Message-ID: <annius.719838197@freyr>
Source record: 42325

Julian_Reschke@ms.maus.de (Julian Reschke) writes:

>mjl-b@minster.york.ac.uk wrote:

Does the York Minster have e-mail? Surprise, surprise!

>>AES 4.0 (which lucky Falcon owners will be receiving) does send WM_NEWTOP.

>First of all, Falcon's TOS contains AES 3.3, which is different from
>MultiTOS' AES. Furthermore, the new AES will not send WM_NEWTOP, but
>WM_ONTOP (which has a different message number).

I think we're also interested in WHEN this message will be sent. (I.e. not
just when it CAN be sent but are we guaranteed we WILL get a message in a
certain kind of situation?)

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
Telefoon telefoon telefoon telefoon telefoon telefoon telefoon
-- Herman Finkers

4035. Re: Undeleting a File - Is It Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 11:11:26 UTC
From: alf@skid.north.de
Message-ID: <a1222919@skid.north.de>
Source record: 42206

In <1992Oct20.214251.8283@ac.dal.ca> cordes@ac.dal.ca (John Cordes) writes:

>Try DLII, by Simon Poole. I'm pretty sure it's on a.a., probably in
>/utilities (or /disktools). If you can't locate it, mail me and I can
>uuencode it and mail it to you. Whatever you do, DON'T write any files to
>that disk in the meantime.

DLII isn't a good solution. I've used it and got corrupted data. Not only
my files where corrupted, it also corrupted my FATs. So I can't recommend
DLII.

Try to get CHKDISK3. It's from Atari. They only ditribute it to registered
developers, but I saw the programm on a few FTP-servers. That would be the
best solution (IMHO).

Regards,
Alf
--
Alf Hoheisel, Potsdamer Str. 14, D-2940 Wilhelmshaven, Phone: +49 4421 52635
<university> alf@zfn.uni-bremen.de | alf@informatik.uni-bremen.de
<home> alf@skid.north.de

4036. Sound Files

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 12:01:12 UTC
From: cs311113@umbc5.umbc.edu
Message-ID: <1992Oct23.120112.1517@umbc3.umbc.edu>
Source record: 42324

Hey all... I was wondering how compatible aiff, au, and other sound formats are with the St? I know some are 16 bit, some are stereo, etc, but I can convert them to a few different formats. What format would work on the ol St? Thanks..

Paul

4037. MMU/RAM upgrade trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 14:22:40 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992Oct23.142240.5815@daimi.aau.dk>
Source record: 42207

I have recently installed a homebrewed RAM upgrade in my 1040 STFM of ancient vintage (1987 I think).

My problem is that I haven't got any contact to the upper 3MB. One possible and likely cause of this would be that address line A9, which is not original connected, is bogus.

I know that some early MMU's could not address more than 1MB, but according to ST Format, where I got the information, my MMU has got the good serial number.

Before I rush out and spend lots of money on a new MMU chip, I would like to hear if anybody else has any problems of this sort. It is not just a configuration problem? Could it have something to do with resistance/capacitance/noise problems (connection is just a wire from the socket to the RAM board)?

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

Hit the philistines three times over the head with the Elisp reference manual.

- petonic@hal.com (Michael A. Petonic)

4038. Re: Hi-res monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 14:38:22 UTC
From: pjj@cs.man.ac.uk
Message-ID: <6555@m1.cs.man.ac.uk>
Source record: 42192

>what's the difference between the SM144 monitor and the SM146?

I've used a 124, 125 & 146. They all have a clear picture. I don't like the 124 as much as much the 125 and 146, which are very nice (because of the stands & the adjustability).

When I was trying to buy a new monitor recently I was told that around 50% of 144s suffer from distortion in one corner and so the 144 is being discontinued and replaced by the 146. I have never seen a 144, so I have no idea if this is true, or how bad the distortion is, but I have no reason to disbelieve it - the company I was phoning lost a sale by warning me.

4039. Compressing .PRG and/or .TOS, .TTP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 15:39:09 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1992Oct23.093910.47@mimas.arc.ab.ca>
Source record: 42334

I am looking for a good program that will compress .PRG files and/or .TTP and .TOS files while still allowing them to run. So far the only program I have found is 'Pack_Ice v2.4'. Are there others that are better? Any help would be appreciated as my Hard Drive is full.

Bob

4040. Best RS232 fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 16:05:07 UTC
From: neuhaus@vier.informatik.uni-kl.de
Message-ID: <neuhaus.719856307@vier>
Source record: 42197

Hello.

I would like to use my Atari (1040 STF, 4MB memory, TOS 1.4) as a
terminal for a larger computer that I bought recently. Now I know
that there are still bugs in TOS 1.4, concerning RTS/CTS flow control
handling, and probably the serial port interface in general.

My question is:

What is the best RS232 fix for the ST so far?

`Best' in this case means

a. fixes all known bugs (especially the RTS/CTS bug),
b. is freeware or shareware (no crippleware!),
c. runs out of the box (no compilation necessary), and
d. Runs from the AUTO folder, installs itself and
terminates. I want to be able to use the fix with
terminal programs.

Memory requirements are not an issue.

Please reply by email, since I don't read this newsgroup very often.

If you reply, please send mail to neuhaus@informatik.uni-kl.de, not
neuhaus@vier.informatik.uni-kl.de. This is a bug in our news software,
and I'm not sure when we'll get it fixed. Thank you.

--
Stephan <neuhaus@informatik.uni-kl.de>
sig closed for inventory. Please leave your pickaxe outside.
PGP 2.0 public key available on request. Note the expiration date.

4041. Re: Why the Falcon? or Why the TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 17:34:39 UTC
From: ekrimen@wet.UUCP
Message-ID: <4413@wet.UUCP>
Source record: 42193

In article <1992Oct22.021617.10858@bsu-ucs.uucp> 01mbmccabe@bsu-ucs.uucp writes:
>
>> The TT is more appropriate for desktop publishing and CAD work while the
>
>So does the TT have more numbers-crunching power? Why?
>

The TT has a 32Mhz 68030 as opposed to the Falcon's 16Mhz 68030. The TT also comes with a 68882 math coprocessor; the Falcon has a socket for one.

>> Falcon is more in tune (pun?) with music, multimedia, and animation. The TT
>
>Then the Falcon has more/better graphics/sound? Why? An how much different?
>

The TT has 6 possible stock resolutions. The Falcon has 32 possible stock resolutions. ("Stock" = "out of the box".) The TT has the STE's 8-bit audio; the Falcon has 16-bit audio.

>> has a detachable keyboard and the Falcon does not (yet). The Falcon has some
>> advanced features, such as SCSI-2 and DSP, which will no doubt be included
> ^^^^^^^^^^^^^^
>What are/What is the point of these features?

SCSI-2 is an advanced version of the SCSI interface, used to attach external devices such as hard drives and othe storage media, as well as scanners and other peripherals.

DSP is a "digital signal processor," which does just that: processes digital signals. :^) There's better, more extensive descriptions of it available.

I think every major ST magazine in the US has covered the Falcon to a decent degree. If you don't read at least one regularly, you should.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

4042. Re: Undeleting a File - Is It Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 19:36:39 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1992Oct23.193639.22993@gumby.cc.wmich.edu>
Source record: 42338

In article <1992Oct21.182120.3392@cs.mcgill.ca> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
>
> Using a program like DLII (Mentionned previously on this thread) sure eases
> the whole thing, so get it from a.a.

Just one word of warning. As I recall DLII works pretty well with files located in the root of a file system, but if you try to undelete a file in a folder, it writes the data back offset by 1 (sector, cluster?) which can create far worse problems that you started with. Including, of course, not retrieving the file you originally wanted.

I trashed a big chunk of at least one drive this way, a couple years ago, and it took a lot of work to recover things (with tools other than DLII).

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

4043. Re: 680x0 vs. 80x86...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 19:52:04 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <H254sB2w165w@comtch.spk.wa.us>
Source record: 42340

jared@midiline.la.ca.us (Luposian Knightwolf) writes:
> I need some straight fact, not rumors, tales, or heresay. What is an 8
> or 16MHz 68000 faster than, concerning the Intel 80x86 chips? How fast
> is a 68030 compared to a 386DX-33 or 40MHz system? And my last
> question...

An 8MHz ST is almost dead-even with a 12MHz '286. Floating point math
will be faster on the AT, unless you're using GFA Basic. Then the ST is
faster at FP (barely). I haven't tested a 16MHz ST against anything, but
I'd suspect it's about the same as a 20MHz '286 (not quite double the
speed of an 8MHz, thanks to the bus and lots of other things), or about
the same as a 16MHz '386sx.

A 32MHz 68030 Mac is at roughly the same speed as a 33MHz 386dx. I
know the TT is a bit slower at some things, maybe 25MHz 386dx equivalent.
I have no idea about the 68040 or the 486.

Hope this helps...

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

4044. Re: Undeleting a File - Is It Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 21:53:45 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1c9s99INNjfu@golem.wcc.govt.nz>
Source record: 42339

In article <92297.035811JOKHC@CUNYVM.BITNET>, <JOKHC@CUNYVM.BITNET> writes:
>
>DLII doesn't work with partitions of greater than 16 megs.
>Try using CHKDISK3, it will unerase stuff, and will also allow you to defrag.

PLEASE NOTE:::::

CHKDISK3 in not PD and is provided to developers by Atari Corp...

Roger..... sheppard_r@kosmos.wcc.govt.nz

4045. Re: Compressing .PRG and/or .TOS, .TTP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 22:10:08 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Oct23.221008.29964@beaver.cs.washington.edu>
Source record: 42191

In article <1992Oct23.093910.47@mimas.arc.ab.ca> erkamp@JANUS.ARC.AB.CA writes:
>I am looking for a good program that will compress .PRG files and/or .TTP and
>.TOS files while still allowing them to run. So far the only program I have
>found is 'Pack_Ice v2.4'. Are there others that are better? Any help would be
>appreciated as my Hard Drive is full.

If you're willing to spend $25 or so, the DC Utilities comes with a program
called "DC Squish" which apparently does just what you mentioned,
compressing your programs while still allowing you to run them as they were
before. The packages also comes with DC Extract, a GEM-based archiver which
does ARC, LZH, ZIP, and ZOO.

>
>Bob

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

4046. screen flicker from TT ram

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 23:14:31 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992Oct23.231431.28069@ccu.umanitoba.ca>
Source record: 42202
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I get a very irritating screen flicker (or interference of some kind) whenever the TT ram is accessed. Some programs (like Stalker) are difficult to look at because the interference is present all the time. During bootup, the screen only flickers when tt ram is being tested.

I have a TT with tos 3.06 and 32 Meg TT ram on a GE Soft Mighty Mic expansion board. The inside of the tt is mostly free of the usual shielding found on ST's and an earlier TT that I saw, although the plastic moulding appears to be painted with some kind of conductive paint. There is a metal box around the power supply and a half-cover over what i assume is the source of the rf monitor signal.

Has anyone else had similar trouble and if so is there a way to stop it with strategically placed foil? I tried just covering the memory with foil but that didn't help.

Suggestions welcome.

Werner Ens
ens@ccu.umanitoba.ca

4047. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 23:23:03 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct23.232303.14659@elroy.jpl.nasa.gov>
Source record: 42194

In article <BwFHop.Gx2@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>On a subject which no-one seems to have mentioned yet, but which is a bit of
>a problem, what happens to all our old Atari hard drives (I have a Protar 50DC)
>when the Falcon is released. Can we get a convertor cable of some sort to allow
>us to plug an old style Atari HD into the Falcons SCSI2 port, or do we have to
>invalidate our guarantees by opening the case & disconnecting the SCSI driver
>boards in the HD ?
>This could make upgrading an expensive option, so any comments appreciated....

How old is "old" ? If it is really an old drive, is the warranty still going to be in effect anyway?

I would imagine that it would be pretty easy to make the right adapter cable, but it would also probably be even easier simply to remove the ACSI -> SCSI adapter card, since the drive itself is most likely to be SCSI based, or an ST506 drive with an Adaptec SCSI controller.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4048. Re: 680x0 vs. 80x86...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-23 23:31:49 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct23.233149.14943@elroy.jpl.nasa.gov>
Source record: 42195

In article <Pu43sB1w165w@midiline.la.ca.us> jared@midiline.la.ca.us (Luposian Knightwolf) writes:
> Does a 50MHz 68030 truely exist? FAST Technologies say they have a

Yes, since 1990.

>50MHz version of the TT upgrade for Atari Mega ST's (not STe's). I found
>this to be quite amazing, to say the least. I know they did a "speed
>hack" on a 16MHz 68000 to bring it up to 25Mhz, but I sure hope the 50MHz
>68030 isn't one of those. I like stock power, not "trick enhanced"
>power, though, there may be no real difference 'tween the two.

The difference is reliability; Motorola tests their parts at various speeds and assigns speed ratings based on where the parts begin to fail. In the case of the 68000, however, maybe Motorola just doesn't see a market for fast 68000s and so doesn't bother rating them beyond 16MHz. Those chips certainly are reliable at 20, not too sure about 25.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4049. Re: HD-trouble, DMA-IC?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-24 01:05:43 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.705874@cix.compulink.co.uk>
Source record: 42196

In article <1992Oct22.112758.29306@its.bt.co.uk>, jvt@its.bt.co.uk (John Trickey) writes:

>rs>The New replacment IC C398739-001A is free, but there could be a charge
>rs>in fitting it ..
>
>ap> Unless you are in the UK. Then it is 10ukp. However, the fitting is
>ap>free :-)
>
>You mean people actually stand for this!! Its not even legal under the
>``Sale of Goods Act''. The device is faulty at point of manufacture. ie it is
>not fit for purpose hence the supplier **must** repair/replace/refund at his
>own expense.

Well they did offer to repair it free, but the cost of sending it in,
and being without my machine for 3 weeks put me off. The reason for the 3 week
delay was, they said, that a technician was leaving (sad really). The reason
for the 10ukp charge was that when they were doing them free , the system was
being abused. The honest punter has to pay again :-(
As it turned out, the problem wasn't with the DMA chip after all, but
was an over-heating PSU. i only realise this when i got a new Quantum and
put it in with the other drive. Installing a fan cured it (fingers X'ed)

Adam

4050. Re: D.I.Y. 4 Meg upgrade???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-24 01:58:30 UTC
From: monnier+@CS.CMU.EDU
Message-ID: <BwLs5v.F9z.2@cs.cmu.edu>
Source record: 42198

In article <1c80tmINNrb4@darkstar.UCSC.EDU>, anamr@cats.ucsc.edu (Ana M Rodriguez) writes:
>
> Heck, I designed two memory upgrade boards for the ST. They both took
> hours to make. I never did use them though, and I can't remember why.
>
> Let me tell you, if you ever want to make a memory upgrade board. DON'T
> use point to point wiring, etch a circuit board!!
>
> SO I have these two .5 Meg or 2 Meg boards laying around somewhere. They
> electrically checked out OK.
>
> I think it is a lot easier to piggyback the chips. I have done that a
> few times. All you need are some good docs. I might just post some
> on to the net.
>

Forget about the chips. Just use SIMMs. It's cheaper and easier to
use (a lot of work is already done (for example the capacitors)).

You can make you board with some veroboard (no need to 'design and
burn' (with UV or whatever) you board. It's quite straightforward
and easy as soon as you're not afraid of a solder iron !
(the most difficult part for me was to find docs on pinouts
(especially for the Simms)

Stefan

4051. Re: 680x0 vs. 80x86...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-24 02:43:22 UTC
From: monnier+@CS.CMU.EDU
Message-ID: <BwLu8D.GuM.2@cs.cmu.edu>
Source record: 42199

In article <H254sB2w165w@comtch.spk.wa.us>, mhughes@comtch.spk.wa.us (Mark Hughes) writes:
> jared@midiline.la.ca.us (Luposian Knightwolf) writes:
> > I need some straight fact, not rumors, tales, or heresay. What is an 8
> > or 16MHz 68000 faster than, concerning the Intel 80x86 chips? How fast
> > is a 68030 compared to a 386DX-33 or 40MHz system? And my last
> > question...
>
> An 8MHz ST is almost dead-even with a 12MHz '286. Floating point math
> will be faster on the AT, unless you're using GFA Basic. Then the ST is
> faster at FP (barely). I haven't tested a 16MHz ST against anything, but
> I'd suspect it's about the same as a 20MHz '286 (not quite double the
> speed of an 8MHz, thanks to the bus and lots of other things), or about
> the same as a 16MHz '386sx.
>
> A 32MHz 68030 Mac is at roughly the same speed as a 33MHz 386dx. I
> know the TT is a bit slower at some things, maybe 25MHz 386dx equivalent.
> I have no idea about the 68040 or the 486.
>
> Hope this helps...
>
> - Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

Don't forget the 386sx is generally slower running DOS-prg than 286
(cause of internal splitting of memory accesses).
A 68030 is slightly faster than a 386dx.
The same holds for 68040 relative to 486 (espescially for floating
point unit: 68040 is almost twice as fast)
A 68030 at 50Mhz does exist officially, as does a 33Mhz 68040

Anyway, all those speed are very 'environement' dependent: whether
there is a cache (whether it is good or not) or not and other
things (bus speed etc..) can change dramatically the results
(and the prg themselves can influence the results (whether they are
well-optimized for that precise processor or not, ...))

The 68060 is expected to be about as fast as the 'pentium' P5
(and the 6800 is still slower than the 68000)

Stefan

4052. Page flipping flicker fix anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-24 05:21:50 UTC
From: wilsont@rahul.net
Message-ID: <BwM1KE.31n@rahul.net>
Source record: 42201

While writing a 3D app, i used two pages of memory so you can't see
the screen being drawn.
At any rate, according to various docs, it says i do a Setscreen followed
by a Vsync. well. i get a flicker halfway down the screen.
its consistant, unlike when i leave it out (then the flicker is really bad)

whats the solution?

thanks!
(please don't say ASM!!!)

--
Timothy Wilson <wilsont@rahul.net>

4053. Re: Hi-res monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-24 06:39:13 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1car2hINNlut@golem.wcc.govt.nz>
Source record: 42204

In article <6555@m1.cs.man.ac.uk>, pjj@cs.man.ac.uk (Pete Jinks) writes:
>
>When I was trying to buy a new monitor recently I was told that around 50%
>of 144s suffer from distortion in one corner and so the 144 is being
>discontinued and replaced by the 146. I have never seen a 144, so I have no
>idea if this is true, or how bad the distortion is, but I have no reason to
>disbelieve it - the company I was phoning lost a sale by warning me.

This sounds like the usual rubish from untrustworthy dealers..

Here the SM144 is sold for ST,STE, Mega STE as it has a SPEAKER fitted,
the TT has its own speaker so does not need a monitor with a speaker,
its that simple...

Roger.......... sheppard_r@kosmos.wcc.govt.nz

4054. Re: D.I.Y. 4 Meg upgrade???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-24 08:05:35 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1cb04flNNmic@golem.wcc.govt.nz>
Source record: 42205

In article <BwLs5v.F9z.2@cs.cmu.edu>, monnier+@CS.CMU.EDU (Stefan Monnier) writes:
>
>Forget about the chips. Just use SIMMs. It's cheaper and easier to
>use (a lot of work is already done (for example the capacitors)).
>
>You can make you board with some veroboard (no need to 'design and
>burn' (with UV or whatever) you board. It's quite straightforward
>and easy as soon as you're not afraid of a solder iron !
>(the most difficult part for me was to find docs on pinouts
>(especially for the Simms)
>
> Stefan

I have found 2 articles on SIMM/SIP upgrades both are good but have a few
things left out like the resistor for the ninth address bit of the ram (33ohm)
also no mention of connecting both 5 volts and 0 volt lines, and disabling
the ninth data bit, it must not be left disconnected (only for 9 bit SIMMS),
and no mention of pinouts for the MMU..

Also I have found that you can place the 2 megs as the first or second bank
with out any problem..

The only problems in using plug in SIMMS is in getting the sockets, I do have a
updated version of the SIMM upgrade, none plug in, E-Mail me and I will try and
mail it to you....

I have upgraded some 5 machines with the SIMMS stuck down, on ST/STFM's
and Megas also my machine does have plug in SIMMS, I did manage to get some
sample SIMM sockets from Molex, I uses a small piece of
Vero Board (Matrix Board) and its mounted between the PSU and Disk drive,
on top of the metal sceen case..

I was a computer Eng for some 40 years but now work for a TV/Video repair shop,
so I hope I can help some otheres here...

Roger..... sheppard_r@kosmos.wcc.govt.nz

4055. How many sectors?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-24 23:01:15 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <719967674@macbeth.cs.duke.edu>
Source record: 42208

Okay, spot me here. The BIOS (or GEMDOS or whoever's responsible for this) in older (<1.04?) versions of TOS used a signed 16-bit integer to index hard disk sectors, allowing ~32,000 sectors per partition; recent versions use an unsigned 16-bit integer, allowing ~65,000 sectors per partition. With TOS 2.06, then, I should be able to format my 52MB hard drive into a single partition using ~52,000 1K sectors. I just tried it with AHDI 5.00 and it used 2K sectors.

Apparently AHDI doesn't recognize that my system can handle more sectors per partition; is there any way of informing it of this? Failing that, is there a way to muck about with the boot sector directly and trick it into using smaller sectors? [I just finished formatting the disk, so it's not like my data's at risk ;)].

On a related note, the documentation for the Minix .XFS for MiNT alludes to an "extended" Rwabs() syscall that uses a 32-bit int to index sectors, and that AHDI 5.00 groks this call. Is there a way to use this call to set the partition up with ~100,000 512-byte sectors?

[Why am I bothering? Well, as a developer/hacker, I expect to have lots of <2K files laying around, and I'd rather not waste the space.]

Thanks, as always.
-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@romeo.cs.duke.edu | (c) 1992 Hacker Ltd. and cannot be
bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

4056. Re: How many sectors?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-25 09:55:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1cdqtpINN2dg@golem.wcc.govt.nz>
Source record: 42209

In article <719967674@macbeth.cs.duke.edu>, dsb@duke.cs.duke.edu (D. Scott Bigham) writes:
>
>[Why am I bothering? Well, as a developer/hacker, I expect to have lots
>of <2K files laying around, and I'd rather not waste the space.] -sbigham
>--
>Scott Bigham | The opinions expressed above are

That is beacause Atari decided the AHDI will work the same on all TOS
versions..

Try ICD or Supra hard disk software, they work correctly I think..??

I did here that ICD now sells there unpretected version for some $50us..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4057. *** ram test software for 1040 st

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-25 19:58:22 UTC
From: gsgathin@SACAM.OREN.ORTN.EDU
Message-ID: <9210251958.AA00116@sacam.OREN.ORTN.EDU>
Source record: 42210

I currently own an atari 1040 st with 1 meg on board, but
only gives me 512k out of 1 mego n power up. Is there any type of memory test
program that I can run to see which chips are bad on the 1040 st motherboard
?

Any help will be appreciated.

Golando

4058. Undeleting a file.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-25 21:06:07 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <92299.160607EENG6826@RyeVm.Ryerson.Ca>
Source record: 42212

If you have not used the disk after deleting the file, use
DLII024.ARC to undelete the file. I have always been succeful
in recovering files with this utility.
It should be on atari.archive.umich.edu under Diskutils or
something similar.
One time I did a program mistake and deleted an entire directory
of irreplaceble source code and was able to recover every file :-)

Carlos Varela.

4059. Re: How many sectors?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-25 22:39:46 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.J9DmP1vXS1k@fredrik.atari.no>
Source record: 42213

In <719967674@macbeth.cs.duke.edu>, D. Scott Bigham writes:
>Okay, spot me here. The BIOS (or GEMDOS or whoever's responsible for
>this) in older (<1.04?) versions of TOS used a signed 16-bit integer to
>index hard disk sectors, allowing ~32,000 sectors per partition; recent
>versions use an unsigned 16-bit integer, allowing ~65,000 sectors per
>partition. With TOS 2.06, then, I should be able to format my 52MB hard
>drive into a single partition using ~52,000 1K sectors. I just tried
>it with AHDI 5.00 and it used 2K sectors.
>
>Apparently AHDI doesn't recognize that my system can handle more sectors
>per partition; is there any way of informing it of this? Failing that,
>is there a way to muck about with the boot sector directly and trick it
>into using smaller sectors? [I just finished formatting the disk, so
>it's not like my data's at risk ;)].

It's no big deal to alter the disk to what you want. Sector 0 of the disk
contains the BPB (Bios Partition Block), and it can be altered with a
normal diskeditor.
Here's what you do!

The word starting at Byte $0b (11) tells how many bytes/sector:
In your case 00 08 ($0800 = 2048 bytes) Remember that words have their low
byte first on the DISK!! Alter this to 00 04 ($0400 = 1024bytes).

The word starting at byte $13 (19) tells how many clusters there are on the disk
Read the number and double it. REMEMBER that the FIRST byte is the LOW byte
(i.e. if it reads "12 34", the value is actually $3412)!!

The byte at $16 (22) tells how many sectors/FAT. Quadruple this figure (only
relevant if you'r using the disk with TOS filesystem)!

This should do the trick, but it works only on drives smaller than 64MB!!
I did this trick today myself on a 62MB partition intended for the Minix
filesystem extention for MiNT!

--

/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \

4060. Re: Detecting the closing of a

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-26 05:30:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A50723@MS.maus.de>
Source record: 42233

Annius Groenink (annius@nanna.research.ptt.nl) wrote:
>I think we're also interested in WHEN this message will be sent. (I.e. not
>just when it CAN be sent but are we guaranteed we WILL get a message in a
>certain kind of situation?)

I guess it's pointless to discuss features of unfinished AES versions
(I shouldn't have replied in the first place). The 'current' state
of MultiTOS is described in the developer documentation and in the
Falcon book published by 'Data Becker'. New versions of AES will
have new features, and everybody who's really developing GEM applications
should be developer and MultiTOS tester anyway.

4061. Re: .TOS / .PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-26 08:23:17 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.720087797@freyr>
Source record: 42214

Julian_Reschke@ms.maus.de (Julian Reschke) writes:

>BTW: actually, GEM applications really should have the APP extension --
>this is a very good method to prevent people from copying them into
>the AUTO folder.

Indeed, it would be a good idea to officially distinguish THREE types of
program statuses: TOS/GEM and AUTO. So:

TOS/TTP: blank screen, text cursor, no mouse (although, I suppose in
MultiTOS nobody will actually still use the built-
in VT52 emulator if it's still full screen; you
can always install your favourite `xterm' as an
application for TOS/TTP extensions)
PRG: blank screen, nothing at all (but anything possible)
APP/GTP: desktop and mouse

Actually I wonder if the comment after TOS/TTP doesn't change things for all of
the three categories...
--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
Telefoon telefoon telefoon telefoon telefoon telefoon telefoon
-- Herman Finkers

4062. How to make ACC with Gfa Basic

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-26 09:26:33 UTC
From: grillo@flash.ATC.Olivetti.Com
Message-ID: <56660@olivea.atc.olivetti.com>
Source record: 42222

Hi There,
It's possible with the GFA Basic to create an accessory program ?
How ? Are there any programming rules to follow ?
I have the Gfa 3.5 E and the 3.6 German version with the compiler.

Thank you in advance.
Savino

4063. STe Analog Joysticks

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-26 10:23:05 UTC
From: s.smith01@ic.ac.uk
Message-ID: <9210261023.AA20069@cscmgb.cc.ic.ac.uk>
Source record: 42215

Does anyone know the appropriate type of joysticks for the STe's
analog joystick ports (the new 15-pin ones).

What voltages does the A/D run between? (0-5v) (0-1v) (+/-5) ?
Is it linear (I hope so) ?

I have several applications that may benefit from any analog stick and
any information would be very useful.

Also, just out of interest, how *fast* are those A/D's ? Are they fast enough
for Data Logging (probably) or maybe even sound sampling (doubt it)?

Thanks In Advance,

Howie

Howard Jones, Dept of Physics, Imperial College, London SW7
email c/o scs@cc.ic.ac.uk
My own opinions, not yours or IC's!

4064. Scrolling graphics (fast!)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-26 10:31:55 UTC
From: s.smith01@ic.ac.uk
Message-ID: <9210261031.AA20348@cscmgb.cc.ic.ac.uk>
Source record: 42216

This is probably some sort of trade secret, but ...

How do I scroll an area of the screen fast?

I have a screen layout of tiled graphics (16*16 blocks) in a window of
10*10 tiles (actually two windows side by side). The window is onto a
larger (say, 128*128 tiles) area of data - not graphics data, but tile
numbers (I don't have that sort of memory!). I need to be able to
display a chunk of this area to the nearest pixel i.e. smooth-scroll
across the area.

How is this done? I tried a few ways mostly variation on using sprites for
each block, and drawing them all one-by-one. Obviously there is a fundamental
improvement to be made here. Is there an easy(ish) way of implementing this?

The sort of speed I am thinking of is like Supercars or Magic Pockets,
although it needn't necessarily be *smooth*.
I have a fairly large 'palette' of tiles, which seems to preclude
pre-shifting (IMHO).

Any help would be much appreciated

howie

Howard Jones, Dept of Physic, Imperial College, London SW7
EMail c/o scs@cc.ic.ac.uk
My Opinions, not yours, or IC's!
'Are you ready Jack?' 'Ready? I was *born* ready.'

4065. Re: D.I.Y. 4 Meg upgrade???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-26 11:33:35 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992Oct26.113335.10642@daimi.aau.dk>
Source record: 42217

Having just gone through a traumatic nightmare of a DIY upgrade I would like to thorw in some advise too.

First: do as the instruction says. DO NOT CUT _ANY_ CORNERS. For instance, do use sockets, even though the may be expensive and hard to get. You'll save blood, sweat and tears.

Second: find somewhere to put the expansion, and be sure to _CHECK_ that it fits. Do not rely on your eye measurement, and do all this BEFORE you start cutting up the wires.

Last: Try to get your hands on a volt-meter/continuity tester. It makes troubleshooting much easier.

I found an instruction on a.a. describing a SIPP upgrade, but it is easily converted into a SIMM upgrade, and I think that it works. My problems are mostly selfinflicted.

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

Hit the philistines three times over the head with the Elisp reference manual.

- petonic@hal.com (Michael A. Petonic)

4066. Problems with the MiNT 0.96 beta

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-26 12:37:36 UTC
From: boender@dutiws.tudelft.nl
Message-ID: <2249@dutiws.tudelft.nl>
Source record: 42219

Hi all,
I have a problem compiling the MiNT 0.96 beta that Eric Smith released last Friday. When I type 'make', all C-files compile fine, and the 'asmtrans.ttp' and 'genmagic.ttp' programs get built, but the asmtrans program fails to translate the *.spp files to *.s files. The make fails after asmtrans reports `parse error'.
Anyone knows what's going wrong?
I'm running Howard Chu's recent versions of gcc and gas.

Thanks a lot, Hildo Biersma

4067. Re: How many sectors?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-26 13:06:35 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Oct26.130635.17428@dcs.warwick.ac.uk>
Source record: 42218

In article <719967674@macbeth.cs.duke.edu> dsb@duke.cs.duke.edu (D. Scott Bigham) writes:
>Okay, spot me here. The BIOS (or GEMDOS or whoever's responsible for
>this) in older (<1.04?) versions of TOS used a signed 16-bit integer to
>index hard disk sectors, allowing ~32,000 sectors per partition; recent
>versions use an unsigned 16-bit integer, allowing ~65,000 sectors per
>partition. With TOS 2.06, then, I should be able to format my 52MB hard
>drive into a single partition using ~52,000 1K sectors. I just tried
>it with AHDI 5.00 and it used 2K sectors.
>
>Apparently AHDI doesn't recognize that my system can handle more sectors
>per partition; is there any way of informing it of this? Failing that,
>is there a way to muck about with the boot sector directly and trick it
>into using smaller sectors? [I just finished formatting the disk, so
>it's not like my data's at risk ;)].
>
>On a related note, the documentation for the Minix .XFS for MiNT alludes
>to an "extended" Rwabs() syscall that uses a 32-bit int to index
>sectors, and that AHDI 5.00 groks this call. Is there a way to use this
>call to set the partition up with ~100,000 512-byte sectors?
>
>[Why am I bothering? Well, as a developer/hacker, I expect to have lots
^^^^^^^^^^^^^^^^
>of <2K files laying around, and I'd rather not waste the space.]

In that case you will want your hard drive accesses as fast as possible,
and having 52000 sectors on a single partition will slow things down
considerably. I suggest you split your drive in partitions, perhaps
two: one for source files (sector size 1K) and one for your applications
programs, compiler, assembler etc. with 2K or more sectors.

>
>Thanks, as always.
> -sbigham
>--
>Scott Bigham | The opinions expressed above are
>dsb@romeo.cs.duke.edu | (c) 1992 Hacker Ltd. and cannot be
>bigham@hercules.acpub.duke.edu | copied or distributed without a
> (but not for long) | Darn Good Reason(tm).

4068. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-26 14:43:15 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <BwqGw4.8p0@newcastle.ac.uk>
Source record: 42273

>How old is "old" ? If it is really an old drive, is the warranty still going to
>be in effect anyway?

> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

'Old' in this case means 3 months, and with a 2 year guarantee on Protar HDs, I
for one have no intention of even opening the case up.

Am I alone in this ???

Craig Graham, Microelectronics & Software Engineer.

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

4069. Hi-res monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-26 16:41:55 UTC
From: t_smith@vivian.enet.dec.com
Message-ID: <1992Oct26.164155.27417@rdg.dec.com>
Source record: 42220

RE replies 8497 & 8504

Thanks very much for the info - I can now buy in peace.

Tony

4070. Re: Page flipping flicker fix anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-26 16:48:34 UTC
From: grier@bnr.ca
Message-ID: <1992Oct26.164834.14222@bnr.ca>
Source record: 42221

> While writing a 3D app, i used two pages of memory so you can't see
> the screen being drawn.
> At any rate, according to various docs, it says i do a Setscreen followed
> by a Vsync. well. i get a flicker halfway down the screen.
> its consistant, unlike when i leave it out (then the flicker is really bad)

> whats the solution?

Try reversing your Setscreen and Vsync calls. The Vsync will return at the START of a vertical retrace, if you then call Setscreen there should be no problem. This method has worked for me.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC

4071. Re: Undeleting a File - Is It Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-26 19:59:31 UTC
From: ken@isgtec.com
Message-ID: <3489@isgtec.isgtec.com>
Source record: 42231

In article <OKES.92Oct22205047@SunLab41.essex.ac.uk> okes@essex.ac.uk (Simon Oke) writes:
> In article <1992Oct21.111852.17399@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
> |> Try DLII, by Simon Poole. I'm pretty sure it's on a.a., probably in
> |> /utilities (or /disktools).

> There's an accessory floating about called GOODIES which has an undelete
> option.

Yet another undelete program, the old but very useful Disk Doctor, which
I believe was in one of the first Start magazines. (Remember Start? :))
As someone else mentioned, you only have a chance of undeleting if you
did not write ANYTHING to that disk in the meantime.
- kn
--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

4072. TOS 2.05 - What fixes are needed?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-26 21:07:04 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <72552@hydra.gatech.EDU>
Source record: 42223

I just bought a Mega STE with TOS 2.05 installed. The dealer gave
me a disk with utilities, but there were no bug fixes on it or on
the language disk from Atari. Is TOS 2.05 really that clean? Some
how I doubt it. What bugs exist and what fixes are available?
What are the merits of upgrading to TOS 2.06?

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

4073. Re: Page flipping flicker fix anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-27 01:32:53 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10793@uqcspe.cs.uq.oz.au>
Source record: 42264

In <1992Oct26.164834.14222@bnr.ca> grier@bnr.ca (Brian Grier) writes:

>> While writing a 3D app, i used two pages of memory so you can't see
>> the screen being drawn.
>> At any rate, according to various docs, it says i do a Setscreen followed
>> by a Vsync. well. i get a flicker halfway down the screen.
>> its consistant, unlike when i leave it out (then the flicker is really bad)

>> whats the solution?

You are drawing on the wrong screen. You are doing this:

```
Draw on A
Show screen B at next vblank
Vsync
Draw on B
Show screen A at next vblank
Vsync

Draw on A
Show screen B at next vblank
Vsync
Draw on B
Show screen A at next vblank
Vsync

etc.
```

>Try reversing your Setscreen and Vsync calls. The Vsync will return at the
>START of a vertical retrace, if you then call Setscreen there should be no
>problem. This method has worked for me.

This might work, but it it WRONG. The Setscreen call loads the screen pointer into a temporary location and sets the hardware at the next vertical blank (the one the Vsync() waits for).

This is also why "Vsync(); Setscreen(...)" might work - you are effectively saying "sync, then at the next vblank, update the screen to ...". ie:

```
Vsync
Show screen B at next vblank
Draw on screen B
Vsync
Show screen A at next vblank
Draw on screen A
```

This is fine.... until your update frequency drops below 1 frame per vbl... then you get a vblank occuring in the middle of "Draw on screen"!!!

Easiest solution is to switch to C++ and use AMS, which has encapsulated
Double Buffering... :-) :-) :-)

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4074. Re: MiNT incompatibilities

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-27 02:03:58 UTC
From: anneklin@acs.bu.edu
Message-ID: <99607@bu.edu>
Source record: 42224

Just to second/expand on Howard's comments re: MiNT and Warp9, well, I've found that I can't use the Warp9 Control Panel with MiNT, but I also can't get the warp9cfg program (or whatever the name is, the one that tells Warp9 about the defaults you selected) to work either. 8 bombs. Now if I could just remember what that meant, I could be really confused (and the Warp9 CP also produces 8 bombs, it just takes a few seconds to get around to it).

4075. Re: Problems with the MiNT 0.96 beta

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-27 08:16:05 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Oct27.081605.27523@bas-a.bcc.ac.uk>
Source record: 42225

In article <2249@dutiws.tudelft.nl> boender@dutiws.tudelft.nl (P.Boender.TI-tel-4593) writes:
>Hi all,
>I have a problem compiling the MiNT 0.96 beta that Eric Smith released
>last Friday. When I type 'make', all C-files compile fine, and the
>'asmtrans.ttp' and 'genmagic.ttp' programs get built, but the asmtrans
>program fails to translate the *.spp files to *.s files. The make fails
>after asmtrans reports `parse error'.
>Anyone knows what's going wrong?
>I'm running Howard Chu's recent versions of gcc and gas.
>
>Thanks a lot, Hildo Biersma

This is an easy one... some of the *.spp files have lines with just tabs in them.. remove the tab character and they will be processed with no problems!

I found this out last night when I did the same as you.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

4076. Re: GFA: ftell() equivalent?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-27 08:17:00 UTC
From: Uwe_Ohse@pb.maus.de
Message-ID: <A9636@PB.maus.de>
Source record: 42288

aeg03@rrz.uni-koeln.de wrote:
a>I have this possibly foolish question: Is there a function or
a>command in GFA basic that is equivalent to the ftell() function
a>in C, i.e. that can be used to determine the current position in
Try: position%=POS(#1)

a>Any ideas? Other than using C or C++ anyway, please :-)
Modula 2?

Gruss, Uwe

4077. more hard disk questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-27 10:04:05 UTC
From: andrew@minster.york.ac.uk
Message-ID: <720180243.7714@minster.york.ac.uk>
Source record: 42226

I'm in the process of setting up my own Hard Drive. All I need now is an adaptor to connect my ST to a SCSI drive plus some HD software to control it all.

Can some tell me their experiences of AdSCSI (with or without clock), The LINK, or any other such devices. I need to know if I should get extra leads, etc.

I also need to know what kind of software I'll need to set up the Hard Drive, partition it, and so on. Basically this is my first ever hard drive and I'm not sure what to do one I've got all the hard bits.

-Andrew

--
Andrew Hague -- Research Student -- Computer Aided Learning & On-Line Lectures
Dept. of Computer Science, University of York, York, Y01 5DD (+44/0)904 432762
EMAIL: andrew@minster.york.ac.uk
"And... why not?"

4078. Re: Detecting the closing of a

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-27 11:16:02 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <720184562.9836@minster.york.ac.uk>
Source record: 42227

In article <annius.719838197@freyr> annius@nanna.research.ptt.nl (Annius Groenink) writes:
>Does the York Minster have e-mail? Surprise, surprise!

Are you casting aspertions on our beautiful cathedral and / or beloved
comms machine? :-)

>Julian_Reschke@ms.maus.de (Julian Reschke) writes:
>>mjl-b@minster.york.ac.uk (That's me, that is) wrote:
>>>AES 4.0 (which lucky Falcon owners will be receiving) does send WM_NEWTOP.
>
>>First of all, Falcon's TOS contains AES 3.3, which is different from
>>MultiTOS' AES. Furthermore, the new AES will not send WM_NEWTOP, but
>>WM_ONTOP (which has a different message number).

Er. Yes. You're right, and I should read my new AES documentation more
closely and more often. Sorry.

>I think we're also interested in WHEN this message will be sent. (I.e. not
>just when it CAN be sent but are we guaranteed we WILL get a message in a
>certain kind of situation?)

The docs say (I read them again) that the AES issues the message when the
new window is brought to the top. However, because we're talking about a
multi-tasking pseudo real-time system, there is no guarantee that the window
is still on top when your application receives the message.

Is this what you meant?

>Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
>annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
Langwith College, Uni of York, UK	-- Blackadder II

4079. Re: more hard disk questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-27 15:51:10 UTC
From: grier@bnr.ca
Message-ID: <1992Oct27.155110.26324@bnr.ca>
Source record: 42228

I use the ICD ADSCSI+, host adapter with clock, and versrion 5.6 of
the ICD software. My HD is in a WYSE PC-XT case and everything works
fine, on both my ST and my TT.

I have not followed all of your questions bu here is a summary of
things you may want to consider.

1) If your SCSI drive already has a case/PS adding any host
adapter except for the ICD LINK will require case modification
and a 50 pin ribbon cable.

2) If what you have is a SCSI HD sans case you will some kind of
case and PS. Used XT's make excellent cases and can be picked up
for about $50 with power supply. Then get the ICD ADSCSI, or ADSCSI+,
you will have to figure out how to mount it but that is reasonably
simple.

3) If what you have is a SCSI HD sans case you will some kind of
case and PS. Used XT's make excellent cases and can be picked up
for about $50 with power supply. Then get the ICD LINK, and a cable
to connect the LINK to your HD.

If your system is a regular ST, non MEGA, then you most likely do
not have a real-time clock. If this is the case I would recommend
option 2 with the ADSCSI+.

Price (as much as I can remember)
ADSCSI $90.00 (comes with ASCI, 50 pin ribbon cable, and power
adapter)

ADSCSI+ $120.00 (comes with ASCI, 50 pin ribbon cable, and power
adapter)

LINK $110.00 ($90 + required ASCI cable $20.00 additional)

All these host adapters come with ICD's driver and support software.
These are the best I've come across, I have to tried SUPRA HD software.

One word of warning, An ST will boot with the Drive as SCSI ID=0 the
TT seems to balk at it. If you leave the drive with ID=0 and then move
it to a TT the system does will not see the drive on a cold boot, but
does see it after a subsequent warm-boot.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC

4080. Re: How many sectors?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-27 19:25:14 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.fx7yCJD&g0Q@fredrik.atari.no>
Source record: 42229

In <1992Oct26.130635.17428@dcs.warwick.ac.uk>, Leo Hendry writes:
**** stuff deleted *****
>>[Why am I bothering? Well, as a developer/hacker, I expect to have lots
> ^^^^^^^^^^^^^^^^
>>of <2K files laying around, and I'd rather not waste the space.]
>
>In that case you will want your hard drive accesses as fast as possible,
>and having 52000 sectors on a single partition will slow things down
>considerably. I suggest you split your drive in partitions, perhaps

What you say may bee a bit missleading! One can get the impression what you say
is that the accesstime increases with more and smaller sectors on a partition!

This is realy not so! I've been experementing a lot lately with partitionsizes
and sectorsizes. The fact is that the accesstime decreases when reducing
sectorsize without changing partitionsize (increasing number of sectors).
It also have a positive influence on transferrate of 'small' blocks, but
negative influence on transferrate of 'large' blocks! 2k sectors seems to give
the best overall performance out of my drive (connected to a TT)!
But you are right when you say that smaller partitions have better accesstime
than larger partitions, given that the sectorsize is the same!

--
____
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \

4081. Writing an ACC with Sozobon 2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-27 20:56:57 UTC
From: snoret@egon.unx.sas.com
Message-ID: <Bwssux.4rn@unx.sas.com>
Source record: 42230

I have finally gotten the time to begin learning how to program on
my ST. What I mean is learning the ST,GEM,etc. specifics. I've
programmed in C for a couple of years now, but always on UNIX boxes,
where all the linking, etc. was done automagically.

Anyway, here's my problem... I picked up a copy of the VDI and AES programming
guides at the WAACE swap room this year, hoping to finally write some GEM
stuff for my ST. I tried compiling the example desk accessory (somewhere
around page 200 of the AES guide). But no luck. The errors I got were what
I would normally consider a bit strange. It seems that the Sozobon 2.0
compiler didn't like some of the preprocessor macros. For example, the
error messages kept saying I was trying to redefine NONE, where none is

```
#define NONE -1
```

and it really barfed on the macros:

```
#define MAX(X,Y) ( X > Y ? X : Y )
#define MIN(X,Y) ( X < Y ? X : Y )
```

saying something like 'undefined value X' whenever the macro was used.

Am I missing something simple? (likely :) Is there some special preprocessing
I need to do? Do I need some special libraries linked in? Has anyone else
tried the example programs in the VDI or AES guides?

Any help would be greatly appreciated. (and maybe rewarded if I ever learn how
to program the DA I've thought of ;)

Thanks in advance,

Rick
--

Richard E. Tatem Asst. Systems Programmer
snoret@unx.sas.com UNIX Systems Support
(919) 677-8000 x4719 SAS Institute Inc.

4082. Need docs on installing TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-27 21:01:10 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <1992Oct27.210110.11648@oucsace.cs.ohiou.edu>
Source record: 42240

I managed to get hold of a 6-chip set of TOS 1.4, but docs are missing and I need help. The 6 chips have different types of paper labels pasted on top, with the following printed on them:

Lo-0
L1-U6
Lo-2
H0/U4
H1/U3 (on top of another label saying L4-H1)
H2/U2

The question is, which chip in which socket? It's a 1040STf (if that matters). Please help!

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

4083. pcditto ... colour only?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-27 21:28:37 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Oct27.212837.10392@zooid.guild.org>
Source record: 42239

Is anyone running PCDITTO 3.01 with a MONO monitor?

I get the copyright screen coming up on my mono, monitor, it asks for the dos disk, and then dies.

If I run it on a colour monitor (a t.v. actually) it does work.

Seems strange to me that the main screen will come up on a mono monitor but then not run.

How about 720k disks with PCDITTO 3.01?

Does it not support them?

I use the proper dos syntax and it gives me 'parameter not supported'.

Is this a dos message or coming from PCDitto (I'd vote for PCDitto).

4084. Re: Page flipping flicker fix anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-27 21:43:52 UTC
From: klassa@aurs01.UUCP
Message-ID: <61389@aurs01.UUCP>
Source record: 42234

In article <1992Oct26.164834.14222@bnr.ca> grier@bnr.ca (Brian Grier) writes:
>> While writing a 3D app, i used two pages of memory so you can't see
>> the screen being drawn.
>> At any rate, according to various docs, it says i do a Setscreen followed
>> by a Vsync. well. i get a flicker halfway down the screen.
>> its consistant, unlike when i leave it out (then the flicker is really bad)
>
>> whats the solution?
>
>Try reversing your Setscreen and Vsync calls. The Vsync will return at the
>START of a vertical retrace, if you then call Setscreen there should be no
>problem. This method has worked for me.
>
>Brian, WS1S
>Bell Northern Research
>Research Triangle Park, NC

I think the original approach is the correct one, although I could be mistaken... Setscreen doesn't take effect until the next vblank hits & the screen is redrawn. By doing the Vsync *after* the Setscreen, you're effectively making sure that your code waits for the screen to be updated before it continues.

It could be that you're getting flicker because your screen memory isn't on a 256 byte boundary. I wrote the "shell" (for lack of a better word) of a game about a month ago, and ran into a flicker-like problem... My sprites/icons (whatever you want to call them) were showing up in two different places, depending on whether screen 0 or screen 1 was being displayed (for reasons I'll explain in a moment). Since I was using double-buffering for animation (i.e. I was flipping screens just about every vblank), the result was that each icon showed up half the time in one spot and half the time in the other, and would alternate rapidly between the two, causing a rather nasty flicker.

The solution was to insist that my extra page of screen memory was on a 256 byte boundary... When your pointer gets passed into the guts of your ST, via the Setscreen call, its 8 least-significant bits are cleared (for all intensive purposes, anyway -- no flames, please). Since my page buffer was not aligned on a 256 byte boundary, originally, the effect of this "lopping-off" was to shift my screen data quite dramatically, causing it to show up in a different position than it was supposed to. Hence, flicker.

If this isn't it, then I'm not sure what the problem is... If I got the Vsync/Setscreen info backwards, I apologize to Brian (the poster

of the first follow up) -- I think, though, that I got the order
correct.

Good luck...

John

o-o-o-

4085. Some old questions ...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-27 22:37:01 UTC
From: fsctc@lerc03.lerc.nasa.gov
Message-ID: <1992Oct27.223701.20469@eagle.lerc.nasa.gov>
Source record: 42232

It's been a while since I last asked these questions and things might have changed sufficiently to warrent asking them again. Please bear with me.

1. Is there an Ethernet board for ST/TT under TOS runing TCP/IP protocol that is available in the US? Are the SCSI Ethernet boards for the Macs workable on the ST/TT units? The service can be on demand only.

2. What tape backups are available for TT units? SCSI driver software? PD? Shareware? What kind (Brand, model, and capacity) of mechanism?

3. What needs to be done in order to execute a program in TT fast RAM? What tools are available?

4. Is there a version of GFA BASIC that supports the math coprocessor on an ST (as a peripheral device)? Is there one that supports the math coprocessor on the TT? Will this run under the TT RAM?

Thanks.

Clarence Chang

4086. Re: MMU/RAM upgrade trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 00:39:40 UTC
From: monnier+@CS.CMU.EDU
Message-ID: <Bwt366.Bw5.2@cs.cmu.edu>
Source record: 42235

In article <1992Oct23.142240.5815@daimi.aau.dk>, lynbech@daimi.aau.dk (Christian Lynbech) writes:
> I have recently installed a homebrewed RAM upgrade in my 1040 STFM of ancient
> vintage (1987 I think).
>
> My problem is that I haven't got any contact to the upper 3MB. One possible
> and likely cause of this would be that address line A9, which is not original
> connected, is bogus.

This may seem stupid but, have you disabled the other banks ?
Did you put the 33ohms resistor on the A9 line ?
Are you sure you took the right pin (A9) ?

If all this is all right, then I can't see any reason why it doesn't work !
Anybody else has another idea ?

> I know that some early MMU's could not address more than 1MB, but according to
> ST Format, where I got the information, my MMU has got the good serial number.

The MMU shouldn't be the problem (considering your ST is 87)

> Before I rush out and spend lots of money on a new MMU chip, I would like to
> hear if anybody else has any problems of this sort. It is not just a
> configuration problem? Could it have something to do with
> resistance/capacitance/noise problems (connection is just a wire from the
> socket to the RAM board)?

Oops, I answered to quickly !
There should be a 33ohm resistor between MMU and RAM.
I don't know the effect if there is no resistor, but this may be the error.

>
> --
> Christian Lynbech
>
Stefan

4087. MiNT/TOSWin-->Gemini problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 01:15:37 UTC
From: SPAC000 <SPAC@UNB.CA>
Message-ID: <27OCT92.22961360.0048@UNBVM1.CSD.UNB.CA>
Source record: 42237

I cannot seem to run Gemini and MiNT/TOSWin together. While Gemini is fine initinally, it ceases to be able to launch programs once I open a TOS window under TOS Win. The new GEMTERM refuses even to show its face on my colour monitor, so I haven't been able to test that alternative. Is anyone running Gemini and MiNT together? Can it be done? And, while I'm on the air, has anyone seen a recent version of KAOS Desktop? I liked the early version I saw, but it was not especially happy with my software.
Cheers.

4088. DB-19 Connectors Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 01:29:28 UTC
From: galanter@nyu.edu
Message-ID: <1992Oct28.012928.17337@cmcl2.nyu.edu>
Source record: 42236
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Does anyone know where I can buy crimp-on (or soldered) DB-19 connectors
and 19 line ribbon cable? Please e-mail response...

Thanks, Phil

=-=-=-

4089. NEC GS2a multisync - Has anyone tried it?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 02:46:10 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <72752@hydra.gatech.EDU>
Source record: 42238

I have an opportunity to purchase a NEC GS2a grey scale multisync monitor for less than the price of a used SM124. The docs say it's a true multisync, able to handle horizontal frequencies to 35KHz and vertical frequencies to 80Hz. Has anyone tried to use this monitor? If this works with STs, where can I get a ST video plug?

--

David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

4090. PatchLevel 83 blues...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 05:16:29 UTC
From: anneklin@acs.bu.edu
Message-ID: <99745@bu.edu>
Source record: 42241

I've spent several hours today, trying to get my libraries for GCC up to speed (read: latest and greatest). I finally got through patching the sources from Update 24, and archived the whole lot, just to be safe.

I then started compiling (this is using GCC 2.2.2 pl 3 as compiled by Bjarne Pohlers). The first couple of dozen files just fly through, and then it gets to the first of the modules imbedded in the source file gnulib2.c. And it starts griping about a null character in the file string.h as included by gnulib2.c. And then it complains about a null character in the file string.h as included by the file string.h as included by the file gnulib2.c (this, of course, being an English translation)

Does anyone have any ideas? I ran across a problem with include extensions interfering with the pre-compiled headers capability once, but that's not what this is.

Suggestions?

Mike.

4091. Re: more hard disk questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 06:26:29 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1clbqlINNki8@aludra.usc.edu>
Source record: 42242

In article <1992Oct27.155110.26324@bnr.ca> grier@bnr.ca (Brian Grier) writes:
>One word of warning, An ST will boot with the Drive as SCSI ID=0 the
>TT seems to balk at it. If you leave the drive with ID=0 and then move
>it to a TT the system does will not see the drive on a cold boot, but
>does see it after a subsequent warm-boot.

Huh? I've tried both my Q105lps and Q80s as ID=0 on both my SCSI
(internal) bus and on my ACSI bus - I have had no problems booting from
either one on cold bootup. Perhaps you were experiencing some sort of SCSI
conflict of IDs (two drives on the same ID)? Same with the original Seagate
157N.

>Brian, WS1S
>Bell Northern Research
>Research Triangle Park, NC

-Mike

4092. Re: PatchLevel 83 blues...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 06:34:06 UTC
From: rosenkra@convex.com
Message-ID: <1992Oct28.063406.10983@convex.com>
Source record: 42243

In article <99745@bu.edu> anneklin@acs.bu.edu (Patricia Anne) writes:
[about compiling gnu lib with gcc 2.2.2]
>gnulib2.c. And it starts griping about a null character in the file
>string.h as included by gnulib2.c. And then it complains about a null
>character in the file string.h as included by the file string.h as
>included by the file gnulib2.c (this, of course, being an English
>translation)
>
>Does anyone have any ideas?

just one: whenever i start getting messages about errors that don't exist
(with gcc 1.40) i always assume i am running out of memory for the compile.
i have never been wrong (so far). one wonders what gcc does to my disk
cache during these occasional hiccups :-).

suggestions: 1) if compiling with -O, compile without optimization (which
uses less memory, 2) if not compiling on a 4 MB system, u might have run
to the limit, 3) fixstk on the cc1.ttp executable (i assume 2.2.2 still has
one of these), 4) split the file, 5) cross compile on a unix host, 6) compile
from the desktop (yuck) sans DAs and TSRs (and ramdisks). as a very crude
rule of thumb, i have found that on a 4 MB mega with ~256KB of various
caches, MiNT, and tcsh that i run into problems with src code larger than
about 100KB (itself a rather large file as things go). examples are GNU
regex.c and large grammars (output of bison). it also might not hurt to
attempt the compile immediately after a reboot (when there is the least
memory fragmentation on the system and hence the largest Malloc'able chunk).
i have also solved similar problems by invoking gcc directly rather than
thru GNU make (hence adding the memory make would take).

note that generally, bammi and others do not compile gcc code on the st.
they cross compile on "real" workstations. i ran into a problem like this
when attempting to compile gawk or bison (forget which had the large file).

of course there could always be a bug in gcc, tho i have found 1.40 to be
extremely stable and reliable...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

4093. Re: How to make ACC with Gfa Basic

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 07:06:11 UTC
From: schaerer@isi.ethz.ch
Message-ID: <1992Oct28.070611.14919@bernina.ethz.ch>
Source record: 42244

[No readable article body recovered]

4094. Re: MiNT/TOSWin-->Gemini problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 08:30:51 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.720261051@freyr>
Source record: 42245

SPAC000 <SPAC@UNB.CA> writes:

>I cannot seem to run Gemini and MiNT/TOSWin together. While Gemini is
>fine initinally, it ceases to be able to launch programs once I open a
>TOS window under TOS Win. The new GEMTERM refuses even to show its
>face on my colour monitor, so I haven't been able to test that alter-
>native. Is anyone running Gemini and MiNT together? Can it be done?

Don't use TOSWIN initially. It messes up the GEM system: it confuses fonts of other applications and it pops up its menus when it's not allowed to. I found out that running Gemini, Gemterm, Turbo ST and MiNT together is all right, as long as you leave TOSWIN out. (Sometimes you'll have to disable Turbo ST for otherwise programs will still write directly on the screen.) Just use Gemterm until yours truly finishes his xterm-clone (plan to call it `ST Lauder') for MultiTOS somewhere this or next week. It will be a lot more compatible and GEM-neat than the other two but has a different approach (it actually IS an xterm as on your UNIX machine.)

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

`Don't let the SUNs go down on me' 10 GOSUB 10000: REM DISCLAIMER

4095. Re: Problems with the MiNT 0.96 beta

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 09:57:04 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.UBl984YMxMw@marsu.tynet.sub.org>
Source record: 42281

In <2249@dutiws.tudelft.nl>, P.Boender.TI-tel-4593 writes:
> Hi all,
> I have a problem compiling the MiNT 0.96 beta that Eric Smith released
> last Friday. When I type 'make', all C-files compile fine, and the
> 'asmtrans.ttp' and 'genmagic.ttp' programs get built, but the asmtrans
> program fails to translate the *.spp files to *.s files. The make fails
> after asmtrans reports `parse error'.
> Anyone knows what's going wrong?
> I'm running Howard Chu's recent versions of gcc and gas.

I had exactly the same problem. I found out that the .spp files that
caused the parse error had one difference to those who did not: the
inclusion of the file magic.i. So I looked at the magic.i written out by
genmagic.ttp, and it looked a bit strange, in comparison to the magic.i
originally included in the archive.
Then I cancelled the genmagic procedure from the makefile and took Eric's
original magic.i, then everything went fine. But I'd like to know why
the generated magic.i is broken and what consequences this might have!

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd >> Any kind of work is a little death. << -- ALF

4096. 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 10:25:22 UTC
From: anderss@colargol
Message-ID: <1992Oct28.102522.21044@ugle.unit.no>
Source record: 42246

Is it true that the Falcon030 only has 16 bit RAM Access ?

P.S I read this in a Amiga(Games Machine) newsgroup, looking for
information about new computers from CBM.
Their newest computer is the A1200 - 680ec20
- no DSP
- no SCSI
And they say its a Falcon killer !!! (HaHa)

_
| | | Anders Skar
|_| _ _| _ _ _ Trondheim College of Engineering
| | | | | | |_| | |_ anderss@edb.tih.no
| | | | |_| |_ | _| 68040 - You can't outrun the lightning

4097. Re: Undeleting a File - Is It Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 11:43:53 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.720272633@groucho.phil.ruu.nl>
Source record: 42247

ken@isgtec.com (Ken Newman) writes:

>Yet another undelete program, the old but very useful Disk Doctor, which
>I believe was in one of the first Start magazines. (Remember Start? :))
>As someone else mentioned, you only have a chance of undeleting if you
>did not write ANYTHING to that disk in the meantime.

Im my experience Disk Doctor crashes when trying to repair a disk with
logical sectors >512 bytes.

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

4098. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 12:27:58 UTC
From: boberg@lysator.liu.se
Message-ID: <Bwtzyo.I14@lysator.liu.se>
Source record: 42248

anderss@colargol (Anders Skar) writes:

> Is it true that the Falcon030 only has 16 bit RAM Access ?

I don't think so.

>P.S I read this in a Amiga(Games Machine) newsgroup, looking for
> information about new computers from CBM.
> Their newest computer is the A1200 - 680ec20
> - no DSP
> - no SCSI
> And they say its a Falcon killer !!! (HaHa)

Well.. Here are some clues for you:

1) The 14MHz 68EC020 in the A1200 performs better than the Falcon 16MHz 68030 because of the dual-bus design. The A1200 is around 4 times as fast as the A600. The Falcon is only about 2 times as fast as the ST. The ST is about as fast as the A600. Go figure...

2) In a low-end system (like the A1200) a SCSI interface is a waste of money. Most people buying an A1200 will make do with an IDE HD or none at all. If an A1200 owner wants SCSI (s)he will buy an expansion card.

3) The AA Chipset beats the hell out of the Falcon Gfx chips, period.

4) A DSP and 16-bit sound is a total waste in a low-end system. Most users will use a TV set, and with the limited sound quality of most TV sets I don't think you ever will be able to hear any difference between 8-bit and 16-bit sound. Also, keep in mind that 16-bit sound takes TWICE as much memory as 8-bit sound does. With the Falcons 1MB of RAM I don't quite see how you're supposed to get any amount of CD-quality sound (which is what all Atarians are raving about) into games. I mean, with 1MB of memory you will only be able to store 23 seconds worth of *MONO* CD-Quality audio! But then you have no room for Gfx or code ...

5) It's *AVAILABLE NOW*! I've heard about the Falcon for months now, but I still haven't seen it sold anywhere ... What good is a computer that you cannot buy? The A1200 is being introduced in England and Germany next week! Price in England: 399 pounds.

6) Since the A1200 runs every available piece of software as well as the new AA-specific software it's got a significant advantage over the Falcon as far as software support is concerned. [Atari is a dead duck over here]

7) Major entertainment software producers have pledged support for the
new graphics capabilities of the A1200 (We in Team17 included). That's
more than you can say about the Falcon ...

> _
> | | | Anders Skar
> |_| _ _| _ _ _ Trondheim College of Engineering
> | | | | | | |_| | |_ anderss@edb.tih.no
> | | | | |_| |_ | _| 68040 - You can't outrun the lightning

I've got a 68040 in my A4000. Does a 68040 Atari even exist? Didn't think
so.
--
Stefan Boberg - AP & EE student at Linkoping Institute of Technology, Sweden
Author of LhA, ArjA and LhArcA. Co-author of Alien Breed, Project X ...
EMail: boberg@lysator.liu.se, lha@augs.se FIDO: 2:204/404.7
UUCP: {uunet|pyramid|rutgers}!cbmvax!cbmehq!cbmswe!team17!boberg

4099. Re: MiNT/TOSWin-->Gemini problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 12:37:33 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct28.083733.1@uwovax.uwo.ca>
Source record: 42250

In article <27OCT92.22961360.0048@UNBVM1.CSD.UNB.CA>, SPAC000 <SPAC@UNB.CA> writes:
> I cannot seem to run Gemini and MiNT/TOSWin together. While Gemini is
> fine initinally, it ceases to be able to launch programs once I open a
> TOS window under TOS Win.

The new version of TOSWIN (v1.4) fixes this problem. It's available
as toswin14.zoo on atari.archive (it's in the New/ directory now,
and will be moved over to Mint/ soon I'm sure).

I've also uploaded the source code for TOSWIN; it's in toswinsc.zoo.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

4100. Re: How many sectors?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 13:21:18 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Oct28.132118.999@solace.hsh.se>
Source record: 42251

In <719967674@macbeth.cs.duke.edu> dsb@duke.cs.duke.edu (D. Scott Bigham) writes:

>Okay, spot me here. The BIOS (or GEMDOS or whoever's responsible for
>this) in older (<1.04?) versions of TOS used a signed 16-bit integer to
>index hard disk sectors, allowing ~32,000 sectors per partition; recent
>versions use an unsigned 16-bit integer, allowing ~65,000 sectors per
>partition. With TOS 2.06, then, I should be able to format my 52MB hard
>drive into a single partition using ~52,000 1K sectors. I just tried
>it with AHDI 5.00 and it used 2K sectors.

[stuff deleted]

>[Why am I bothering? Well, as a developer/hacker, I expect to have lots
>of <2K files laying around, and I'd rather not waste the space.]

>Thanks, as always.
> -sbigham
>--

Doesn't you specify the clustersize you want to use in the WINCAP file???
(I can be mistaking about this)

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

4101. Re: Some old questions ...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 13:30:37 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct28.133037.120493@rrz.uni-koeln.de>
Source record: 42252

In <1992Oct27.223701.20469@eagle.lerc.nasa.gov> fsctc@lerc03.lerc.nasa.gov (Clarence Chang) writes:

>It's been a while since I last asked these questions and things might have
>changed sufficiently to warrent asking them again. Please bear with me.

>1. Is there an Ethernet board for ST/TT under TOS runing TCP/IP protocol
> that is available in the US? Are the SCSI Ethernet boards for the Macs
> workable on the ST/TT units? The service can be on demand only.

There's PamsNet, an Atari ST ethernet network that uses its own protocol. However, PAM software, who develop and market this network, also offer TCP/IP for PamsNet. However, we don't use this here, so I can't tell how well it works.

>2. What tape backups are available for TT units? SCSI driver software? PD?
> Shareware? What kind (Brand, model, and capacity) of mechanism?

I have no idea, and am interested in this myself.

>3. What needs to be done in order to execute a program in TT fast RAM? What
> tools are available?

To my knowledge, in byte #25 (byte counting starts with 0) of a program file, the least three bits are the following flags:
Bit #0: "fastload", the TPA will not be cleared before the program code is executed.
Bit #1: "TT-prg", the program will be loaded into TT ram, if available.
Bit #2: "TT-mem", memory allocated by the program will be in TT ram, if possible.
If this info is not in the FAQ, it should be considered to be included, IMHO.

There are various goodies (programs, accessories , CPXes) floating around that can set these flags, you normally should not have to mess around with file monitors to manipulate them. If you write the programs yourself, most linkers have options to set these flags these days.

>4. Is there a version of GFA BASIC that supports the math coprocessor on
> an ST (as a peripheral device)? Is there one that supports the math
> coprocessor on the TT? Will this run under the TT RAM?

About the math coprocessor in an ST I don't know, but I assume there is no GFA support of it. Regarding support of the TT's FPU, the answer is yes, GFA basic version 3.6 TT produces code that uses the FPU if it detects one, but you have to include the ~TT?

call in your program. However, GFA Basic 3.6 is kinda buggy, it seems that GFA Systemtechnik has ceased developing GFA Basic for the ST before version 3.6 was properly debugged. The good news about this is that another software house, Richter, will continue to support and develop GFA basic for the ST, and they're in the process of taking care of all the problems.
GFA 3.6 programs can run in TT ram, and the linker enables you to set the TT ram flags as mentioned above.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4102. Re: Page flipping flicker fix anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 13:56:48 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.Sq8dsu7zlcc@jonh.wimsey.bc.ca>
Source record: 42261

In <61389@aurs01.UUCP> klassa@aurs01.UUCP (John M. Klassa) writes:

>In article <1992Oct26.164834.14222@bnr.ca> grier@bnr.ca (Brian Grier) writes:
>>> While writing a 3D app, i used two pages of memory so you can't see
>>> the screen being drawn.
>>> At any rate, according to various docs, it says i do a Setscreen followed
>>> by a Vsync. well. i get a flicker halfway down the screen.
>>
>>Try reversing your Setscreen and Vsync calls. The Vsync will return at the
>>START of a vertical retrace, if you then call Setscreen there should be no
>>problem. This method has worked for me.

>I think the original approach is the correct one, although I could be
>mistaken... Setscreen doesn't take effect until the next vblank hits
>& the screen is redrawn. By doing the Vsync *after* the Setscreen,
>you're effectively making sure that your code waits for the screen to
>be updated before it continues.

If you think it through, you'll realise you're wrong here. Setscreen
has to return from it's trap before vsync executes. so how's it
supposed to make Setscreen wait? By doing a Vsync after, you're just
wasting time waiting for a second screen refresh.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

4103. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 14:13:33 UTC
From: 86669629s@csghsg5a.bitnet
Message-ID: <1992Oct28.141333.206@csghsg5a.bitnet>
Source record: 42254

In article <1992Oct28.102522.21044@ugle.unit.no>, anderss@colargol (Anders Skar) writes:
> Is it true that the Falcon030 only has 16 bit RAM Access ?
>
(stuff deleted...)
> _
> | | | Anders Skar
> |_| _ _| _ _ _ Trondheim College of Engineering
> | | | | | | |_| | |_ anderss@edb.tih.no
> | | | | |_| |_ | _| 68040 - You can't outrun the lightning
--

According to the German computer mag c't this is N O T true. In one of the
first detailed articles about the FALCON (some months ago) they state that
the FALCON has 32bit RAM Access... it seems they found out by taking a close
look at the timing (or something else; sorry, I not too much into technics
and it's been some time since I've read the article).

Greetings,
martin rosenkranz

/--\
| Martin Rosenkranz | BITNET: 86669629S@CSGHSG5A.BITNET |
| University of St. Gallen | INTERNET: 86669629S@ALPHA.UNISG.CH |
Switzerland	
*** I like ATARI-Computers, and I don't care if you don't! ***
\--/

4104. Re: pcditto ... colour only?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 14:36:41 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Oct28.143641.2546@digi.lonestar.org>
Source record: 42256

In article <1992Oct27.212837.10392@zooid.guild.org> stramba@zooid.guild.org (Mike Stramba) writes:
>Is anyone running PCDITTO 3.01 with a MONO monitor?
>
Yes, PC Ditto works fine with a mono monitor. It must be set up
correctly first in the PCDMenu program. (I think the name is right, it
has been a while.)

>How about 720k disks with PCDITTO 3.01?
>Does it not support them?
>
Yes, you have to load the right PCD disk device driver. This will add
a new drive letter to the end of your current drive chain. The drive
must be accessed by that letter if you want to format a 720k disk.

>I use the proper dos syntax and it gives me 'parameter not supported'.
>Is this a dos message or coming from PCDitto (I'd vote for PCDitto).
>
Don't know, what are you trying to do? What DOS are you running?

All of these questions (except the last one) are covered in the PCD 3.01
manual (which is rather thin and not a stretch to read). I am hoping
here that you don't have a manual (as opposed to just not reading it
and posting these basic questions to the news group instead).

Roy C. Gosewehr
--

| GEnie: R.C.Gosewehr | rgoseweh@digi.lonestar.org | uunet!digi!rgoseweh |

4105. PDS slot in Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 14:54:16 UTC
From: d91-jsn@ludd.luth.se
Message-ID: <1992Oct28.145416.3630@ludd.luth.se>
Source record: 42253

Since I have red so many different specs on the PDS slot in the Falcon I would like to ask somebody with HANDS ON experience to write down the specs.

I have heared everything from that it's a very stripped bus merely able to connect a slo-nothing-to-car-about- processor to a full blown 32 bit ninja everything bus...

I would also know that the 65K color mode really isn't avaliable in higher res than 320x200 (I know this is lame, but I have three different copies of ATARI RELEASES and they all have different Resolution/color specs...)

Thanx dudes!

4106. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 15:41:14 UTC
From: annius@eri.research.ptt.nl
Message-ID: <annius.720286874@freyr>
Source record: 42255

(Sorry, we should do this on the st(~tech) group...

boberg@lysator.liu.se (Stefan Boberg) writes:

> 5) It's *AVAILABLE NOW*! I've heard about the Falcon for months now, but
^^^
> I still haven't seen it sold anywhere ... What good is a computer that
> you cannot buy? The A1200 is being introduced in England and Germany
> next week! Price in England: 399 pounds.
^^^^^^^^^

Well what is it? Now or next week? If it's available next week, well so is the Falcon :)

> I've got a 68040 in my A4000.

So your games are almost unmanageably fast :)

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

`Don't let the SUNs go down on me' 10 GOSUB 10000: REM DISCLAIMER

4107. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 16:32:39 UTC
From: zuschlag@diku.dk
Message-ID: <1992Oct28.163239.5772@odin.diku.dk>
Source record: 42258

boberg@lysator.liu.se (Stefan Boberg) writes:

> Well.. Here are some clues for you:

> 1) The 14MHz 68EC020 in the A1200 performs better than the Falcon 16MHz
> 68030 because of the dual-bus design. The A1200 is around 4 times as
> fast as the A600. The Falcon is only about 2 times as fast as the ST.
> The ST is about as fast as the A600. Go figure...

First of all, have you ever performed benchmark tests on a Falcon? If not, how on earth can you comment on something you don't know anything about? You can not base any conclusion on the limited informations posted here on the net. Secondly, the A1200 comes (when you can bye one!) with only chip-ram, so the cpu and the chipset has to share the same bus just like on the Falcon (there goes that speedup factor). OK! you could spend your savings on a FAST RAM upgrade, but there goes the expansion slot! (and you can not be sure that the programs will make use of the extra memory). And finally the MC68030 IS faster than the MC68EC020 (that is at the same clock - but the A1200 goes at lower clock that the Falcon) and it's has a MMU so we can get useable multitasking on the Falcon (Not like on the Amiga - was it software failure you called it?)

> 2) In a low-end system (like the A1200) a SCSI interface is a waste of
> money. Most people buying an A1200 will make do with an IDE HD or
> none at all. If an A1200 owner wants SCSI (s)he will buy an expansion
> card.

SCSI is a very cost efficient way to expand you computer with a huge range of add-ons, so I see the SCSI interface as a very good move by Atari. But then the lack of expansion abilities (remember that we used the expansion port for extra memory so you could get your speedup from the dual bus!) on the A1200 goes very fine with the Commodore strategy (That is - Here you got a machine, and if you want to expand it, you have to buy another one from us!) just like the A600. OK it could be that Amiga owners don't need that much expansion abilities, after all most of them only us it to play games on.

> 3) The AA Chipset beats the hell out of the Falcon Gfx chips, period.

Pardon, in what way? Yes the AA has more colours, but to what use? you can only show 256 colours on the screen in any useable modes (you will not get my to call any HAM-modes useable!) so it's just like on the Falcon.

The resolutions is allmost the same on the two machines, and before you start screaming - no! the Falcon DO HAVE bigger resolutions than 640X480x256. And by the way, the AA blitter is not only the same as in the old Amigas, but it goes at the same clock (7. something Mhz). So you have

a blitter that as to move 2-4 times the amount of data at allmost the same transfer speed. The Falcon BLiTTER may not be as advanced as the Amiga one, but it does go at 16Mhz.

> 4) A DSP and 16-bit sound is a total waste in a low-end system. Most
> users will use a TV set, and with the limited sound quality of most
> TV sets I don't think you ever will be able to hear any difference
> between 8-bit and 16-bit sound. Also, keep in mind that 16-bit sound
> takes TWICE as much memory as 8-bit sound does. With the Falcons
> 1MB of RAM I don't quite see how you're supposed to get any amount of
> CD-quality sound (which is what all Atarians are raving about) into
> games. I mean, with 1MB of memory you will only be able to store
> 23 seconds worth of *MONO* CD-Quality audio! But then you have no
> room for Gfx or code ...

You are just far out on this one. If you don't want 16bit sound that's fine with me, but the most of us are looking forward the get CD-quality sound in our games. And when it comes to the sound output, I just plug it into my stereo set and then we go!

You say that 16bit sound will use all the memory in a 1MB Falcon, but then somethings don't add up. Amiga use 8bit for sound so acording to you, games uses 512Kb for sound (I can understand why you have all sound data in the memory, when I think about the speed of the Amiga's disk drives). But then most Amiga's only have 512Kb of RAM! Are you then saying that you can't play any games on these machines?

Maybe you don't have that much use for a DSP in a game computer (beside for greate sound), so I can understand why Commodore didn't included one o=in the A1200. But for the rest of us who uses our computer for a lot more than just playing games (not that I don't like a great game!), a DSP is very usefull for a lot of purposes.

> 5) It's *AVAILABLE NOW*! I've heard about the Falcon for months now, but
> I still haven't seen it sold anywhere ... What good is a computer that
> you cannot buy? The A1200 is being introduced in England and Germany
> next week! Price in England: 399 pounds.

Oh! you can get a A1200 now, but you have to wait until next week, or will it be week after that or .... The point is that I don't care if you can buy one machine a week or two before another. You know, I don't eat computers.

> 6) Since the A1200 runs every available piece of software as well as the
> new AA-specific software it's got a significant advantage over the
> Falcon as far as software support is concerned. [Atari is a dead duck
> over here]

What AA-specific software? I haven't seen or heard about anything yet. And you do know that Falconn runs ST software very well?

If you think Atari is dead in Sweden (I surpose that's what you mean with 'over here') or for that matter in Denmark or Norway, you simply don't know what's going on outside your own door.

> 7) Major entertainment software producers have pledged support for the
> new graphics capabilities of the A1200 (We in Team17 included). That's
> more than you can say about the Falcon ...

Oh silly me! I did not realise that you were spokesman for all the software
producers. I don't care if Team17 don't support The Falcon, cause a many
others do, and I am confident that I will be able to get all the software
for the Falcon that I want.

>> _
>> | | | Anders Skar
>> |_| _ _| _ _ _ Trondheim College of Engineering
>> | | | | | | |_| | |_ anderss@edb.tih.no
>> | | | | |_| |_ | _| 68040 - You can't outrun the lightning

> I've got a 68040 in my A4000. Does a 68040 Atari even exist? Didn't think
>so.

Let's see - maybe after the Comdex show in november!

>--
>Stefan Boberg - AP & EE student at Linkoping Institute of Technology, Sweden
> Author of LhA, ArjA and LhArcA. Co-author of Alien Breed, Project X ...
> EMail: boberg@lysator.liu.se, lha@augs.se FIDO: 2:204/404.7
> UUCP: {uunet|pyramid|rutgers}!cbmvax!cbmehq!cbmswe!team17!boberg

Jesper Zuschlag

Department of Computer Science
University of Copenhagen
(zuschlag@freja.diku.dk)

4108. Re: PDS slot in Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 17:00:49 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Oct28.170049.3339@solace.hsh.se>
Source record: 42259

In <1992Oct28.145416.3630@ludd.luth.se> d91-jsn@ludd.luth.se (Joachim Str|mbergson) writes:

>Since I have red so many different specs on the PDS slot in the Falcon I would
>like to ask somebody with HANDS ON experience to write down the specs.

>I have heared everything from that it's a very stripped bus merely able to
>connect a slo-nothing-to-car-about- processor to a full blown 32 bit
>ninja everything bus...

>I would also know that the 65K color mode really isn't avaliable in
>higher res than 320x200 (I know this is lame, but I have three different
>copies of ATARI RELEASES and they all have different Resolution/color
>specs...)

>Thanx dudes!

According to some docs about the F030 I read, the PDS slot has all important bus-signals from the 68030, 16 bits wide databus and 24 bits addressbus.
(If I remember correctly)

Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

4109. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 17:59:10 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Oct28.175910.24866@email.tuwien.ac.at>
Source record: 42257

sigh ... I don't usually answer mindless flames, but I've had a
hard day, so here I go... :)

boberg@lysator.liu.se (Stefan Boberg) writes:
: anderss@colargol (Anders Skar) writes:
:
: > Is it true that the Falcon030 only has 16 bit RAM Access ?
:
: I don't think so.
Definetely not!!!

: >P.S I read this in a Amiga(Games Machine) newsgroup, looking for
: > information about new computers from CBM.
: > Their newest computer is the A1200 - 680ec20
: > - no DSP
: > - no SCSI
: > And they say its a Falcon killer !!! (HaHa)
:
: Well.. Here are some clues for you:
:
: 1) The 14MHz 68EC020 in the A1200 performs better than the Falcon 16MHz
: 68030 because of the dual-bus design. The A1200 is around 4 times as
: fast as the A600. The Falcon is only about 2 times as fast as the ST.
: The ST is about as fast as the A600. Go figure...
:
The Falcon 030 is 3-5 times as fast as the 8MHz Atari ST, depending on the
graphics mode, and of course on what you do - it can be 100x faster if you
employ the DSP...

: 2) In a low-end system (like the A1200) a SCSI interface is a waste of
: money. Most people buying an A1200 will make do with an IDE HD or
: none at all. If an A1200 owner wants SCSI (s)he will buy an expansion
: card.

Why? The price difference between SCSI and IDE drives is so small these
days, that I can't imaine anyone preferring the obsolete IDE interface
over the STANDARD SCSI! Except perhaps if they want 2,5" drives, where
at this time, IDE is most commonly used.
BTW, how much will that SCSI extension card cost for the A1200? :)
$50? 100? :)

: 3) The AA Chipset beats the hell out of the Falcon Gfx chips, period.

Yeah sure! That's the kind of arguments I like (with no facts, only stupid
announcements!). How about comparing screen modes?

: 4) A DSP and 16-bit sound is a total waste in a low-end system. Most
: users will use a TV set, and with the limited sound quality of most
: TV sets I don't think you ever will be able to hear any difference
: between 8-bit and 16-bit sound. Also, keep in mind that 16-bit sound

If you want to use a TV, that's fine. I'll connect my Falcon to my amplifier
(most people have one). And I also like the possibility to sample sounds
without any additional hardware in 16 bit stereo!

: takes TWICE as much memory as 8-bit sound does. With the Falcons
: 1MB of RAM I don't quite see how you're supposed to get any amount of
: CD-quality sound (which is what all Atarians are raving about) into
: games. I mean, with 1MB of memory you will only be able to store
: 23 seconds worth of *MONO* CD-Quality audio! But then you have no
: room for Gfx or code ...

Only that the DSP is able to (de-)compress sound with no obvious loss of
quality by 10:1 or more in REALTIME! And with no CPU time wasted!
And the standard Falcon will have 4Mb anyway!

: 5) It's *AVAILABLE NOW*! I've heard about the Falcon for months now, but
: I still haven't seen it sold anywhere ... What good is a computer that
: you cannot buy? The A1200 is being introduced in England and Germany
: next week! Price in England: 399 pounds.

Haha! :) Next week, eh? At least I've seen and tested a Falcon for hours,
and I could have ordered one already!

: 6) Since the A1200 runs every available piece of software as well as the
: new AA-specific software it's got a significant advantage over the
: Falcon as far as software support is concerned. [Atari is a dead duck
: over here]

Yeah, sure! I've heard that quite a few former A500 users complained that
half their software doesn't run on the A600 anymore! And now you'll get
more problems because of the different processor! The EC020 isn't even
capable of memory protection BTW, it doesn't even have a PMMU!

: 7) Major entertainment software producers have pledged support for the
: new graphics capabilities of the A1200 (We in Team17 included). That's
: more than you can say about the Falcon ...

You think so? Many Amiga and NeXT developers have announced that they'll
develop software for the Falcon, even Macintosh developers!

: I've got a 68040 in my A4000. Does a 68040 Atari even exist? Didn't think
: so.

Wait and see, that's all I can say! :)

-MY

4110. Re: PatchLevel 83 blues...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 18:47:36 UTC
From: anneklin@acs.bu.edu
Message-ID: <99874@bu.edu>
Source record: 42260

Problem solved--just a farking trailing backslash in TEMP.

One thing, though--I had a few of the tests fail for me, though I didn't have any compilation errors. Is this the compiler, or have the test files not been reconciled with PatchLevel 83, or what. Right off the top of my head, trandm.ttp failed, as I think did strtl2.ttp and tstdio.ttp.

Mike.

4111. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 18:57:44 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.iv_7ky0fRsI@fredrik.atari.no>
Source record: 42262

In <Bwtzyo.I14@lysator.liu.se>, Stefan Boberg writes:
> Well.. Here are some clues for you:

And you to, Stefan, need to get som clues:

> 1) The 14MHz 68EC020 in the A1200 performs better than the Falcon 16MHz
> 68030 because of the dual-bus design. The A1200 is around 4 times as
> fast as the A600. The Falcon is only about 2 times as fast as the ST.
^^^^^^^^^^^^^^^^^^^^^^^^
Where did you get this totaly wrong figure from? The figure is 4-5 times
faster than a plain 8MHz STe, and probably some 5-7 times faster than a plain
8MHzST!

AND, the M68030 is at least 33% faster than the 68020 when using synchronous
memory access (020 dosn't hav this), and even faster when using burstmode to
fill caches.
And there are only Instruction Caches on the 020, but both Instruction and Data
caches on the 030! (I'm not shure though that the 68EC020 has cache at all)?
Then there is the advantage of the PMMU inside, allowing virtual memory,
memoryprotection between processes and other nice stuff...

I deleteded (and won't comment) the rest of your message, because what you
REALY say is that a low end machine like Falcon 030 is no good because it has
to much good stuff included to be a real **LOW** end machine like your Amigas!!!

Well, I like to think of the falcon 030 as a **HIGH** end machine for
a **LOW** end price!

--

```
------------------------------------------------------------
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
------------------------------------------------------------
```

4112. Re: GFA: ftell{) equivalent ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 19:03:48 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <92302.140348EENG6826@RyeVm.Ryerson.Ca>
Source record: 42099

Take a look at the functions LOF, LOC, EOF, OPEN, CLOSE, TOUCH in
the GFA Basic 3.xx manual. I think it explains what you want.

Carlos Varela

4113. HD Image copying

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-28 22:58:38 UTC
From: lunnon@qut.edu.au
Message-ID: <1992Oct28.175838.57461@qut.edu.au>
Source record: 42249

I wish to do an Image backup of one drive to another
including the partition table and all partitions, ie from
one scsi lun to another. Does anyone know of a program that
can do raw copies ?

BOB
R.Lunnon@qut.edu.au

4114. HELP! MiNT novice and tcsh/mintsh

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-29 00:18:32 UTC
From: jmillar@rodin.helios.nd.edu
Message-ID: <1992Oct29.001832.16521@news.nd.edu>
Source record: 42267

Hello! I am a complete novice with MiNT. I _do_, however, use UNIX quite a bit, so I am familiar with the use of cli's, csh specifically. Repeat, the USE of csh, not the inner workings of it.

I recently D/L'ed MiNT v0.95, some of the utilities, and tcsh from a.a. I installed MiNT on my brother's MEGA/STe using TOSWIN and the supplied mintshell. I then placed the utility programs in the /mint/bin/ directory on the root partition of his hard drive.

Under TOSWIN, mintshell worked perfectly in executing the programs in the /mint/bin/ directory I had installed. However, whenever I attempted to invoke tcsh as a cli, it would load up, a window would open, but the program would immediately be exited.

What do I have to do to run tcsh as a cli under TOSWIN? Is there a TTP parameter that I must specify on the command line when tcsh is opened in order to get it to work? Must I have specific files in specific directories , or what? What do the logon and logoff files that came with the shell do exactly? Are there specific environment variables that I must set? Do I have to change a parameter specified in the MiNT configuration file?

Also, what are the benefits of using tcsh as opposed to mintshell? I'm guessing that since it is a much larger file that it is a much more complete shell (pipes, etc. automatically supported instead of using an external program.)

Well, those are the questions I have, and I would greatly appreciate any advice that any MiNT gurus could give me. I hope I didn't insult anyone with my ignorance of the inner workings of UNIX-type OS's or the like. I use UNIX simply because I HAVE to....not because I like it that much. :)

Thanks.

--
Jay T. Millar - Department of Electrical Engineering - |||
jmillar@rodin.helios.nd.edu University of Notre Dame |||
"Quick to judge, quick to anger, slow to understand; Ignorance and / | \
prejudice and fear walk hand in hand." Neil Peart, Witch Hunt

4115. grafix-converter docs wanted,fast!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-29 00:18:41 UTC
From: mr2@irz203.inf.tu-dresden.de
Message-ID: <JPD8OTN@math.fu-berlin.de>
Source record: 42263

Uhhh,what a horrible idea...
Yesterday,my friends said to me that our programming-project is to
develop a
grafix-converter for ST/TT/FALCON with C.But none of us has a Source for
any
grafix-format (...and any idea how to programm in C,of course).So,is
here
(or there,dunno) somebody how have some info about 1 or more
grafix-format
or access to this or know there i can get such information?
Any help will highly appreciated.
Please send me some docs fast,cause i have to programm it fast,too.

Thanx in advance...

...and CU on IRC!

------------------------+---
| Matthias Rauhut | TCP/IP-Mail: rauhut@freia.inf.tu-dresden.de |
| (st-guru) | |
+------------------------+---+
| Sixpence is Sixpence and Sex is Sex |
`---'

4116. mono vs r/f modulator

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-29 01:26:57 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Oct29.012657.1037@zooid.guild.org>
Source record: 42280

What is the difference, if any as far as Tos or Gem are concerned when running either a colour or mono monitor from the standard video jack OR using the r/f modulator jack?

Is there built in screen memory or other hardware for the r/f modulator?

4117. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-29 01:30:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10827@uqcspe.cs.uq.oz.au>
Source record: 42265

boberg@lysator.liu.se (Stefan Boberg) writes:
>anderss@colargol (Anders Skar) writes:

>> Is it true that the Falcon030 only has 16 bit RAM Access ?

No. The Falcon030 has a 32bit data bus.

> 1) The 14MHz 68EC020 in the A1200 performs better than the Falcon 16MHz
> 68030 because of the dual-bus design. The A1200 is around 4 times as
> fast as the A600. The Falcon is only about 2 times as fast as the ST.
> The ST is about as fast as the A600. Go figure...

The Falcon is 3 to 5 times as fast as an ST, depending on applications.

> 4) A DSP and 16-bit sound is a total waste in a low-end system. Most
> users will use a TV set, and with the limited sound quality of most
> TV sets I don't think you ever will be able to hear any difference
> between 8-bit and 16-bit sound.

Typical Ameagre owner logic! Gee I wish the Falcon only had PC 2-bit sound,
that way I wouldn't waste it! *-)

> Also, keep in mind that 16-bit sound
> takes TWICE as much memory as 8-bit sound does.

If you use it, dweeb. Falcon supports right down to 8-bit mono, but apart
from that, the DSP can do real-time decompression of sound, so THERE!

> With the Falcons
> 1MB of RAM I don't quite see how you're supposed to get any amount of
> CD-quality sound (which is what all Atarians are raving about)

Direct-to-disk and direct-from-disk is possible on the Falcon030., and anyone
wanting more RAM can simply buy it.

> 5) It's *AVAILABLE NOW*! I've heard about the Falcon for months now, but
> I still haven't seen it sold anywhere ... What good is a computer that
> you cannot buy? The A1200 is being introduced in England and Germany
> next week! Price in England: 399 pounds.

NOW != next week, Bucko.

> 6) Since the A1200 runs every available piece of software as well as the
> new AA-specific software.

B\/LL$HIT! Not even the A3000 is capable of running a lot of A500 s/w.
Incompatibility is inevitable... unless you go into the (8088-2)*9+7512+100
market!

> 7) Major entertainment software producers have pledged support for the
> new graphics capabilities of the A1200 (We in Team17 included). That's
> more than you can say about the Falcon ...

No it isn't. Many developers have also "pledged support". And those are
not all "entertainment software" developers either.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4118. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-29 01:33:10 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10828@uqcspe.cs.uq.oz.au>
Source record: 42266

anderss@colargol (Anders Skar) writes:

> Is it true that the Falcon030 only has 16 bit RAM Access ?

>P.S I read this in a Amiga(Games Machine) newsgroup, looking for
> information about new computers from CBM.
> Their newest computer is the A1200 - 680ec20
> - no DSP
> - no SCSI

Since the 68020 doesn't have an MMU in it, the A1200 will probably have
the typical unprotected multitasking of the old amigas, and no vram option.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4119. Very General uucp question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-29 03:00:32 UTC
From: bq035@cleveland.Freenet.Edu
Message-ID: <1cnk4gINNnmn@usenet.INS.CWRU.Edu>
Source record: 42268

I think the subject says it all. Can someone provide or direct to answers to
these questions:

* what reasonable machine requirements are
* what you need to have access to (modem types, host machines, etc.)
* basic outline of what is involved with uucp (the actual process)
* finally, what does one need to know to be able to set one up.
* is there a good uucp program with English docs?

Ich glaube, daB es gluecklich ist, daB ich ein bischen Deutsch lesen kann!

I imagine that I'm not speaking for myself when I say that, due to the questions
I've been seeing lately, that the process seems very intimidating.

All I've been able to suss out is that I will need to read German, understand a
little about the Internet infrastructure, and have access to a machine which I
can send my data through. Otherwise, it seems about as clear as mud.

If I *ever* figure this out, I'll post a lucid summary (auf Deutsch :)
--
****
* "Nothing is true; Everything is permitted" - Hassan i Sabbah *
****
Brian Jepson = iqm229@uriacc.uri.edu || bq035@cleveland.freenet.edu

4120. More on the GCC libraries...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-29 06:03:48 UTC
From: anneklin@acs.bu.edu
Message-ID: <99935@bu.edu>
Source record: 42269

Ah, the thrills and chills of doing it yourself...

I've gotten the PatchLevel 83 GCC libs compiled. They even pass all but three of the tests. Find and dandy.

Now I want to compile the PatchLevel 14 C++ libs (BTW, Warwick, you should hold yourself completely responsible for my trials, 'cause it's your AMS library that I want to play with--all this other stuff is just in the way).

Unfortunately, whatever auto-dependency generator is run to produce the file mincl, well, it seems that it screwed up. On the first line of the dependencies (just below the "Do not put anything below this line" line), Make tells me that there are multiple targets (or was it multiple dependencies) and croaks. Has anyone gotten any of these makefiles to work?

While I'm at it, I've got a suggestion--most of the stuff that's common to the makefiles has been moved into the various mincl files in the various source modules. Wouldn't it be simpler, though, to move all the environment specific stuff out of the makefile. Say, arbitrarily take over an environment variable MAKEDEFS. This variable should point to a make include file that defines certain standard variables (CC, AS, MAKE, GNULIB, whatever) for the particular environment (thereby removing so many of the references to subdirectories on ++jrb's Unix box). Then, at the beginnning of every makefile, do an "include $(MAKEDEFS)". Suddenly, with a little planning, you can have all the necessary stuff in one file, and all the makefiles for all the GNU stuff would automagically configure themselves to your environment.

Or maybe I'm just blowing sunshine.

Mike.

4121. Re: PDS slot in Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-29 07:28:01 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct29.072801.20887@elroy.jpl.nasa.gov>
Source record: 42270

In article <1992Oct28.170049.3339@solace.hsh.se> hasse@solace.hsh.se (Hans Holmberg) writes:
>In <1992Oct28.145416.3630@ludd.luth.se> d91-jsn@ludd.luth.se (Joachim Str|mbergson) writes:
>>Since I have red so many different specs on the PDS slot in the Falcon I would
>>like to ask somebody with HANDS ON experience to write down the specs.

>>I have heared everything from that it's a very stripped bus merely able to
>>connect a slo-nothing-to-car-about- processor to a full blown 32 bit
>>ninja everything bus...
>

>>higher res than 320x200 (I know this is lame, but I have three different
>>copies of ATARI RELEASES and they all have different Resolution/color
>>specs...)
>
>>Thanx dudes!
>
>According to some docs about the F030 I read, the PDS slot has all important
>bus-signals from the 68030, 16 bits wide databus and 24 bits addressbus.
>(If I remember correctly)

The PDS is a 68000 bus slot. There are no 68030-specific signals there, it is all 68000-oriented. 16 data bits and 24 address bits.

The true color modes are available in all the resolutions if you're using a TV or SC1224. If you're running in VGA mode then you can only use the 320/384 pixel wide modes.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4122. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-29 09:14:46 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.20.720350086@dhhalden.no>
Source record: 42271

In article <Bwtzyo.I14@lysator.liu.se> boberg@lysator.liu.se (Stefan Boberg) writes:
>From: boberg@lysator.liu.se (Stefan Boberg)
>Subject: Re: 16-bit RAM Access on Falcon ?
>Date: Wed, 28 Oct 1992 12:27:58 GMT
>anderss@colargol (Anders Skar) writes:
>
>> Is it true that the Falcon030 only has 16 bit RAM Access ?
>
> I don't think so.
>
>>P.S I read this in a Amiga(Games Machine) newsgroup, looking for
>> information about new computers from CBM.
>> Their newest computer is the A1200 - 680ec20
>> - no DSP
>> - no SCSI
>> And they say its a Falcon killer !!! (HaHa)
>
> Well.. Here are some clues for you:
>
> 1) The 14MHz 68EC020 in the A1200 performs better than the Falcon 16MHz
> 68030 because of the dual-bus design. The A1200 is around 4 times as
> fast as the A600. The Falcon is only about 2 times as fast as the ST.
> The ST is about as fast as the A600. Go figure...
>
> 2) In a low-end system (like the A1200) a SCSI interface is a waste of
> money. Most people buying an A1200 will make do with an IDE HD or
> none at all. If an A1200 owner wants SCSI (s)he will buy an expansion
> card.
>
> 3) The AA Chipset beats the hell out of the Falcon Gfx chips, period.
>
> 4) A DSP and 16-bit sound is a total waste in a low-end system. Most
> users will use a TV set, and with the limited sound quality of most
> TV sets I don't think you ever will be able to hear any difference
> between 8-bit and 16-bit sound. Also, keep in mind that 16-bit sound
> takes TWICE as much memory as 8-bit sound does. With the Falcons
> 1MB of RAM I don't quite see how you're supposed to get any amount of
> CD-quality sound (which is what all Atarians are raving about) into
> games. I mean, with 1MB of memory you will only be able to store
> 23 seconds worth of *MONO* CD-Quality audio! But then you have no
> room for Gfx or code ...
>
> 5) It's *AVAILABLE NOW*! I've heard about the Falcon for months now, but
> I still haven't seen it sold anywhere ... What good is a computer that

> you cannot buy? The A1200 is being introduced in England and Germany
> next week! Price in England: 399 pounds.
>
> 6) Since the A1200 runs every available piece of software as well as the
> new AA-specific software it's got a significant advantage over the
> Falcon as far as software support is concerned. [Atari is a dead duck
> over here]
>
> 7) Major entertainment software producers have pledged support for the
> new graphics capabilities of the A1200 (We in Team17 included). That's
> more than you can say about the Falcon ...
>
>> _
>> | | | Anders Skar
>> |_| _ _| _ _ _ Trondheim College of Engineering
>> | | | | | | |_| | |_ anderss@edb.tih.no
>> | | | | |_| |_ | _| 68040 - You can't outrun the lightning
>
> I've got a 68040 in my A4000. Does a 68040 Atari even exist? Didn't think
>so.
>--
>Stefan Boberg - AP & EE student at Linkoping Institute of Technology, Sweden
> Author of LhA, ArjA and LhArcA. Co-author of Alien Breed, Project X ...
> EMail: boberg@lysator.liu.se, lha@augs.se FIDO: 2:204/404.7
> UUCP: {uunet|pyramid|rutgers}!cbmvax!cbmehq!cbmswe!team17!boberg

2 times th espeed of the ST????? get a life!!! where do you have that
from???? Rating of falcon is about 470% speed increase. I am pretty sure
that you have your info from advocacy, which is domonated by dorks.

AND as I have heard, the A1200 will come with 2meg chip-mem so you can not
make use of the extra bus if you do not buy fast-mem, which most amiga
players won't. Because they don't need that and they don't need that. Why
should companies produce machines and software, people can build whatever
they need, and make the software they need..... like boberg says........

4123. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-29 09:23:47 UTC
From: ruth@fwi.uva.nl
Message-ID: <1992Oct29.092347.24342@fwi.uva.nl>
Source record: 42272

86669629s@csghsg5a.bitnet (Martin Rosenkranz) writes:

>the FALCON has 32bit RAM Access... it seems they found out by taking a close
>look at the timing (or something else; sorry, I not too much into technics
>and it's been some time since I've read the article).

>Greetings,
> martin rosenkranz

Well, as far as I know, the RAM access is 32bit, and only the expansion
bus is 16bit. This might be a problem for 386 DX emulators (for example).

4124. Advancing my Mega...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-29 11:02:05 UTC
From: jared@midiline.la.ca.us
Message-ID: <7HkeTB1w165w@midiline.la.ca.us>
Source record: 42276

Can someone (or more than just someone, if possible) compile a list of hardware/softwar}e that takes advantage of a vintage(?) MEGA ST2? I'd like to upgrade it to 4Mb, and make use of it's internal bus port, if possible. What's out there that can boost my Mega to OMEGA levels? :-)

Jared

Make all replies in Email to: jared@midiline.la.ca.us

P.S. Any chance of the Falcon ever fitting into a MEGA ST case? :-)

---
jared@midiline.la.ca.us (Luposian Knightwolf)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

4125. Re: HD-trouble, DMA-IC?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-29 12:51:24 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992Oct29.125124.3902@its.bt.co.uk>
Source record: 42278

In article <memo.705874@cix.compulink.co.uk> apelled@cix.compulink.co.uk writes:
>
> [original stuff deleted ...]
>
>and being without my machine for 3 weeks put me off. The reason for the 3 week
>delay was, they said, that a technician was leaving (sad really). The reason

I can hear the violins :-)

>for the 10ukp charge was that when they were doing them free , the system was
>being abused. The honest punter has to pay again :-(

This is always a problem but the ``slap them a charge 'cos then they must
really need it'' band always get -10 from me for customer relations.

> As it turned out, the problem wasn't with the DMA chip after all, but
>was an over-heating PSU. i only realise this when i got a new Quantum and
>put it in with the other drive. Installing a fan cured it (fingers X'ed)

On to more serious stuff... I had a problem with an ICD SCSI adapter and a
quantum(? memory's failing) drive. It would fail after being switched on
for a time both on rd & wt. I eventually put it down to the drive as it
would fail on other ST's and ICD adapters but I have this niggling doubt
as it finally found a home on a non ST system & is alive and well. I concluded
my system had a clean bill of health as I have other drives which perform
faultlessly.

Anyone any ideas or similar experiences?

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

4126. Re: Page flipping flicker fix anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-29 12:53:29 UTC
From: klassa@aurs01.UUCP
Message-ID: <61393@aurs01.UUCP>
Source record: 42274

John Henders writes:

>In <61389@aurs01.UUCP> klassa@aurs01.UUCP (John M. Klassa) writes:
>
>>In article <1992Oct26.164834.14222@bnr.ca> grier@bnr.ca (Brian Grier) writes:
>>>> While writing a 3D app, i used two pages of memory so you can't see
>>>> the screen being drawn.
>>>> At any rate, according to various docs, it says i do a Setscreen followed
>>>> by a Vsync. well. i get a flicker halfway down the screen.
>>>
>>>Try reversing your Setscreen and Vsync calls. The Vsync will return at the
>>>START of a vertical retrace, if you then call Setscreen there should be no
>>>problem. This method has worked for me.
>
>>I think the original approach is the correct one, although I could be
>>mistaken... Setscreen doesn't take effect until the next vblank hits
>>& the screen is redrawn. By doing the Vsync *after* the Setscreen,
>>you're effectively making sure that your code waits for the screen to
>>be updated before it continues.
>
> If you think it through, you'll realise you're wrong here. Setscreen
> has to return from it's trap before vsync executes. so how's it
>supposed to make Setscreen wait? By doing a Vsync after, you're just
>wasting time waiting for a second screen refresh.
>
>--
>
> "If Rush fans were braindead, why are there so Bruce Bufalini
> many people posting to alt.music.rush?" PSU

Actually, I'm right... Of course Setscreen returns before Vsync is
even called. My point is that the changes that Setscreen *causes*
don't take effect until the next vblank...

Setscreen (in this context) causes the system's pointers to screen (&
buffer) memory to be changed. If Setscreen took effect
"instantaneously" (in some sense) you might run into a situation where
your screen gets garbled because the system's notion of screen memory
has changed halfway through the redraw (I'm not entirely sure of the
ramifications, but I think the idea is valid). What happens, instead,
is that the new pointers are used on the *next* vblank, so that the
whole screen is redrawn based on the new pointers.

By doing the Vsync after the Setscreen, you're forcing your code to
wait until after the new pointers have been used... i.e. you've

waited until it's safe to start drawing on the non-displayed page of screen memory.

In case you're wondering, I've actually tried both schemes & believe me -- Setscreen ... Vsync (in that order) it works. Vsync ... Setscreen (in that order) doesn't.

John

o-o-o-

4127. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-29 14:00:18 UTC
From: grier@bnr.ca
Message-ID: <1992Oct29.140018.24762@bnr.ca>
Source record: 42277

> 2) In a low-end system (like the A1200) a SCSI interface is a waste of
> money. Most people buying an A1200 will make do with an IDE HD or
> none at all. If an A1200 owner wants SCSI (s)he will buy an expansion
> card.

Hate to burst your bubble but... POP!!!
The Falcon DOES HAVE AN IDE INTERFACE, for one of those neat little
2.5" drives.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC

4128. STe joystick ports for vt-220 keyboard hookup?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-29 14:19:14 UTC
From: selick@csa.bu.edu
Message-ID: <99950@bu.edu>
Source record: 42275

Would it be possible/easy to hook up a vt-220 keyboard to the ste
joystick ports? Are they buffered in any way?
-Steve
selick@csa.bu.edu

4129. 64-pin port inside Mega-ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-29 16:27:40 UTC
From: epklel@kaepk.ericsson.se
Message-ID: <1992Oct29.162740.13225@ericsson.se>
Source record: 42279

Can someone describe the pinout of the 64-pin port
placed near the CPU in the Mega-ST?
I am going to solder one for my old 520ST.

L.L.

4130. Re: Why the Falcon? or Why the TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-29 18:37:10 UTC
From: chevalet@imag.fr
Message-ID: <42771@imag.imag.fr>
Source record: 42286

In article <BwHw74.HxK.2@cs.cmu.edu> monnier+@CS.CMU.EDU (Stefan Monnier) writes:
>In article <1992Oct20.144216.10731@bsu-ucs.uucp>, 01mbmccabe@bsu-ucs.uucp writes:
>> Can someone tell me why there is a Falcon 030_and_ the TT030? What's wrong
>> witht the TT? Why is the Falcon necessary? If one is actually better than the

I think, it's about a question of market position, I mean that
i would never have planed to own a TT, cause of the price and
use I have at home.
On the other side, I enjoy thinking off a little thing doing
digital signal processing, impressing visual effects,
funny games, ... with low cost.

NB : i'would never accept to live with a mac at home, first
because it'll reminde me my job, and second, cause a Mac doesn't
have a joystick !

Good luck to the Falcon fly.

JPC
--
CHEVALLET Jean-Pierre chevalet@imag.imag.fr
LGI IMAG Bureau B305 chevalet@imag.UUCP
"Faire, et en faisant, se faire"

4131. Re: mono vs r/f modulator

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-29 20:05:55 UTC
From: grier@bnr.ca
Message-ID: <1992Oct29.200555.666@bnr.ca>
Source record: 42282

The RF modulator jack only puts out a useable signal in color modes. It puts out a signal when a monochrome monitor is used, but the information is garbage.

Basically the RF modulator allows you to use your TV as an alternate monitor.

With regards to the "Setscreen and Vsync" message I posted.
I went back to my code just knowing I had posted the way my code was written...

Alas I screwed up!! Please ignore my post.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC

4132. Re: MiNT/TOSWin-->Gemini problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-29 20:21:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A51004@MS.maus.de>
Source record: 42102

SPAC@UNB.CA writes:
>I cannot seem to run Gemini and MiNT/TOSWin together. While Gemini is
>fine initinally, it ceases to be able to launch programs once I open a
>TOS window under TOS Win. [...]

What shell are you using (in TOSWin?). Is it possible that this shell
overwrites the system variable '_shell_p'?

4133. Looking for high level gem libs for modula-2 or c?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-29 21:40:43 UTC
From: leonp@cs.kun.nl
Message-ID: <BwwK7w.I8r@sci.kun.nl>
Source record: 42283

Hello everybody,
As I intend to do a lot of programming in the near future on my atari
I'm looking for some libraries that support gem programming.
I would say like to have a function that dispatches my events and one
that installsredrawfunctions on windows etc.
You get the drift?
Such a lib could save me a lot of time (otherwise I would have to write it
myself...).
I've heard of one such lib called MAGIC or such for modula-2.
Does anybody have anymore info on this one. Is it PD /ShareWare/Commercial
and how can I get it?
Are there equivalent libs?
I prefer PD or Shareware.
The language should be either modula-2 (I really like it) or c.

Can anybody help me with my search?
I will summarize any answers I get...

Thnx

Leon Pillich
University of Nijmegen, Holland
email: leonp@cs.kun.nl

Life is what's happening when you're making other plans ...
John Lennon

4134. dst(), anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-29 21:49:04 UTC
From: sakaria@vipunen.hut.fi
Message-ID: <1992Oct29.214904.2766@nntp.hut.fi>
Source record: 42284

```
Linking a largish program (J), GCC 2.1 patchlevel 2 quits on me with the
following message:

timeoday.o: undefined symbol __dst referenced from text

I haven't downloaded the library sources; does anyone know what dst() should
do? I can't find it in any of the libraries (.olb). Come to think of it,
it might also be a variable...

Any help appreciated,
--
------------------------------------------------------------------------------
Sakari Aaltonen Helsinki University of Technology
Email: sakaria@vipunen.hut.fi -------- Japs Rule OK ----------
```

4135. Falcons?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-30 01:20:20 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Oct29.202020.11216@bsu-ucs>
Source record: 42285

Any signs of Falcons in the US? Or are they indigenous to Europe?

4136. Problems with Mint .95 and TCSH

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-30 02:40:06 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1crvi6INN761@phakt.usc.edu>
Source record: 42096

Hi all,

Like many others seem to have done recently, I decided it was time to have a multi-tasking Atari, with available CLIs too.

So I downloaded MiNT .95, various and sundry utility archives, Eric's (I believe) TCSH, and the new TOSwin1.1.

Reading through the docs (I realize I shouldn't do that until all else fails, but I thought I'd get a jump-start on my problems. :), I got the mint.cnf happy, and tcsh happy with mint.cnf - tcsh has a path to /bin where all the necessities are kept (ls, cat, less, etc.). However, I have noticed a couple of problems that must be too simple for me to figure out.

If I try to run any .prg from the desktop as per normal operation (I do not boot up any other programs, so it goes to GEM by default) it will "lock up" - nothing is happening, but I still have mouse control - it just doesn't do anything. I can run tcsh.ttp ala toswin, and can use it to launch programs, but gem programs behave oddly. For example, when I launch connect.prg, and I try to select a menu using the mouse, the drop-down menus work fine, and highlights my selection just fine, but nothing happens. I can get everything to work normally when I use keyboard equivelents however.

My system is a TT with TOS 3.06, and all I run in the /auto are the boot software and MiNT, the only .acc are TOSwin1.1 and xcontrol.

So am I forgetting something obvious here?

-Mike

Thanks!

4137. Re: Page flipping flicker fix anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-30 03:43:23 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10847@uqcspe.cs.uq.oz.au>
Source record: 42287

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

>klassa@aurs01.UUCP (John M. Klassa) writes:

>>Setscreen doesn't take effect until the next vblank hits
>>& the screen is redrawn. By doing the Vsync *after* the Setscreen,
>>you're effectively making sure that your code waits for the screen to
>>be updated before it continues.

>If you think it through, you'll realise you're wrong here. Setscreen
>has to return from it's trap before vsync executes. so how's it
>supposed to make Setscreen wait? By doing a Vsync after, you're just
>wasting time waiting for a second screen refresh.

NO NO NO NO NO!!!!!

The Setscreen call puts values in a temporary location, then returns
immediately. At the next vblank, DURING THE OS VBLANK ROUTINE, the
values are copied from the temporaries into hardware registers. The
Vsync() is needed to wait for this OS vblank routine to occur. It might
seem like wasting time, but if the frame has been drawn and can now be
displayed, what else is left to do? Of course, you could use triple
or quadruple buffering, but those techniques only give gains in a few
circumstances.

Don't you remember all that stuff from the 8-bit machines? They were
called "Shadow registers".

One more time:

```
Setscreen(...)
THEN
Vsync()
```

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4138. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-30 06:18:50 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10850@uqcspe.cs.uq.oz.au>
Source record: 42289

In <Bwtzyo.I14@lysator.liu.se> boberg@lysator.liu.se (Stefan Boberg) writes:

> 2) In a low-end system (like the A1200) a SCSI interface is a waste of
> money. Most people buying an A1200 will make do with an IDE HD or
> none at all. If an A1200 owner wants SCSI (s)he will buy an expansion
> card.

> I've got a 68040 in my A4000.

AHAHAHAHAHAHAHHA!!!!!!!!!

And your HIGH END machine ****STILL**** doesn't have a SCSI interface!!!!!
(or did you fork out more bucks to install it, because we all know the A4000
doesn't come with a SCSI, Mr Loser)

Hey, I should drag this idiot OUT of my kill file, he is FUN to laugh at!

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4139. Re: GFA: ftell() equivalent?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-30 10:11:39 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct30.101139.100348@rrz.uni-koeln.de>
Source record: 42290

In <A9636@PB.maus.de> Uwe_Ohse@pb.maus.de (Uwe Ohse) writes:

>aeg03@rrz.uni-koeln.de wrote:
>a>I have this possibly foolish question: Is there a function or
>a>command in GFA basic that is equivalent to the ftell() function
>a>in C, i.e. that can be used to determine the current position in

>Try: position%=POS(#1)

Ooops... *BLUSH* yes, thanx, absolutely correct.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

4140. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-30 12:20:49 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.720447649@freyr>
Source record: 42092

warwick@cs.uq.oz.au (Warwick Allison) writes:

>And your HIGH END machine ****STILL**** doesn't have a SCSI interface!!!!!

Here's an explanation of this apparent contradiction:

```
Commodore Line SCSI Atari Line
------------------- <gap> ------------------------------
low end high end low end high end
```

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

`Don't let the SUNs go down on me' 10 GOSUB 10000: REM DISCLAIMER

4141. Cross compiling sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-30 13:09:30 UTC
From: richard@op.ph.ic.ac.uk
Message-ID: <1992Oct30.130930.27021@sol.ctr.columbia.edu>
Source record: 42091

Has anyone successfully cross-compiled sozobon 2.0 on a sun?

I thought I had it all working using old libraries, but now I've
compiled the mint library, I've noticed a problem... and it's not
with the library.

The symptoms:

If I nm the old dlibs.a I get:
```
**********************************
(abort.o):
0 glb text _abort
0 ext abs _raise
0 ext abs _exit

(abs.o):
0 glb text _abs
1a glb text _labs

(access.o):
0 glb text _access
0 ext abs _stat
0 ext abs ___mint
.
.
.
**********************************
```

but if I nm the new dlibs.a I get this:
```
**********************************
(abort.o):
0 glb text _abort
0 ext abs _raise
0 ext abs _exit

(abs.o):
50014 ?0? > notice this
87654321 text SozobonX > garbage
0 glb text _abs

(access.o):
0 glb text _access
0 ext abs _stat
0 ext abs ___mint
.
.
.
```

```
**********************************

The garbage in the file occurs for every other .o file in the
library.

But that's not all... If I create a small file test.c and cc -c it
and nm the test.o file with another file (say the old dstart.o which
shouldn't be corrupt) then

nm lib/dstart.o test/test.o gives
**********************************
lib/dstart.o:
0 glb text __start
40 glb text __setsta
48 glb text __monsta
48 glb text __moncon
48 glb text ___mclea
0 glb ext abs __app
0 glb ext abs __base
0 glb ext abs __heapba
0 glb ext abs __stksiz
0 ext abs __acc_ma
0 ext abs __crtini

test/test.o:
0 glb text _main
0 ext abs _printf
**********************************

which seems fine, but

nm test/test.o lib/dstart.o
**********************************

test/test.o:
0 glb text _main
0 ext abs _printf

lib/dstart.o:
50014 ?0? < more garbage
0 glb text __start
40 glb text __setsta
48 glb text __monsta
48 glb text __moncon
48 glb text ___mclea
0 glb ext abs __app
0 glb ext abs __base
0 glb ext abs __heapba
0 glb ext abs __stksiz
0 ext abs __acc_ma < last entry missing
**********************************

(nm on two good .0 files works fine).
```

Now this isn't the fault of nm, or ar, but most likely jas,
does anyone no what I have to do to correct it?

Thanks
Richard

4142. Re: Cross Compiling Sozobon 2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-30 14:24:36 UTC
From: richard@op.ph.ic.ac.uk
Message-ID: <1992Oct30.142436.28566@sol.ctr.columbia.edu>
Source record: 42093

Please ignore that load of stuff I posted a short while ago - I've sussed
the problem (thanks Mike...)

nm IS having problems, the readon I didn't think it was, was becuase I also
couldn't compile anything using the new library... but I hadn't looked
very carefully at the error message - it was actually a minor incompatability
between sozobon and the mint lib source...

OK people so why does sozobon ignore the 'long _initial_stack'
declaration in mntlib's inistack.c. (It doesn't make it through to
the lib) And also, is it OK if I just change
the 'extern long _initial_stack' in crtinit.c to 'long _initial_stack'.

Apparently this was changed for patch level 22, will my st have problems
if I change this?

(Mr E.Smith?? I've heard you're not quite a Dr yet ;-)

Richard

4143. Re: Looking for high level gem libs for modula-2 or c?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-30 16:08:20 UTC
From: CASTAN@bonnie.physik.uni-stuttgart.de
Message-ID: <1992Oct30.160820.27192@news.uni-stuttgart.de>
Source record: 42095

In <BwwK7w.I8r@sci.kun.nl> leonp@cs.kun.nl writes:

> Hello everybody,
> As I intend to do a lot of programming in the near future on my atari
> I'm looking for some libraries that support gem programming.
> I would say like to have a function that dispatches my events and one
> that installsredrawfunctions on windows etc.
> You get the drift?
> Such a lib could save me a lot of time (otherwise I would have to write it
> myself...).
> I've heard of one such lib called MAGIC or such for modula-2.
There's nothing like this for Modula 2
> Does anybody have anymore info on this one. Is it PD /ShareWare/Commercial
> and how can I get it?
Ask Peter_Hellinger@n.maus.de
> Are there equivalent libs?
For M2: If you want the raw GEM-features: yes
If you want flying dials, popup-menus, menus in windows: no
> I prefer PD or Shareware.
> The language should be either modula-2 (I really like it) or c.
c: flydials (Julian Reschke; not supported any more), MyDials (Olaf Meisiek)
>
> Can anybody help me with my search?
> I will summarize any answers I get...
>
> Thnx
>
> Leon Pillich
> University of Nijmegen, Holland
> email: leonp@cs.kun.nl
> --
> Life is what's happening when you're making other plans ...
> John Lennon
>

##
internet: CASTAN@bonnie.physik.uni-stuttgart.de
##
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 #

4144. FAQ: How to build an ACC with g++?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-30 16:36:00 UTC
From: subiaagb@w354zrz.zrz.tu-berlin.de
Message-ID: <1cro9hINN5u4@mailgzrz.TU-Berlin.DE>
Source record: 42094

How do I build an accessory with gcc/g++ ? What is with the startup
code and stack size?

I'm sure this is a FAQ, but I didn't find any other hints about
it. I know, weeks ago there was discussed an equivalent question
here in this group. Maybe somebody can send me a summarize about
it via e-mail. In particular, I'm interested in Warwick Allison's
oppinion (because you had the same problem with GEMdeskaccessory).

Thanks in advance,


```
+-----------------------------------------------+
| Andr'e Pareis | Techn. University of Berlin |
|-----------------------------------------------|
| e-mail: pareis@cs.tu-berlin.de |
| subiaagb@w350zrz.zrz.tu-berlin.de |
| NeXT-mail: subiaagb@w271zrz.zrz.tu-berlin.de |
+-----------------------------------------------+
```

4145. Does anyone...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-30 21:43:19 UTC
From: jared@midiline.la.ca.us
Message-ID: <wu9gTB5w165w@midiline.la.ca.us>
Source record: 42097

know how to get in contack with David Small via USENET or Internet? I'd appreciate talking with this fine genius of the Mac emulation world!

Reply in Email to: jared@midiline.la.ca.us

---

jared@midiline.la.ca.us (Luposian Knightwolf)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

4146. Is there any Atari Support...!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-30 22:53:59 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1csee7INNlc7@golem.wcc.govt.nz>
Source record: 42098

This refers to some phone contacts with PARAGON Computer's
in Perth Western Australia...

This is the bigest distributer of Atari Computers in OZZ..

I contacted them back in May/June about getting TOS 2.06,
they informed me that they were getting some from Atari OZZ soon.

I contacted them again on Monday the 26th Oct 92...

A friend would like his Mega STE upgraded to TOS 2.06 and a 1.4 meg drive..

I have heared that there are kits for this in the USA...

Well Paragon stated that there was a 2 year waiting list for 1.4 meg drives,
or some thing to that effect, I then asked about TOS 2.06, he stated that
Atari OZZ had let them down and they were hoping to get some from Compo U.K.

I also asked about the replacment GAL chip, and the chap stated what GAL chip
! never heared any thing about a new GAL..??

I also aked if it was true that we were getting a Demo Falcon here in NZ. in
November, he stated that this was very unlikely and it would be
about February 93, before we saw Falcons out here, OZZ/NZ...

NOTE: Bob Brodie the Communication Director for Atari USA, stated to me

that If I needed Atari support here in New Zealand that I should go
to Atari OZZ or PARAGON Computer's...

I have allready delt with Atari OZZ and it took 12 Toll calls to get
replacment DMA chips, also there Service manager did not know what TOS 2.06
Roms were...???

Tell me is this Support..???

So tell me chaps do you think that people should stick to Atari, if you do you
must nead your head seeing to...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4147. Is Atari dying..??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-31 06:16:21 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1ct8blINNnim@golem.wcc.govt.nz>
Source record: 42100

May be its allready dead...!!!

> STUMPF SPEAKS UP! STR Spotlight Alwin Stumpf speaks up....
"""""""""""""""""""""""""""""""""

Below we present a Fidonet post from Alwin Stumpf

Msg #91 / 1-93 Time: 25 Oct 92 20:00:00
From: Alwin Stumpf @ ST
To : All
Subj: ATARI's Zukunft
---------[ATARI_EXPERT.GER]-----------
* Originally from Area 'Atari.Soft'
* Originally to
* Forwarded by Thorsten Bella on 2:245/8.35, 27 Oct 92 00:30:02

From: Alwin Stumpf @ ST
To : All
Subj: ATARI's future

Dear ATARI users,

I am sure you are aware that I am no longer working at ATARI Corp.
Different personal and inner company reasons made me do this, not so easy
a step.

I understand the current German ATARI market is categorized as one of
the strongest markets anywhere, and I am sure that makes it hard to
understand why I left. I appreciate your feelings deeply. My decision to
leave ATARI was strengthened as a result of it being decided to stop
FALCON production because people noticed that the planned customers
weren't ready to invest between 2300 and 3500 German Marks ($1300 and
$2000). These persons would most likely buy a MS DOS compatible computer
or even a Macintosh instead of putting a low end machine with very limited
uses in their house. At this time however, a few FALCONS are being
delivered to a few select, handpicked German dealers, these belong to the
first production run and are without, as announced, MultiTOS. Instead,
they are being delivered with the single tasking TOS 4.0x. The number of
machines are limited and will be the only ones available for the time
being. You most likely will not understand this unusual strategy, but why
should we produce thousands upon thousands of FALCONS that can't be sold?

The FSM-GDOS and MultiTOS production had to be stopped in the last
minute because 1) a renegotiation with Mr. Eric Smith (copywrite) and 2)
differences between ATARI and Bitstream. Naturally ATARI knows that
MultiTOS, for the entire semiprofessional area, shouldn't be
underestimated and that the MT project will be taken up again.

The SUTRA project is still under high pressure development and should come out around the first of April 1993.

The entire ATARI product line is still going to be 'fully supported' as much as possible, although the 68030 class of computers will have to be held back until it is believed they have a fairly good chance in the market. At this time, the need for powerful machines seems to be satisfied by the TT and ATARI is having it hard enough as it is. I hope I was able to give you a small picture into ATARI's future and I beg of you not to doubt in ATARI's credibility. Think positive!

I wish you all much luck

With friendly grusses

Alwin Stumpf
(former General Manager, ATARI Germany)

This was cut fron STR843....

So is this true chaps.....???

Roger..... sheppard_r@kosmos.wcc.govt.nz

4148. st for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-31 08:08:28 UTC
From: stingray <stingray@halcyon.com>
Message-ID: <Ts2HTB4w165w@halcyon.com>
Source record: 42101

a friend of mine needs to sell his ST to get some money towards a falcon
here is his setup
For sale, CHEAP!

Hardware:
Atari 520ST with 4 Megabytes (includes RF to connect to TV)
Atari Mouse, of course
NEC double sided floppy drive (cable and power supply)
Avatex 2400 modem, with RS-232 Cable
OkiMate 20 (24 pin) color printer, with plug 'n' print and cable.
(with extra print-head, 100,000 character life)

Software:
WordUp 3.0
1st-Word
Tons of PD and Shareware programs on double sided floppy
ANSITerm 1.5b, DigiPlay Plus 1.5, ACC Manager
(pre-registered in your name; be sure to mention this)
STOS
Language Disk
Games Disk
Accessories Disk
Compiler
DEGAS (No manual)

Games (with manual and maybe box):
Star Trek The Rebel Universe (Both manuals)
Star Gider
Defender of the Crown
Barbarian
Ghost Busters Language

All for $690.00 (shipping not included)

GE mail to T.MILLER23
or by phone: (813)-886-1374

4149. Re: MiNT/TOSWin-->Gemini problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-31 22:13:00 UTC
From: Hayo_Schmidt@hh.maus.de
Message-ID: <A8780@HH.maus.de>
Source record: 42118

>I cannot seem to run Gemini and MiNT/TOSWin together. While Gemini is
[...]
>native. Is anyone running Gemini and MiNT together? Can it be done?

Yes. You must run your shell as TOSWIN-autostart program. That means, start Mintshel or whatever you use under TOSWIN and save the configuration. Then reboot.

Greetings, Hayo Schmidt

4150. Re: Cross Compiling Sozobon 2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-31 22:48:15 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <720571694@bronto.cs.duke.edu>
Source record: 42103

From the Holy Book of <1992Oct30.142436.28566@sol.ctr.columbia.edu>
as spake by richard@op.ph.ic.ac.uk (Richard Syratt) :
>OK people so why does sozobon ignore the 'long _initial_stack'
>declaration in mntlib's inistack.c. (It doesn't make it through to
>the lib)

Quite possibly because it wasn't in the Makefile; it is a new file.
Since I'm not "in the loop" with the rest of the MiNTlib beta-testers,
the HSC version usually has to play catch-up.

> And also, is it OK if I just change
>the 'extern long _initial_stack' in crtinit.c to 'long _initial_stack'.

I'd advise against it. The idea, presumably, is to allow the programmer
to say "long _initial_stack = REALLY_HUGE_STACK_SIZE;" in her program,
and have the library version kick in only if the programmer doesn't
define one. If you put the definition of _initial_stack in crtinit.c,
it will always be included and the programmer can't set her own value.

>Apparently this was changed for patch level 22, will my st have problems
>if I change this?

Be patient; I haven't had a lot of free time recently [being a full-time
grad student and working part-time technician will do that to ya :( ].
Having finally finished reorganizing my hard drive, I plan to break open
the sources and start on it tonight.

-sbigham
--
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dsb@romeo.cs.duke.edu | (c) 1992 Hacker Ltd. and cannot be
bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

4151. What shell should I use for MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-10-31 23:24:50 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <488iTB1w165w@sys6626.bison.mb.ca>
Source record: 42105

Can anyone suggest a shell for MiNT? I've heard of ones written specfically for this, are they any good?

Thanks.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

4152. Gem with Sozobon?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-01 00:14:14 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1992Nov1.001414.20452@oz.plymouth.edu>
Source record: 42104

Help!!!

I have Sozobon C for the ST and I'd really like to write some GEM
programs, windows and such so I don't have to switch out to TOS whenever I
run one of my programs, just a window to pop up. But, I don't seem to have
any libs to support such functions as would be needed to create windows, alert
boxes, and mouse control like form_alert(). So, are there and any out there
that can be added to my existing sozobon? Also, what happened to sfrttime()?
It is commented out in the #include file. Is GEM possible with sozobon,
or do I have to get another compiler? I do not have the memory to run GCC,
nor the disk space really.

Thanks,

Stephan

--
\/\/\/

4153. Does Gulam screw up environmental variables?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-01 00:15:46 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Nov1.001546.16859@beaver.cs.washington.edu>
Source record: 42106

Greeting to all you C programmers out there, I have a question for
people using Gulam as their shell :

Why does Gulam seem to put an "=" after every environmental variable
I type in (using the setenv command)? When my HSC 1.33 cc command tries
to compile the file, it screws up because the output file ends up
being "e:\=\hello.s" or something stupid like that. How can I get it
to stop putting the "=" in the PATH and TMP variables and all that? Or
do I need different version of CC?

Thanks in advance,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

4154. Re: Gem with Sozobon?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-01 00:52:14 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Nov1.005214.17790@beaver.cs.washington.edu>
Source record: 42107

In article <1992Nov1.001414.20452@oz.plymouth.edu> pyr579@oz.plymouth.edu (Technoid) writes:
>
>Help!!!
>
> I have Sozobon C for the ST and I'd really like to write some GEM
>programs, windows and such so I don't have to switch out to TOS whenever I
>run one of my programs, just a window to pop up. But, I don't seem to have
>any libs to support such functions as would be needed to create windows, alert
>boxes, and mouse control like form_alert(). So, are there and any out there
>that can be added to my existing sozobon? Also, what happened to sfrttime()?
>It is commented out in the #include file. Is GEM possible with sozobon,
>or do I have to get another compiler? I do not have the memory to run GCC,
>nor the disk space really.

Yes, Sozobon C should come with the GEM/AES libraries which contain all the functions and things for accessing the windows/menus/dialog boxes, etc. (at least HSC comes with them). Look for the files vdifast.a, aesfast.a, or a similar name. And you probably need to include "gemfast.h" in your program to use the calls. Then, when you compile/link the program, be sure to tell the compiler to use the proper library -- usually by naming the .a file on the command line after your source file name.

Also, if you don't have any GEM documentation or anything, I'd suggest getting a book containing it, as it's kind of hard to figure out all the OS functions without docs... :-) C-manship by Clayton Walnum is supposed to be one of the best, and many dealers (Toad for example) carry lots of different books that would apply.

>
>Thanks,
>
> Stephan
>
>
>--
>\/\/\/

University of Washington

4155. DAMN DRIVE!! @!%$!@!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-01 01:13:04 UTC
From: wsbusr3@rw6.urc.tue.nl
Message-ID: <wsbusr3.720580384@rw6.urc.tue.nl>
Source record: 42108

Dear ST-HardwareBoys/Girls,

Weep with me:

All of a sudden my 1040ST-drive sticks its grey tongue out at me -
continuously !!
Usually it does that when a disk is inserted.
As you all know.
Upon hitting it, it spits the disk out, and swallows its tongue.
Old story. Until know. Obviously it decided to keep it out. In order
to get a disk in, I have to push it whilst inserting the disk !
I'd rather use my Xtra hand to hold a telephone or whatever.
Bah!!

Adding the fact that I didn't use it more forceful than usual
nor heard a CLICK, POINGNGNNG or CRACK,
and that I only molested it for four years now, I'd like to know:
- whether it can be fixed ?
- by a complete layman ?
- at low cost?

Personally, I never heard about such a silly malfunction before.
O well.
Now you all have. :(

Solutions / responses please to this group
to : at073@cleveland.freenet.edu

Thanx in advance,
Rowdy Blokland,
TUD,
The Netherlands.

-- Keep granny off the streets,
Legalize Bingo !! -- (manual .sig)

4156. GCC assembler syntax

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-01 02:29:26 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <720584965@romeo.cs.duke.edu>
Source record: 42109

Not too long ago, a description of the MIT assembler syntax for the 68000 as used by the GCC assembler was posted either here or in c.s.a.s. I could have sworn I saved them at the time, but now that I need them, I can't find them.

To save net traffic, please e-mail me if you either have or want this information; if interest is evidenced (and if I get it), I'll post it.

Thanx in advance.

-sbigham
--
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bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

4157. RTS/CTS flow control

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-01 10:17:40 UTC
From: wisner@netcom.com
Message-ID: <1992Nov1.101740.2599@netcom.com>
Source record: 42110

I'm attempting to set up my 1040ST and modem to use hardware flow control. It works, sort of; when the ST's receive buffer fills up, it drops the RTS signal as it's supposed to -- but then it doesn't raise RTS again until I type a character. Is this normal? Seems to me it should raise RTS as soon as the receive buffer's empty.

(UniTerm v2.0e, if it matters.)

w. <wisner@netcom.com> <wisner@EBay.Sun.COM> Gryphon Gang Mountain View CA

4158. Re: 680x0 vs. 80x86...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-01 12:13:32 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <af49f08e@Kralizec.fido.zeta.org.au>
Source record: 42143

Original to: mhughes@comtch.spk.wa.us
In a message of <23 Oct 92 19:52:04>, mhughes@comtch.spk.wa.us (3:713/602) writes:

m> An 8MHz ST is almost dead-even with a 12MHz '286. Floating point math

[...agrees...]

m> A 32MHz 68030 Mac is at roughly the same speed as a 33MHz 386dx. I
m> know the TT is a bit slower at some things, maybe 25MHz 386dx
m> equivalent. I have no idea about the 68040 or the 486.

Hmm... I'm not too sure on that one - I use (& code for) a 386DX33 with a 387 at work, and my code seems (I say seems, I haven't timeed it) to run somewhat more snappily on my TT than the DX... and as a rule TOS seems to be a little quicker on drive/file operations.

However, there are a large number of other considerations here ... (screen I/O, genearl responsiveness, my bias, etc 8)

m> - Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4159. Re: Some old questions ...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-01 12:26:26 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <af49f08f@Kralizec.fido.zeta.org.au>
Source record: 42144

Original to: fsctc@lerc03.lerc.nasa.gov
In a message of <27 Oct 92 22:37:01>, fsctc@lerc03.lerc.nasa.gov (3:713/602) writes:

f> It's been a while since I last asked these questions and things might
f> have changed sufficiently to warrent asking them again. Please bear with
f> me.
f> 1. Is there an Ethernet board for ST/TT under TOS runing TCP/IP
f> protocol that is available in the US? Are the SCSI Ethernet boards for
f> the Macs workable on the ST/TT units? The service can be on demand
f> only.

Yes & no - there are a number of 3U ethernet boards available, and PAMsnet (from PAMsoft in, you guessed it, germany) supports at least one, providing TCP/LAT/IPX etc functionality. As far as I know, the SCSI ethernet devices are not yet supported.

f> 2. What tape backups are available for TT units? SCSI driver software?
f> PD? Shareware? What kind (Brand, model, and capacity) of mechanism?

I still recommend the ICD FAST units - at 155MB and >6M/minute they are highly performace-competitive, and work very well on the TT.

Alan Hourihane's TapeBios and port of GNU Tar also works quite well with a wide range of drives, however the driver requires a small patch to work properly on the TT, (Alan, have you fixed that yet??) and only talks to drives on the ACSI bus. (I would have fixed this, however my dev. kit still hasnot arrived (4 months and waiting))
(The patch is easily accomplished, I can provide details, or a fixed driver, if you like).

f> 3. What needs to be done in order to execute a program in TT fast RAM?
f> What tools are available?

Atari have released a program called PRGflags which allows these options to be set - the memory options for a program are contained in 3 bits in the header of the program.

f> 4. Is there a version of GFA BASIC that supports the math coprocessor
f> on an ST (as a peripheral device)? Is there one that supports the math
f> coprocessor on the TT? Will this run under the TT RAM?

At this point, no. Richter have recently acquired the rights to GFA basic (ST only) from GFA themselves, and are undertaking a complete rewrite, with the intention of completely legalising the package.

They may add this support - however I have no information either way.

f> Clarence Chang

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4160. Re: Is Atari dying..??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-01 14:55:36 UTC
From: alf@skid.north.de
Message-ID: <a7452500@skid.north.de>
Source record: 42115

In <1ct8blINNnim@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

> > STUMPF SPEAKS UP! STR Spotlight Alwin Stumpf speaks up....
> """""""""""""""""""""""""""""""""

> Below we present a Fidonet post from Alwin Stumpf

The original posting was in the MausNet and there are to many bugs in this
article. Forget it. Normen Kowalewski of Atari Computer GmbH has written
a followup to that article in the MausNet from the new Atari-Maus MTK.

You should also read the posting of Eric Smith where he is making a statement
about this article.

Everyone who can read german can try to get the groups maus.sys.atari.*.
These are the groupnames of the mausgroups in the Internet.

Alf
--
Alf Hoheisel, Potsdamer Str. 14, D-2940 Wilhelmshaven, Phone: +49 4421 52635
<university> alf@zfn.uni-bremen.de | alf@informatik.uni-bremen.de
<home> alf@skid.north.de

4161. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-01 18:38:17 UTC
From: peter@rhrk.uni-kl.de
Message-ID: <1992Nov1.183817.15596@rhrk.uni-kl.de>
Source record: 42112

anderss@colargol (Anders Skar) writes:

> Is it true that the Falcon030 only has 16 bit RAM Access ?

Ok. My answer is simply : YES !
To be more precise the 68030 has only 16 bit access while the video hardware
has full 32 bit access.
Before you start flaming now: Has anyone of you ever tested this ?
I have !

cu
Gunter

4162. Re: Page flipping flicker fix anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-01 19:12:18 UTC
From: rosenkra@convex.com
Message-ID: <1992Nov01.191218.16882@convex.com>
Source record: 42111

get the src to mgif on atari.archive. in it is a routine which switches (rapidly) between 4 screens of floyd-steinberg dithered images (for pseudo grayscale on mono monitor). i should warn that doing this is system-dependent however (i use both line A and Xbios). but then again attempts to do this with "portable" GEM only coding (VDI) met with especially poor results...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

4163. Re: What shell should I use for MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-02 03:30:21 UTC
From: bq035@cleveland.Freenet.Edu
Message-ID: <1d27ceINNmlk@usenet.INS.CWRU.Edu>
Source record: 42113

In a previous article, marco@sys6626.bison.mb.ca (John Perry) says:

>Can anyone suggest a shell for MiNT? I've heard of ones written
>specfically for this, are they any good?
>
>Thanks.
>
> **
> * John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
> * INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
> **
>
This depends on a lot of things. IMHO, if I had enough memory, I'd run tcsh,
because it has a lot of really nice features.
But, I only have a meg, which is barely enough to do anything with any kind
of sophisticated shell, so I use something smaller, like the one that comes with
MiNT. However, with almost any shell, you're going to need a suite of file
utilities, and other utilities as well, and it is the choice of utilities that
will help define your environment. There are a few packages, such as the GNU
fileutils, the MiNT file utils, and the Alan Pratt utilities. You should try
them all out, and see which suits your needs most. There might be some others,
I'm not sure. You will need to get one of the packages to even do an 'ls' on
a directory, although, in a pinch, 'echo *' will do. But I digress.
--
****
* "Nothing is true; Everything is permitted" - Hassan i Sabbah *
****
Brian Jepson = iqm229@uriacc.uri.edu || bq035@cleveland.freenet.edu

4164. Re: Does Gulam screw up environmental variables?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-02 03:34:15 UTC
From: bq035@cleveland.Freenet.Edu
Message-ID: <1d27jnINNmnf@usenet.INS.CWRU.Edu>
Source record: 42114

In a previous article, bgilbert@cs.washington.edu (Ben Gilbert) says:

>Greeting to all you C programmers out there, I have a question for
>people using Gulam as their shell :
>
>Why does Gulam seem to put an "=" after every environmental variable
>I type in (using the setenv command)? When my HSC 1.33 cc command tries
>to compile the file, it screws up because the output file ends up
>being "e:\=\hello.s" or something stupid like that. How can I get it
>to stop putting the "=" in the PATH and TMP variables and all that? Or
>do I need different version of CC?
>
>Thanks in advance,
>
>--
>Ben Gilbert e-mail : bgilbert@cs.washington.edu
>Department of Computer Science
>University of Washington
>

Here is the relevant part of my gulam.g:

```
==========cut here=================
set path c:\bin,c:\,C:\utils\arc,c:\utils\disk,d:\sozobon\bin,e:\bin
setenv TMP G:\
setenv INCLUDE D:\SOZOBON\INCLUDE\
setenv LIB D:\SOZOBON\LIB\
setenv BUFSIZE 4096
==========cut here=================
```

Hope this helps... I think the solution is in using 'set' for the path...

```
--
*********************
* "Nothing is true; Everything is permitted" - Hassan i Sabbah *
*********************
```

Brian Jepson = iqm229@uriacc.uri.edu || bq035@cleveland.freenet.edu

4165. Re: Is Atari dying..??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-02 07:19:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A51224@MS.maus.de>
Source record: 42136

>So is this true chaps.....???

THIS MAIL HAS *NOT* BEEN WRITTEN BY ALWIN STUMPF. Stop thinking about it, it's totally nonsense.

Julian Reschke (Sysop of ms.maus.de, a MausNet node only one network hop away from the MausNet box from where this mail came from).

4166. Re: MiNT/TOSWin-->Gemini problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-02 08:33:25 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.720693205@freyr>
Source record: 42116

Julian_Reschke@ms.maus.de (Julian Reschke) writes:

>SPAC@UNB.CA writes:
>>I cannot seem to run Gemini and MiNT/TOSWin together. While Gemini is
>>fine initinally, it ceases to be able to launch programs once I open a
>>TOS window under TOS Win. [...]

>What shell are you using (in TOSWin?). Is it possible that this shell
>overwrites the system variable '_shell_p'?

Shouldn't _shell_p be relative to a process (so that when the shell in a TOSWin window changes it it wouldn't be changed for Gemini too?)
--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

`Don't let the SUNs go down on me' 10 GOSUB 10000: REM DISCLAIMER

4167. Re: Is Atari dying..??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-02 08:38:31 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.720693511@freyr>
Source record: 42117

alf@skid.north.de (Alf Hoheisel) writes:

>In <1ct8blINNnim@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>Everyone who can read german can try to get the groups maus.sys.atari.*.
>These are the groupnames of the mausgroups in the Internet.

These are not international usenet groups, so those 'people who can read
German' who can read the groups are in fact the Germans themselves... If the
groups could be made international I would love to see that happen.

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

`Don't let the SUNs go down on me' 10 GOSUB 10000: REM DISCLAIMER

4168. dragging a box and highlighting icons at the same time

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-02 09:22:31 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1992Nov2.102231.131066@mswe.dnet.ms.philips.nl>
Source record: 42141

Hello everybody,

I am currently working on a programm which has a fancy user interface ala desktop. I am able to create a desktop with a dropdown menu, several icons on it and draw some windows and handle them successfully. Now what I want to do is to grab one or more icons and drag them to an other icon. That next icon should highlight when the mouse is on it.

I found some functions to drag a box and to highlight an icon when the mouse is on top of it, but I can not figure out how to combine them. Is the only solution really to handle the complete drawing of the box and icons myself, or is there another way?

Any help please,
Thanx,

Marcel.

#include <stddiscl.h>
email: mboom@mswe.dnet.ms.philips.nl
voice: +31 40 762007 / +31 4408 3531

4169. Help: ICD with Miniscribe

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-02 11:34:13 UTC
From: ari@fwi.uva.nl
Message-ID: <1992Nov2.113413.9123@fwi.uva.nl>
Source record: 42130
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello fellow-Atarians,

Has somebody tried to connect a Miniscribe 8425S to a ST1040stfm ?
I tried it and used on old ICD host adapter (with built in Clock).
The partnumber of the adapter is 9010 (year 1987).

First i tried the diskdrive with an Apple Macintosh+ computer, it worked
ok.
But when i try it with my Atari and hostadapter, it doesn't see the
diskdrive (No disc connected), when i use the format-program that
belongs to the host-adapter. One can even select the 8425S diskdrive,
it is one of the standard formats. It keeps saying "No disc connected".
The terminating of the SCSI and the power-supplies are ok, they are
tested with the Macintosh. I can even read the onboard clock with
an ICD utility.

The hostadapter has also been tried with a (Macintosh formatted)
Quantum 52 LPS diskdrive, it didn't see that diskdrive too.

The next i tried, was to use the hostadapter with somebody else's
ST1040 and diskdrive (I am not sure what diskdrive it was, SH204, i
thought it was a Seagate). The system booted, but of course with
an already formatted diskdrive but not with the Miniscribe. It showed
that the hostadapter was ok (?).

On the Miniscribe diskdrive one can intall 6 jumpers, the SCSCI-id
jumpers (the three nearest to the connector) are empty. So it
should be on ID = 0 (the Macintosh says so too).
The fifth post is jumpered (auto-parc ?).

What do i forget? Is there somebody, who can help me with this problem ?

Thanks in advance,

Arie Maaskant.
ari@fwi.uva.nl

4170. RE: Is Atari dying.. -> NOT TRUE !!!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-02 11:52:04 UTC
From: ebeling@theo.physik.uni-bremen.de
Message-ID: <ebeling.4.0@theo.physik.uni-bremen.de>
Source record: 42125

Is Atari dying.... ?

Not at all. The Posting you have is a FAKE !!! Do not distribute stuff like this. Some Hacker entered the german MAUS net and posted it. There was a long discussion about it, but in the end it turned out to be complete nonsense !

Walter

4171. Re: Is Atari dying..??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-02 12:34:32 UTC
From: g16m@alf.zfn.uni-bremen.de
Message-ID: <g16m.720707585@alf>
Source record: 42119

>alf@skid.north.de (Alf Hoheisel) writes:

>>In <1ct8blINNnim@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>>Everyone who can read german can try to get the groups maus.sys.atari.*.
>>These are the groupnames of the mausgroups in the Internet.

>These are not international usenet groups, so those 'people who can read
>German' who can read the groups are in fact the Germans themselves... If the
>groups could be made international I would love to see that happen.

As far as I know we had shortly ago a request from somewhere in the states
if it would be okay to make the groups (at uunet?) available. As we didn't
deny that (in fact we wrote back that it's OK with us ;-)) i guess the groups
should be available somewhere there.
The only problems seem to be, where to get the groups and how to pursuade
the local newsadmin to get them. ;-)

G'Day Mick
--
Mick Schmidt / Kopenhagener Str. 145 / 2820 Bremen 77 / Tel. 0421/ 635270
Home: ms@hb.maus.de (No Binaries/UUEs!!!) / Uni: g16m@alf.zfn.uni-bremen.de
// Fuer Risiken und Nebenwirkungen essen Sie die Packungsbeilage
und schlagen Sie Ihren Arzt mit dem Apotheker! //

4172. time.h with gcc?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-02 13:20:41 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <lahtinen.720710441@gideon>
Source record: 42121

I am starting to use gcc and made some simple test programs.
I noticed that when I included "time.h" I started to get error
message. I am not now at home so I do not remember the actual
message, but it was on line 71 and something about empty something.
I am using include80.

By the way I am using MultiGem II and it is nice program, but
I would like to know is there a shell (cli) that I could use
with it?

Kimmo
--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

4173. Re: Cross Compiling Sozobon 2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-02 13:35:25 UTC
From: richard@op.ph.ic.ac.uk
Message-ID: <1992Nov2.133525.7992@sol.ctr.columbia.edu>
Source record: 42120

Recall I was having problems with nm and ld compiled on a sun???
Well I was.

Anyway, the problem with nm was a bug...
to fix this, change line 185ish of nm.c from

```
if (reuse)
```

to

```
if (reuse || xhave == -1)
```

then it works fine.

The problem with ld was also a bug :-) (happy because it's not
me that got it wrong)

The linker couldn't find __initial_stack in the library - I've discovered
this is because of a naff hash number creation routine. __initia...
and __init_s... both give the same hash number - so the __initial_stack
entry gets replaced :-(

I can't mess about with it anymore today, but I'd appreciate it if someone
could post/send me a better hash routine (here's the included one...)

```
hash(s)
unsigned char *s;
{
unsigned char c;
register i, n = 0;

for (i=1; i<5; i++) {
c = s[i];
if (!c)
break;
n = (n<<1)|c;
}
return n & (NHASH-1); /* NHASH is the max value */
}
```

I've spotted that this routine only uses the 1st to fifth letters of
the name (skipping the first underscore), and that this is the same
for both __initial_stack and __init_signal, but increasing the number
doesn't help - in fact the routine only seems to return hash values
of 46,61,62,63 whatever is passed through to it when it uses seven
characters.

Well I think this is the problem - flame me if it's not...

Richard

4174. Re: Is Atari dying..??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-02 14:50:00 UTC
From: Martin_Bartsch@mk.maus.de
Message-ID: <A20616@MK.maus.de>
Source record: 42134

Hello,

s>This was cut fron STR843....
s>So is this true chaps.....???

I don't want to quote any of these wrong lines. The message is bad "gag" from a bad guy. This message has to many mistakes. The only true sentence is: Alwin Stumpf is no longer General Manager by Atari Germany. You can believe me!

Ciao,

Martin

4175. building ST's

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-02 14:50:30 UTC
From: David Winkel <winkel@moose.cs.indiana.edu>
Message-ID: <1992Nov2.145045.26133@news.cs.indiana.edu>
Source record: 42122

I have inherited our assembly language/architecture course along with a room full of ST1040's used in the lab portion. They are a nice platform and perfectly adequate in this application.

We are exploring building our own versions using PC clone peripherals to keep costs down. We are experienced users of field programmable gate arrays and would use them to replace the GLUE, MMU, SHIFTER, and DMA chips in the ST. If they are simple enough I might even assign some of them as projects in a VLSI class although the partitioning would likely be different because of pin limitations.

We have printed circuit CAD software and would use it to build an open system mother board with connectors for peripherals. Form factor would be compatible with a clone case/power supply since they are ridicuously cheap.

Anyone know the nitty gritty internals of these chips? I really don't want to reverse engineer them with a logic analyzer.

In the Atari ST Internals book, pp13, the prototype ST using TTL chips is mentioned. Were circuit diagrams of this ever circulated?

I am new to this group. Can anyone guide me to reference sources. I have the ST internals book and the ST logic diagrams.

David Winkel
IU Computer Science dept
215 Lindley Hall, Bloomington, IN 47405
winkel@cs.indiana.edu

4176. getmpb

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-02 18:12:40 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1992Nov2.181240.21427@cs.nott.ac.uk>
Source record: 42123

Hi,

As a person who has spent the last ten years programming almost solely
in BASIC, the ins and outs of memory management are fairly new to me.
I'm currently trying to write a program which needs to know where it is
in memory. My GEMDOS information tells me that the 'C' call getmpb should
do this - but it seems to return only the top of system memory or something -
it gives the same thing every time with no pointer to a second block.

Am I being very thick or is there some other way to find out my program's
basepage? I'm running an STe with 2Mb of memory and TOS 1.62.

Thanks - and apologies if this is a silly question!

Keith.

~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

4177. Re: Help: ICD with Miniscribe

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-02 18:52:40 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.P8v_mQ6CqzE@jonh.wimsey.bc.ca>
Source record: 42124
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Nov2.113413.9123@fwi.uva.nl> ari@fwi.uva.nl (Arie Maaskant) writes:

> Hello fellow-Atarians,

> Has somebody tried to connect a Miniscribe 8425S to a ST1040stfm ?
>I tried it and used on old ICD host adapter (with built in Clock).
>The partnumber of the adapter is 9010 (year 1987).

I've used one of the 84xx Miniscribes on the ST, and it worked fine.
My first suspician would be that the drive is set up with parity enabled
for a dos clone. I'm not sure, but that might be what the other jumper
does. Try removing it.

>The hostadapter has also been tried with a (Macintosh formatted)
>Quantum 52 LPS diskdrive, it didn't see that diskdrive too.

Old ICD host adapters can't talk to Quantum drives. They don't
recognise the extended command set. You have to get an adscsii pro

--
John Henders " Only _my_ words are relevant to the issue "
T.K.O.O.C. <1992May11.073237.14684@rotag.mi.org>
kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

4178. Re: Is Atari dying..?? - NO !

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-02 19:47:00 UTC
From: Ralf_Czekalla@st.maus.de
Message-ID: <A4965@ST.maus.de>
Source record: 42137

Hello all,

sheppard_r@kosmos.wcc.govt.nz at Sa, 31.10.92 07:16 in CS.ST.TECH wrote:

> > STUMPF SPEAKS UP! STR Spotlight Alwin Stumpf speaks up....
> """""""""""""""""""""""""""""""""
> [...]
>
>This was cut fron STR843....
>
>So is this true chaps.....???

I never thought that this nonsense mail in our little MausNet would get through the world like this. I am a Sysop of the Maus ST, that node of the MausNet, in which the Mail appered the first time and I want to assure you,

that this mail is DEFINITLY NOT from Alwin Stumpf (former general manager of Atari Germany) and I hope that the editors of AEO will read this before they print this nonsense once again like STReport did.

All listed facts aren't facts. They are all born in a very small mind in a phase of thoughtlessness, as other users of our MausNet already pointed out, even in the FidoNet where STreports got this mail.

I don't know, how often I red this mail again and again in the last few days in the different newsgroups and nets.
But I think this mail got in a vakuum of information deficit and because of this, so many Atari enthusiasts thought to read a real statement.

I hope this will end this discussion about this dummy mail.

Nevertheless, if someone is still interested in german newsgroups of the MausNet, you can get them under the name maus.sys.atari.* on a mailserver in the States. Some weeks ago somebody posted here, that he could get them there, but I don't even know where exactly.

By the way - why is it so difficult to mail from InterNet into Genie? I tried to connect Dragonware and Fast Technologie but can't get through :-(. Aren't they interested???

Tschau... Ralf

Internet: MausNet:
<czekall@obelix.uni-muenster.de> <Ralf_Czekalla@ST.maus.de>
(private, no binaries/UUEs)

4179. Re: GCC assembler syntax

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-03 03:34:41 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <720761680@bronto.cs.duke.edu>
Source record: 42126

Once again the net saves the day. Thanks to David Winick
(dawinic@eos.ncsu.edu), I now have the information I need.

For the curious, the assembler syntax is buried deep in the bowels of
the GCC documentation. I found it in the package
/atari/Gnustuff/Tos/Doc/gcc-doc-tex.zoo from atari.archive, in the file
gcc-st.tex. For those who don't have TeX, the file will be available
from me (for a limited time) via email.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@romeo.cs.duke.edu | (c) 1992 Hacker Ltd. and cannot be
bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

4180. NEED NEW INTERNAL FLOPPY...HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-03 08:02:00 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <2HLNTB3w165w@sys6626.bison.mb.ca>
Source record: 42127

I need a new internal floppy drive. So the questions are...

A> Which one should I buy?
B> Who sells them?
C> Can I buy a Radio Shack internal drive and just plug it in?
D> Are there any new drives with the eject button in the middle like the
old chinons or will I have to cut some holes in the plastic cover?

I would welcome any advice or discussion on this matter. Please reply via
e-mail....thanks!

4181. Re: Cross Compiling Sozobon 2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-03 14:04:38 UTC
From: HUSFELD@usmv01.usm.uni-muenchen.de
Message-ID: <1992Nov3.140438.19093@news.lrz-muenchen.de>
Source record: 42128

In <1992Nov2.133525.7992@sol.ctr.columbia.edu> richard@op.ph.ic.ac.uk writes:

> The linker couldn't find __initial_stack in the library - I've discovered
> this is because of a naff hash number creation routine. __initia...
> and __init_s... both give the same hash number - so the __initial_stack
> entry gets replaced :-(
>
> I can't mess about with it anymore today, but I'd appreciate it if someone
> could post/send me a better hash routine (here's the included one...)

This seems like a misconception to me. The purpose of a hash function is
to project a huge area (here the name space of all acceptable symbol names)
into a much smaller area, the hash table held in computer memory. It is
therefore quite necessary that different input values (symbol names) map
to the same hash value, although one would try to reduce the probability of
such clashes to a minimum. This minimum probability is related to the size
ratio of source and destination areas and is certainly not zero. What is
obviously broken is the code that uses the hash value to place or locate
names in the hash table. It must be able to handle name clashes sensibly,
of which there are several possibilities. (See Knuth's "Art of Programming"
for a detailed discussion, I'll only mention two approaches: either scan
the hash table for an empty slot, or use linked lists for names with
identical hash values. In either case, the hash table has to store the
name for later comparison, the original code at your hand may be naive
enough not to do that.

```
> hash(s)
> unsigned char *s;
> {
> unsigned char c;
> register i, n = 0;
>
> for (i=1; i<5; i++) {
> c = s[i];
> if (!c)
> break;
> n = (n<<1)|c;
> }
> return n & (NHASH-1); /* NHASH is the max value */
> }
>
>
> I've spotted that this routine only uses the 1st to fifth letters of
> the name (skipping the first underscore), and that this is the same
> for both __initial_stack and __init_signal, but increasing the number
```

> doesn't help - in fact the routine only seems to return hash values
> of 46,61,62,63 whatever is passed through to it when it uses seven
> characters.
>
One might argue over the sensibility of a hash function that only looks at the first characters of a name. It is often a bad approach because some programmers enumerate their variables (like file1, file2,...; not recommended), others use a verb-object template for their function names (get_this(), get_that(), get_next()...). Nevertheless, a bad hash function only slows down the calling code because it has to do more work to solve the name clash.

> Well I think this is the problem - flame me if it's not...
Na, me never does this!
>

> Richard

4182. Disk reads and games on TOS1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-03 14:39:59 UTC
From: pwp@zebra.cs.indiana.edu
Message-ID: <1992Nov3.144017.13954@news.cs.indiana.edu>
Source record: 42129

I have an 520ST that has been upgraded to 1 Meg and TOS 1.4. I also have an 1040ST with TOS 1.2. I notice that there are quite a few games that fail under TOOS 1.4 at the time they do a disk read. I was wonderring whether anyone had developed some work around to this type of problem.

4183. Re: GCC assembler syntax

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-03 17:26:12 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.720811572@vega>
Source record: 42131

dsb@duke.cs.duke.edu (D. Scott Bigham) writes:

>Once again the net saves the day. Thanks to David Winick
>(dawinic@eos.ncsu.edu), I now have the information I need.

>For the curious, the assembler syntax is buried deep in the bowels of
>the GCC documentation. I found it in the package
>/atari/Gnustuff/Tos/Doc/gcc-doc-tex.zoo from atari.archive, in the file
>gcc-st.tex. For those who don't have TeX, the file will be available
>from me (for a limited time) via email.

I do not know about this particular topic, but most of gcc documentation
is written with Texinfo macro package. "For those who don't have TeX"
(and for those who have, but want/need another display format) tools
for dealing with such files - texinfo package - were posted in
comp.sys.atari.st.{sources, binaries}, on atari.archive.umich.edu
(unfortunately in TeX directory) and are also mentioned in FAQ.
Not counting annoucements in comp.sys.atari groups.

--mj

4184. Help setting up gcc ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-03 21:19:32 UTC
From: dtarico@skyblu.ccit.arizona.edu
Message-ID: <1992Nov3.141932.1@skyblu.ccit.arizona.edu>
Source record: 42132

Could somebody please let me know what I need to get gcc up and running
on my ST? Yes, I do have the RAM and HD space. I just need to know
what files to FTP, and if there is anything special I need to do to
set it up. Thanks.

Doug Tarico
dtarico@ccit.arizona.edu
doug@sie.arizona.edu

4185. Falcon specs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-03 23:50:08 UTC
From: griff@ccwf.cc.utexas.edu
Message-ID: <82968@ut-emx.uucp>
Source record: 42133

I was wondering if anyone had any specs on the Falcon. I'm looking
for as in depth and as technical review as possible, but anything will
help. In particular I'm looking for info on the dsp/'030 interface, and
the memory allocated in the dsp's bus.

thanks,

Andrew Wheeler
Applied Research Laboratories
University of Texas

4186. RE: Is Atari dying.. -> N

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-04 07:59:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <2064.80.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 42168

Everyone knows Atari will not stop production on the Falcon, that would be rediculous. Even the local PAPER has a run up about the Falcon, and for Atari, that's AMAZING... Most people around here don't even know what an Atari is... aside from a 2600 game machine. All you ever see is IBM & MAC. I was very impressed to see the falcon gaining in popularity. I have also seen a company in Britain (in ST format) claiming to sell the FALCON.

4187. Maus newsgroups (was Re: Is Atari dying..??)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-04 09:16:57 UTC
From: zxmkr08@studserv.zdv.uni-tuebingen.de
Message-ID: <zxmkr08.720868617@studserv>
Source record: 42138

In <g16m.720707585@alf> g16m@alf.zfn.uni-bremen.de (Michael Schmidt) writes:

>>alf@skid.north.de (Alf Hoheisel) writes:

>>>In <1ct8blINNnim@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>>>Everyone who can read german can try to get the groups maus.sys.atari.*.
>>>These are the groupnames of the mausgroups in the Internet.

>>These are not international usenet groups, so those 'people who can read
>>German' who can read the groups are in fact the Germans themselves... If the
>>groups could be made international I would love to see that happen.

>As far as I know we had shortly ago a request from somewhere in the states
>if it would be okay to make the groups (at uunet?) available. As we didn't
>deny that (in fact we wrote back that it's OK with us ;-)) i guess the groups
>should be available somewhere there.
>The only problems seem to be, where to get the groups and how to pursuade
>the local newsadmin to get them. ;-)

The Maus newsgroups are e.g. available from the nntp host
news.rus.uni-stuttgart.de. (Usual disclaimers apply.)
They are somewhat different from Usenet newsgroups, though.
First, they are entirely in German; second, since the Maus Net
somehow connects the messages, older postings are
seldom quoted.

Have fun, Cornelius (Internet-User & MausNet reader).
--
/* Cornelius Krasel, Department of Physiological Chemistry, U Tuebingen */
/* email: krasel@studserv.zdv.uni-tuebingen.de (Internet) HAS CHANGED!! */
/* NO WIN/X400 MAIL POSSIBLE AT THE MOMENT! */
/* "People are DNA's way of making more DNA." (anonymous) */

4188. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-04 11:37:03 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.25.720877023@dhhalden.no>
Source record: 42139

In article <1992Nov1.183817.15596@rhrk.uni-kl.de> peter@rhrk.uni-kl.de (Gunter Bitz) writes:
>From: peter@rhrk.uni-kl.de (Gunter Bitz)
>Subject: Re: 16-bit RAM Access on Falcon ?
>Date: 1 Nov 92 18:38:17 GMT
>anderss@colargol (Anders Skar) writes:
>
>> Is it true that the Falcon030 only has 16 bit RAM Access ?
>
>Ok. My answer is simply : YES !
>To be more precise the 68030 has only 16 bit access while the video hardware
>has full 32 bit access.
>Before you start flaming now: Has anyone of you ever tested this ?
>I have !
>
>cu
> Gunter

Where do you have it from???????????????????? Falcon is a FULL 32 bit machine.

If somebody thinks this is not true, so email me ....

R.A.W

4189. Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-04 12:44:17 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.720881057@unix1.tcd.ie>
Source record: 42140

I believe that Atari have at last got their act together...

Q: As the Falcon has (from what I've heard) one bus (32),
how will the custom chips (DSP,DMA Sound,Blitter,H-Scrolling,..)
interact, and will the system lose preformance as a result?

Surely the DSP has it's own bus, as it does have 56k of it's own
memory!?

You can always tell how good a machine is by observing how
defencive amiga owners get...and believe me, I've never seen
them so bad...!

Please dont spare me on the technical info., I'd love to hear it
(I'm sure I could understand it - I study Comp. Sci.)

Thanks, Mark Nolan

4190. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-04 15:41:59 UTC
From: marks@castle.ed.ac.uk
Message-ID: <27701@castle.ed.ac.uk>
Source record: 42142

mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:

>I believe that Atari have at last got their act together...

>Q: As the Falcon has (from what I've heard) one bus (32),
>how will the custom chips (DSP,DMA Sound,Blitter,H-Scrolling,..)
>interact, and will the system lose preformance as a result?

This is true. I have been meaning to post something about this myself. Basically graphically intensive operations will slow the processor down considerably. This is also the situation on the Amiga. However, the Amiga also has "fast" memory, which the processor cannot access. A system with fast memory will have substantially improved performance. If the Falcon has no provision for "fast" memory, then those Amiga owners who claim that the A1200 is faster could well prove right :(

The benchmarks posted to the Amiga groups indicated that an A1200 with no fast memory was only about twice as fast as an A500. Before you start smiling though, it still proved faster than an A3000 without fast memory. A3000's with fast memory are *very* much faster.

>Surely the DSP has it's own bus, as it does have 56k of it's own
>memory!?

Hmm. Don't know much about the DSP. Anyone else care to comment.

>You can always tell how good a machine is by observing how
>defencive amiga owners get...and believe me, I've never seen
>them so bad...!

Grow up. The Falcon is good (very good in fact) but it is not that good. In the UK at least the A1200's pricing and specification make it an excellent home computer. The Falcons' pricing places it dangerously close to the serious PC market. The A1200 might not be as good as the Falcon, but at the price I'm afraid to say it will become *the* home computer over here.

Sorry about the "grow up" bit, but for as long as I can remember people always seem to want to prove their computer is better. This went on through the C64 and Spectrum era, was continued by the Amiga and ST and looks set to continue with the Falcon and A1200. Personally, I'm more than a little tired of it.

Incidentally, if you think Amiga owners are defensive, try insulting the Falcon in one of the Atari groups :)

Mark

>Please dont spare me on the technical info., I'd love to hear it
>(I'm sure I could understand it - I study Comp. Sci.)

> Thanks, Mark Nolan

--
? Look within the Hearts of mortal Men and see, ? Mark Steyn : ?
? The Hopes, Dreams and Wishes of a world, ? marks@castle.ed.ac.uk ?
? Guarded under Lock and Key. ? mpjs@dcs.ed.ac.uk ?

4191. Re: Hi-res monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-04 16:55:15 UTC
From: pjj@cs.man.ac.uk
Message-ID: <6666@m1.cs.man.ac.uk>
Source record: 42152

I wrote:
>[I was told] 144s suffer from distortion in one corner and so is being
>discontinued and replaced by the 146. I have never seen a 144...

sheppard_r@kosmos.wcc.govt.nz replied:
>the SM144 is sold for ST,STE, Mega STE as it has a SPEAKER fitted,
>the TT has its own speaker so does not need a monitor with a speaker,
>its that simple...

I use a SM146 with a Mega STE and hear keyboard clicks & music etc. with no problems. The SM146 has a volume control and speaker, just like the SM124 & SM125.

Does anyone have a better story as to the differences between the SM144 and the SM146?

4192. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-04 18:39:00 UTC
From: grier@bnr.ca
Message-ID: <1992Nov04.183900.9037@bnr.ca>
Source record: 42146

> This is true. I have been meaning to post something about this myself.
> Basically graphically intensive operations will slow the processor down
> considerably. This is also the situation on the Amiga. However, the
> Amiga also has "fast" memory, which the processor cannot access. A
> system with fast memory will have substantially improved performance.
> If the Falcon has no provision for "fast" memory, then those Amiga
> owners who claim that the A1200 is faster could well prove right :(

According to Atari the Falcons memory runs at 0 wait states. Thats as
fast as memory can run folks. What Atari has not stated was whether the
Falcon uses a syncronous, or asyncronous bus. If the bus is syncronous
the CPU can have data from memory within 90ns of requesting it. If the
bus is asyncronous then the cpu can have the data within 120ns of
requesting it. Regardless of which access scheme is used a wait state
will be 62.5 nano-seconds.

4193. Re: Does Gulam screw up environmental variables?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-04 20:11:24 UTC
From: alf@skid.north.de
Message-ID: <a1003302@skid.north.de>
Source record: 42149

In <1d27jnINNmnf@usenet.INS.CWRU.Edu> bq035@cleveland.Freenet.Edu (Brian Jepson) writes:

```
>==========cut here=================
>set path c:\bin,c:\,C:\utils\arc,c:\utils\disk,d:\sozobon\bin,e:\bin
>setenv TMP G:\
>setenv INCLUDE D:\SOZOBON\INCLUDE\
>setenv LIB D:\SOZOBON\LIB\
>setenv BUFSIZE 4096
>==========cut here==================
```

>Hope this helps... I think the solution is in using 'set' for the path...

Gulam didn't use environmentvariables. All environmentvariables you set
with `setenv' will only be given to the processes started from inside of
gulam. If you wants to set variables which gulam should use you have to
set them with `set' and write them lower case. There are several shell
variables you can set for gulam. I didn't have a list of the shell variables
which gulam understands by hand. Look into the manual.

Hope that helps,
Alf
--
Alf Hoheisel, Potsdamer Str. 14, D-2940 Wilhelmshaven, Phone: +49 4421 52635
<university> alf@zfn.uni-bremen.de | alf@informatik.uni-bremen.de
<home> alf@skid.north.de

4194. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-04 21:20:26 UTC
From: jmillar@rodin.helios.nd.edu
Message-ID: <1992Nov4.212026.8351@news.nd.edu>
Source record: 42147

The Falcon030's DSP chip has *96K* of its own SRAM not 56K, and there IS
a bus on the back of the computer for it......how do you think they
were planning on implementing virtual 19.6K baud modems?

--
Jay T. Millar - Department of Electrical Engineering - |||
jmillar@rodin.helios.nd.edu University of Notre Dame |||
"Quick to judge, quick to anger, slow to understand; Ignorance and / | \
prejudice and fear walk hand in hand." Neil Peart, Witch Hunt

4195. Re: Problems with Mint .95 and TCSH

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-04 21:22:02 UTC
From: gordonf@monashee.sfu.ca
Message-ID: <1992Nov4.212202.9285@sfu.ca>
Source record: 42145

In article <1crvi6INN761@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:
>mint.cnf happy, and tcsh happy with mint.cnf - tcsh has a path to /bin where
>all the necessities are kept (ls, cat, less, etc.). However, I have noticed
^^^^
Where'd you find "less"? I've looked at a.a, but the only less I found was
really old and hung when it reached the end of a file under MiNT (using
mintshel in a TOSwin on a TT).

Thanks in advance.

Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

4196. Problems using Fast-RAM on the TT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-05 03:01:46 UTC
From: dc@presto.ruhr.de
Message-ID: <7664648@presto.ruhr.de>
Source record: 42148
Cross-posted to: comp.sys.atari.st.tech,de.comp.sys.st

I'm having problems using the TT Fast-RAM particularly in combination with MiNT (0.95). The configuration is TT, TOS 3.06, 4MB ST-RAM, 4MB TT-RAM, AHDI 6.01, 200MB Quantum HD.

Without MiNT most larger programs (e.g jwb's GCC 2.2.2 port or GNU-Emacs 18.58) crash if the header-bit is set are so that they run in Fast-RAM (in ST-RAM they run fine).

With MiNT _any_ program that writes to a location beyond about 1MB into the TT-RAM crashes the system completely. Just clearing the fast-bit in the header so the program tries to clear the TPA is enough to cause this, even if the program itself doesn't write anything to memory. Reading from TT-RAM works, and writing back exactly the same data that was read also works. So it looks like something is using memory that it doesn't own.
If I boot MiNT from floppy with no HD driver everything seems to be OK, which would seem to indicate that the combination of MiNT and AHDI is the problem - except that other people (including Eric Smith) are using the same configuration and don't have these problems.
The result of this is that only about 1MB of the TT-RAM is useable.

This could be a hardware problem, although it's almost certainly not a bad RAM chip since TOS 3.06 does a memory test when it cold boots, and it says everything is ok. The other possibilities are bugs in TOS, MiNT or AHDI.

Does anyone else have a similar setup and know what might be causing the trouble? If it _is_ the hardware, what is it likely to be?

Answers via email would be preferred - if anyone else is interested I can send them a summary.

--
dc@presto.ruhr.de
dc@presto.ruhr.sub.org

4197. Someone sent me email regarding JOVE and I lost it

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-05 03:40:12 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92Nov4224012@leidecker.gsfc.nasa.gov>
Source record: 42150
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

That's right, I got sent some email regarding my port of JOVE, and the elm email program flaked out before I could read it. While diagnosing the situation, I made a bad decision and the software ate your letter, whoever you are. I am sorry, but you will have to resend your email. Next time, I will be using RMAIL.

--
Doug
dstailey@leidecker.gsfc.nasa.gov
Disclaimer: The author does not wish to flame elm. It has worked for months with no problems.

4198. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-05 08:35:02 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.95.720952501@dhhalden.no>
Source record: 42151

In article <27701@castle.ed.ac.uk> marks@castle.ed.ac.uk (Mark Steyn) writes:
>Path:
dhhalden.no!nuug!ugle.unit.no!sunic!psinntp!psinntp!uunet!mcsun!uknet!edcastle!marks
>From: marks@castle.ed.ac.uk (Mark Steyn)
>Newsgroups: comp.sys.atari.st.tech
>Subject: Re: Falcon BUS..
>Message-ID: <27701@castle.ed.ac.uk>
>Date: 4 Nov 92 15:41:59 GMT
>References: <mpnolan.720881057@unix1.tcd.ie>
>Organization: Edinburgh University
>Lines: 57
>mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:
>
>>I believe that Atari have at last got their act together...
>
>>Q: As the Falcon has (from what I've heard) one bus (32),
>>how will the custom chips (DSP,DMA Sound,Blitter,H-Scrolling,..)
>>interact, and will the system lose preformance as a result?
>
>This is true. I have been meaning to post something about this myself.
>Basically graphically intensive operations will slow the processor down
>considerably. This is also the situation on the Amiga. However, the
>Amiga also has "fast" memory, which the processor cannot access. A
>system with fast memory will have substantially improved performance.
>If the Falcon has no provision for "fast" memory, then those Amiga
>owners who claim that the A1200 is faster could well prove right :(
>
>The benchmarks posted to the Amiga groups indicated that an A1200 with
>no fast memory was only about twice as fast as an A500. Before you
>start smiling though, it still proved faster than an A3000 without fast
>memory. A3000's with fast memory are *very* much faster.
>
>>Surely the DSP has it's own bus, as it does have 56k of it's own
>>memory!?
>
>Hmm. Don't know much about the DSP. Anyone else care to comment.

I think you're confusing RAM size with the name of the chip. It's a Motorola
56001 chip, or 56k short. It's got 96k of private static RAM and I think the
bus is going in parallell to the CPU, with an own bus to the 96k of RAM, of
course.

Please correct me...

> Mark
>
>>Please dont spare me on the technical info., I'd love to hear it
>>(I'm sure I could understand it - I study Comp. Sci.)
>
>> Thanks, Mark Nolan
>
>--
>? Look within the Hearts of mortal Men and see, ? Mark Steyn : ?
>? The Hopes, Dreams and Wishes of a world, ? marks@castle.ed.ac.uk ?
>? Guarded under Lock and Key. ? mpjs@dcs.ed.ac.uk ?

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 18 49 38 |

4199. Falcon specs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-05 09:01:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <2075.80.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 42171

Pick up the November issue of ST Format I believe it has a complete breakdown of the DSP in the Falcon.

4200. HD help please

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-05 11:33:59 UTC
From: ms9211@sees.bangor.ac.uk
Message-ID: <1992Nov5.113359@sees.bangor.ac.uk>
Source record: 42153

Hi,

I have a Miniscribe HD with an Omti controller, that is proven to
work on an ST but refuses to play ball with my STE.
The computer has been fully checked by Atari UK and had a DMA swap
done.
I can read data from the drive but can only write garbage to it.
Can you point me in the direction of the relevant information please?

Thanks.

Colin. ms9211@sees.bangor.ac.uk

4201. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-05 11:49:27 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Nov5.114927.14711@dcs.warwick.ac.uk>
Source record: 42154

I asked questions similar to these a month or two ago, but nobody answered. Perhaps somebody knows the answers now.

1) What is the speed of the Falcon's memory (Somebody said it had 0 wait states which seems to imply 16MHz, but they may have been wrong)
2) How does the DSP access the main memory (Somebody said it is not connected to the data bus, in which case I suppose it must be some kind of serial link)
3) Does the TOS V4 use the DSP to speed up things (for that matter does it make intellegent use of the Blitter?)
4) Is the data bus between the memory and the 68030 16 or 32 bits wide (There seems to be an argument going on about this).
5) Why does the benchmarks that I have seen posted here only indicate an approx 3x speed increase and real-world tests (excluding any disk access) only twice as fast? If the data bus is twice as wide, the memory twice as fast, the processor at least twice as efficent and running at twice the clock speed it should be more like 10 times the speed.

Thanks,
Leo

4202. pds slot specs wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-05 14:17:14 UTC
From: d91-jsn@ludd.luth.se
Message-ID: <1992Nov5.141714.4735@ludd.luth.se>
Source record: 42155

I have heard so much junk about the pds slot so I would like
to REALLY know more about it. Is it a crippled slave slot or a real
32 bit ninja bus? This info don't exsist in the FAQ file but I think
that it really should be in it.

Yours

Joachim Str|mbergson

4203. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-05 14:20:17 UTC
From: grier@bnr.ca
Message-ID: <1992Nov05.142017.21039@bnr.ca>
Source record: 42156

> 1) What is the speed of the Falcon's memory (Somebody said it had 0 wait
> states which seems to imply 16MHz, but they may have been wrong)

The memory, as I said, is claimed to be 0 wait state memory. The question
is is the memory syncronous or asyncronous?

> 4) Is the data bus between the memory and the 68030 16 or 32 bits wide (There
> seems to be an argument going on about this).

Atari claims 32 bit wide memory.

> 5) Why does the benchmarks that I have seen posted here only indicate an
> approx 3x speed increase and real-world tests (excluding any disk access)
> only twice as fast? If the data bus is twice as wide, the memory twice as
> fast, the processor at least twice as efficent and running at twice the clock
> speed it should be more like 10 times the speed.

My best guess is that when people get to the Falcon in the REAL world
they increase the number of bits per pixel, causing a lot of extra time
to be spent drawing things, like letters and numbers. You will pay a big
price in performance for more bits per pixel on Atari systems. Refer to
the description of pixel memory in either the developer docs or the Abacus
internals guide.

On an unrelated topic...

Yesterday I said would see if you could drag a HD icon to a floppy icon
under NeoDesk. The answer is yes. NeoDesk informs you that it can only
perform a file copy, sector copy is not available. I do not have access
to a floptical so I can not verify if NeoDesk will recognize that a 720K
or 1.4meg floppy in a floptical has the same format as it does in a
standard floppy drive.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC

4204. Re: Cross Compiling Sozobon 2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-05 17:07:43 UTC
From: eker@loria.crin.fr
Message-ID: <567@muller.loria.fr>
Source record: 42158

```
In article <1992Nov3.140438.19093@news.lrz-muenchen.de>,
HUSFELD@usmv01.usm.uni-muenchen.de (Husfeld, Dirk) writes:
|> In <1992Nov2.133525.7992@sol.ctr.columbia.edu> richard@op.ph.ic.ac.uk writes:

[discussion of what hashing is supposed to be deleted]

|> >
|> > hash(s)
|> > unsigned char *s;
|> > {
|> > unsigned char c;
|> > register i, n = 0;
|> >
|> > for (i=1; i<5; i++) {
|> > c = s[i];
|> > if (!c)
|> > break;
|> > n = (n<<1)|c;
|> > }
|> > return n & (NHASH-1); /* NHASH is the max value */
|> > }
|> >
|> >
|> > I've spotted that this routine only uses the 1st to fifth letters of

Actually 1st -> 4th letters.

|> > the name (skipping the first underscore), and that this is the same
|> > for both __initial_stack and __init_signal, but increasing the number
|> > doesn't help - in fact the routine only seems to return hash values
|> > of 46,61,62,63 whatever is passed through to it when it uses seven
|> > characters.

This is a truly _awful_ hash function; simply ORing and shifting is
going to produce a heavy bias towards hash values with lots of ones -
especially in the more significant bits:
46=%101110, 61=%111101, 62=%111110, 63=%111111
(one can guess that NHASH=64)

Replace the OR (|) with addition (+) or exclusive-OR (^) for some improvement.

|> >
|> One might argue over the sensibility of a hash function that only looks
|> at the first characters of a name. It is often a bad approach because
|> some programmers enumerate their variables (like file1, file2,...;
|> not recommended), others use a verb-object template for their function
```

|> names (get_this(), get_that(), get_next()...). Nevertheless, a bad hash
|> function only slows down the calling code because it has to do more work
|> to solve the name clash.

Agreed. I believe the Sozobug loader only deals the first 8 characters
of a name so I'd hash on 1 thu 7 (starting at zero!);
i.e. replace the 5 with an 8 in the above code.

Steven

4205. How to become an Atari developer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-05 17:16:01 UTC
From: mack@deci.cs.umn.edu
Message-ID: <mack.720983761@deci>
Source record: 42157

How does one become an offical Atari developer? Should I contact
Atari? If so, what's their number?

Thanks and I'll summarize of course,

Dan

--
-- -- -- --- --- --- ---- ---- ___ ---- ----- ----- ----- ------ ------ -----
Dan Mack / | \ "We're not hitchiking anymore... ..
University of Minnesota \/_\/ We're riding!" -Commander Hoek
Minneapolis, MN 55403 ----- ----- ----- ---- ---- ---- --- --- --- -- -- --

4206. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-05 20:22:40 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Nov5.202240.26716@beaver.cs.washington.edu>
Source record: 42159

In article <1992Nov5.114927.14711@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>I asked questions similar to these a month or two ago, but nobody answered.
>Perhaps somebody knows the answers now.
>
>1) What is the speed of the Falcon's memory (Somebody said it had 0 wait
>states which seems to imply 16MHz, but they may have been wrong)

I'm not sure, but doesn't it have to be 16 MHz if it is on the same bus? I should know this because I had a computer architecture class last quarter, but they didn't go into specific implementations. Or do you mean to ask about the access time (such as 120 ns, 80 ns, etc)? This might be a more interesting detail.

>2) How does the DSP access the main memory (Somebody said it is not connected
>to the data bus, in which case I suppose it must be some kind of serial link)

Don't know on this one, but I think you're right in that it's not connected to the data bus. I guess the link must be sufficient if the Falcon can grab true-color off the hard disk at 24 frames per second and display it in real time. :-) Although maybe they didn't use the DSP for that...

>3) Does the TOS V4 use the DSP to speed up things (for that matter does it
>make intellegent use of the Blitter?)

The DSP is not used by the operating system unless you call it. The SDMA sound engine handles all the sound processing, meaning playing 16-bit 50KHz digitized sound can happen with no CPU loading, so that's one thing you won't have to worry about. The BLiTTER has been combined with a bunch of other things on a single chip, and it now runs at 16 MHz. The BLiTTER is also used to feed the SCSI port DMA in order to speed up hard disk access. I imagine this helps a lot when doing direct-to-disk audio or direct-from-disk audio/video (as in the Tina Turner video thing). One more thing : the DSP operates at 32 MHz and is rated at 16 MIPS.

>4) Is the data bus between the memory and the 68030 16 or 32 bits wide (There
>seems to be an argument going on about this).

The Falcon030 has a 32-bit data bus and a 32-bit address bus. This _is_ a 32-bit computer, folks.

>5) Why does the benchmarks that I have seen posted here only indicate an
>approx 3x speed increase and real-world tests (excluding any disk access)
>only twice as fast? If the data bus is twice as wide, the memory twice as
>fast, the processor at least twice as efficent and running at twice the clock
>speed it should be more like 10 times the speed.

>

Ok, some of those points are debatable :
1) Yes, the data bus is twice as wide which overall should provide
a doubling of effective throughput.
2) The memory twice as fast? I don't know if this is true at all --
perhaps someone else can confirm/deny this. I really haven't
seen any details about the speed/configuration of the RAM.
3) The processor is twice as efficient? Are you sure about this?
We all know the 68030 is a newer chip, presumably making it a
better design (and it also has more stuff, such as the MMU and
on-chip instruction and data caches), but you seem to be saying
the 68030 can execute the same code as the 68000 but in half the
number of cycles. Frankly, I doubt this.
4) Twice the clock speed is right, definitely. That one's not
too hard to figure out. :-)

So, the way I see it, we'll have about a 4-5x speed increase, and maybe
more with heavy use of the co-processors (BLiTTER, DSP, SDMA), some of
which aren't even available on the ST or STe.
Also, remember the Falcon video modes require up to two bytes per pixel,
which in 640x400 is 512K of screen memory to wade through. On a positive
note, though, there have been reports saying that the Falcon's 640x480x256
mode appears as fast as the TT's 640x480x16 mode, which really is pretty
snappy, especially with Warp 9 installed.

>Thanks,
>Leo

Cheers,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

4207. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-05 21:31:00 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Nov5.213100.423@prime.mdata.fi>
Source record: 42165

In article <1992Nov1.183817.15596@rhrk.uni-kl.de> peter@rhrk.uni-kl.de (Gunter Bitz) writes:
>anderss@colargol (Anders Skar) writes:
>
>> Is it true that the Falcon030 only has 16 bit RAM Access ?
>
>Ok. My answer is simply : YES !
>To be more precise the 68030 has only 16 bit access while the video hardware
>has full 32 bit access.
>Before you start flaming now: Has anyone of you ever tested this ?
>I have !
>
>cu
> Gunter

Excuse me, but where did you get that from? Sam Tramiel stated in the GEnie conference a long time ago that it has a 32-bit bus. Also, somebody tested Falcon with QIndex and got 471% for the CPU memory test, compared to a normal ST. I don't see how this could be possible with a 16-bit bus. So please tell me (us) where this information came from?

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

4208. Re: Problems with Mint .95 and TCSH

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-06 07:50:12 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <1dd83kINNInr@skat.usc.edu>
Source record: 42160

In article <1992Nov4.212202.9285@sfu.ca> gordonf@monashee.sfu.ca (Gordon Farrell) writes:

>Where'd you find "less"? I've looked at a.a, but the only less I found was
>really old and hung when it reached the end of a file under MiNT (using
>mintshel in a TOSwin on a TT).

That is the "less" that I am using, but I am using tcsh right now.
I'm still having MiNT problems so I haven't been able to test whether it
has those same problems.

>Thanks in advance.

- Mike

4209. MiNT, TCSH, CoNnect, Warp9...what they have in common?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-06 07:51:18 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <1dd85mINNlra@skat.usc.edu>
Source record: 42163

My journey in search of a system with MiNT, TCSH, Warp9, and CoNnect working very happily together has been a long one with both ups and downs, and strange sights indeed! Let me exemplify:

When I load _just_ MiNT and TOSwin(1.1), I am completely, utterly unable to run another GEM program - PID errors and such.

If I load _just_ MiNT and TOSwin and have something "INIT="ed, it says "leaving MiNT" just before it drops me into the desktop, nothing running, and every .acc except TOSwin is loaded. I can't run .prgs.

If I load Warp9 (as well as all the rest of my junk), MiNT, TOSwin, Warp9.acc, then everything has the new font, but I still can't run any .prgs. Warp9.acc is accessible, no bombs.

If I load Warp9 (as well as all the rest of my junk), MiNT, TOSwin, Warp9.acc and have ConNect set to autorun (from the inst app of GEM), it runs at bootup, just like it should, Warp9 is active, MiNT and TOSwin are active, and I have no problems whatsoever accessing the Warp9.acc. In fact I can quit CoNnect, it puts me at the desktop, I can run most of my .prgs (including the old, original First Word!) and both Warp9 and TOSwin accs are accessible. No bombs. This would be idyllic....EXCEPT EVERY ONCE IN A WHILE IT SEMI-LOCKS UP!
This lockup behavior occurs whether I have just MiNT and TOSwin or whether I have Warp9 and the kitchen sink thrown in (but never when MiNT isn't loaded). What happens is whatever was happening stops. Sometimes I can use the mouse (it moves as per normal) but it can't _do_ anything. Menus aren't selected, window boxes can't be pressed/highlighted. Keyboard at this time _definately_ does not work. The only way I have found to stop the lock is to warm boot. Has anyone _ever_ had MiNT lock up like this? Is this not a real Lockup, but rather is some process that is stealing all the CPU cycles except what is used for the mouse handler? Remember, this is with _or_ without warp9 so that shouldn't have anything to do with it. Oh, if it makes any difference, when I _do_ have Warp9 and everything else loaded, the lockup occurs more often - I can do it every time, by dialing in from Connect. As soon as the modems connect with each other, it locks up.

If _anyone_ can help me with this, I would _greatly_ appreciate it.

Thanks in advance,

MikeB

4210. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-06 09:28:05 UTC
From: CASTAN@bonnie.physik.uni-stuttgart.de
Message-ID: <1992Nov6.092805.20747@news.uni-stuttgart.de>
Source record: 42166

In <rogeraw.25.720877023@dhhalden.no> rogeraw@dhhalden.no writes:

> In article <1992Nov1.183817.15596@rhrk.uni-kl.de> peter@rhrk.uni-kl.de (Gunter Bitz) writes:
> >From: peter@rhrk.uni-kl.de (Gunter Bitz)
> >Subject: Re: 16-bit RAM Access on Falcon ?
> >Date: 1 Nov 92 18:38:17 GMT
> >anderss@colargol (Anders Skar) writes:
> >
> >> Is it true that the Falcon030 only has 16 bit RAM Access ?
> >
> >Ok. My answer is simply : YES !
> >To be more precise the 68030 has only 16 bit access while the video hardware
> >has full 32 bit access.
> >Before you start flaming now: Has anyone of you ever tested this ?
> >I have !
> >
> >cu
> > Gunter
>
>
> Where do you have it from????????????????????? Falcon is a FULL 32 bit
> machine.
>
> If somebody thinks this is not true, so email me ....
>
>
> R.A.W

The truth is: the F 030 has a internal RAM port with 16 data and 24 address pins. (i've seen the specs and I've seen the layout)

On the other hand a german magazine has tested, that the processor accesses the RAM as if it was a 32 bit memory.

If the second statement is true: are they multiplexing?

Gerd

##
internet: CASTAN@bonnie.physik.uni-stuttgart.de
##
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 #

4211. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-06 09:39:05 UTC
From: CASTAN@bonnie.physik.uni-stuttgart.de
Message-ID: <1992Nov6.093905.21511@news.uni-stuttgart.de>
Source record: 42172

In <mpnolan.720881057@unix1.tcd.ie> mpnolan@unix1.tcd.ie writes:

> I believe that Atari have at last got their act together...
>
> Q: As the Falcon has (from what I've heard) one bus (32),
> how will the custom chips (DSP,DMA Sound,Blitter,H-Scrolling,..)
Blitter is new with 16 MHz

> interact, and will the system lose preformance as a result?
There are 4 independent parts that can be connected together
(free programmable): 68030, 56001, CODEC (=AD/DA/sum), ?

>
> Surely the DSP has it's own bus, as it does have 56k of it's own
> memory!?
32k words of fast (32 MHz) SRAM (3 bytes/word). Own bus.

>
> Thanks, Mark Nolan
>

Gerd

##
internet: CASTAN@bonnie.physik.uni-stuttgart.de
##
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 #

4212. Re: Cross Compiling Sozobon 2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-06 10:14:57 UTC
From: richard@op.ph.ic.ac.uk
Message-ID: <1992Nov6.101457.26761@sol.ctr.columbia.edu>
Source record: 42169

```
In article <567@muller.loria.fr>, eker@loria.crin.fr (Steven Eker) writes:
|> In article <1992Nov3.140438.19093@news.lrz-muenchen.de>,
HUSFELD@usmv01.usm.uni-muenchen.de (Husfeld, Dirk) writes:
|> |> In <1992Nov2.133525.7992@sol.ctr.columbia.edu> richard@op.ph.ic.ac.uk writes:
|>
|> [discussion of what hashing is supposed to be deleted]
|> |> > I've spotted that this [deleted] routine only uses the 1st to fifth
|> |> > letters of the name ...
|>
|> Actually 1st -> 4th letters.
Well if you really want to be fussy it's 2nd letter -> 5th letter :-}
|>
|> |> > ... in fact the routine only seems to return hash values
|> |> > of 46,61,62,63 whatever is passed through to it when it u
|>
|> This is a truly _awful_ hash function; simply ORing and shifting is
|> going to produce a heavy bias towards hash values with lots of ones -
|> especially in the more significant bits:
|> 46=%101110, 61=%111101, 62=%111110, 63=%111111
|> (one can guess that NHASH=64)
|>
|> Replace the OR (|) with addition (+) or exclusive-OR (^) for some improvement.
|>

OK I agree the hash function needs changing, but... I've decided it's not
the problem ... but I'll change it anyway. After a while running ld through
a source level debugger to try and work out what it's doing I've discovered
what's going on and managed to recreate the problem... half way there now at
least.

ld will not pick up *any* externally defined uninitialised variable from a
library! Would some one like to check if hsc fails with this?

e.g.
test.c:
int test_var;

cc -c test.c
ar r test.a test.o

test2.c:
extern int test_var;
main()
{
test_var=3;
}
```

cc test2.c test.o works
cc test2.c test.a doesn't!!! (undefined symbol _test_var from test2.o)

nm reckons they contain the same info - so I'm now checking
out the differences between how ld handles an object file and a library.

[stuff deleted]

|> Steven

Richard

BTW anyone know if sozobon can be emailed, and if so where?

4213. Compiling mintlib with a bug ridden Sozobon2 (was: Re: Cross Compiling Sozobon 2.0)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-06 11:49:19 UTC
From: richard@star.ic.ac.uk
Message-ID: <1992Nov6.114919.28271@sol.ctr.columbia.edu>
Source record: 42170

If you've ben following this then you'll know I was having problems with
the sozobon 2.0 link editor (ld). I *think* it's finally sorted out...

ld was failing to pick up uninitialised variables from a library, definitely
a bug. I believe this can be fixed by changing line 297 of syms.c (ld source).
It was something like:

```
if (sp->flags == EXTREF || sp->flags == COMMDEF)
```

This is definitely wrong, since there are other bits of code whcih check
for COMMDEF which can never be reached as things stand.

change it to:

```
if (sp->flags == EXTREF)
```

Although this might not be the answer, it works as far as I can tell,
(why was it there in the first place???) but since I'm cross compiling, I
havn't actually checked to see if the executable actaully is. (executable).
Can't see why not though.

Still on the subject of bugs in sozobon2, nm needs a fix,
the easiest thing to do is change tools/nm.c in subroutine dosym
(about line 185):

```
...
int n;

if (havex == -1) <-- add these
reuse = 0; <-- two lines
if (reuse)
reuse = 0;
else {
...
```

Do I have to use snail mail (even when it does go by air) to contact sozobon?

Hope this is actually useful to someone... Scott?

Other things you need to do to get mintlib compiled are:

- Apply the relevant patches found with the current sozobon mint libraries.
some of these are no longer necessary.
- Change patchlev.h so that it uses ' instead of " for the #define bits -
(another problem with sozobon ...), and change the ~ in ident.c to
' as well.
- In files such as fscanf.c there are typedefs that sozobon doesn't like,
I think you can delete these and any references to the things they

were defining ... parameter passing defaults to type int doesn't it?

I think that's it - there's probably a few warnings you might like
to fix (uncast mallocs etc).

I'll test it over the weekend, probably find I've got it all wrong :-(

Richard Syratt

4214. Gulam's $cwd - was Re: Does Gulam screw up environmental variables?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-06 12:44:05 UTC
From: wabe@ukc.ac.uk
Message-ID: <2151@eagle.ukc.ac.uk>
Source record: 42167

```
In article <a1003302@skid.north.de> alf@skid.north.de (Alf Hoheisel) writes:
>In <1d27jnINNmnf@usenet.INS.CWRU.Edu> bq035@cleveland.Freenet.Edu (Brian Jepson) writes:
>
>
>>==========cut here=================
>>set path c:\bin,c:\,C:\utils\arc,c:\utils\disk,d:\sozobon\bin,e:\bin
>>setenv TMP G:\
>>setenv INCLUDE D:\SOZOBON\INCLUDE\
>>setenv LIB D:\SOZOBON\LIB\
>>setenv BUFSIZE 4096
>>==========cut here==================
>
> stuff deleted
>
>
Don't get me wrong, I like Gulam a lot and use it daily and the
above discussion on environmental variables has been adequately covered.

BUT - my one persistent and remaining gripe against GULAM is in
its definition of $cwd

IF $cwd is the root directory of a volume/partition (e.g. A) then
Gulam sets $cwd as A:\ (i.e. WITH a trailing backslash)

However if we are in a sub-directory (e.g. C:\SRC) then Gulam sets
$cwd as C:\BIN (i.e. WITHOUT a trailing backslash )

This causes hell with my $-aliases for C and FORTRAN compilations
etc. which, ideally, I would like to configure so that I could compile and
link a file in ANY directory - be it a ROOT directory or otherwise.

I can see no logical reason for this choice by the (very worthy)
originators of Gulam ( Messrs. Mateti, Bammi et al.). Indeed other shells
(like CRAFT) don't do this - but I dislike CRAFT as it does not support
$-aliases and is rather big (compared to GULAM) with no built-in editior.

I wonder if anyone out there knows better - or can advice me how
I may in Gulam get it to define $cwd as A: and NOT A:\ .

Cheers, W. Alan B. Evans
[ wabe@ukc.ac.uk ]
```

4215. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-06 14:22:12 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <721059730.29705@minster.york.ac.uk>
Source record: 42164

In article <1992Nov05.142017.21039@bnr.ca> grier@bnr.ca (Brian Grier) writes:
>> 1) What is the speed of the Falcon's memory (Somebody said it had 0 wait
>> states which seems to imply 16MHz, but they may have been wrong)
>
>The memory, as I said, is claimed to be 0 wait state memory. The question
>is is the memory syncronous or asyncronous?

What do you mean by this? It is my understanding of the 68k that the bus has always been asynchronous -- there is no fixed slot in the bus timing for reading or writing. The processor simply waits until the data has been transferred, when the peripheral asserts various lines to inform the 68k that it's finished.

Do you mean burst mode, used for cache filling?

>My best guess is that when people get to the Falcon in the REAL world
>they increase the number of bits per pixel, causing a lot of extra time
>to be spent drawing things, like letters and numbers. You will pay a big
>price in performance for more bits per pixel on Atari systems. Refer to
>the description of pixel memory in either the developer docs or the Abacus
>internals guide.

Please elaborate -- why do we pay for more bits per pixel on Atari systems?

>Brian, WS1S
>Bell Northern Research
>Research Triangle Park, NC

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

4216. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-06 14:32:43 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <721060362.188@minster.york.ac.uk>
Source record: 42173

In article <mpnolan.720881057@unix1.tcd.ie> mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:
>I believe that Atari have at last got their act together...
>
>Q: As the Falcon has (from what I've heard) one bus (32),
>how will the custom chips (DSP,DMA Sound,Blitter,H-Scrolling,..)
>interact, and will the system lose preformance as a result?

It has ever been the case that the CPU must stall when DMA is taking place. The DMA chip grabs the bus for a short time and does a block transfer (if I remember correctly, the block size is 16 words for the ST's DMA transfers -- it may have changed for the TT / Falcon). During this time, the 68k has to wait until the bus is released.

The video system in the ST was designed so that processor access and video shifter access are interleaved. On the original ST, the memory subsytem runs at 16MHz, so that processor (8MHz) and video access can be interleaved. It's a bit more complicated than this (we had the discussion some months ago, and I forget the exact details -- sorry). Horizontal scrolling is simply some extra logic in the shifter and has a minimal performance penalty (you need one extra memory access at the end of a line).

>Surely the DSP has it's own bus, as it does have 56k of it's own
>memory!?

The DSP is a member of the Motorola 56k series -- it has 96K of static RAM. The DSP has its own data and address buses, independent of the 68k address and data buses. I don't know how the DSP and 68K communicate, but I would guess that there's some sort of shared memory scheme (but that is just *my guess*)

> Thanks, Mark Nolan

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

4217. External FDD connector, hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-06 14:51:32 UTC
From: davem@extro.ucc.su.OZ.AU
Message-ID: <davem.721061492@extro.ucc.su.OZ.AU>
Source record: 42161

Does anybody know where I can get a 14pin connector for the external
floppy on a 1040STfm? (Preferably in OZ or mail order...)

These next bits must be FAQ, but I don't know where the FAQ is :(

1. What happens if I plug a 1.44M floppy drive in? I assume it will
behave as a 720k. Is there an easy way to get a 1.44 recognized?
(Like a new bios?)
2. What adapters exist for MFM and IDE drives, how much do they cost
(again pref in OZ) etc.

Please reply by email, and cc to 9107373@zeppo.cs.su.oz.au as my account
may die...

Thanks

--
David Monro
e-mail: davem@extro.ucc.su.OZ.AU
--
David Monro
e-mail: davem@extro.ucc.su.OZ.AU

4218. Re: MiNT, TCSH, CoNnect, Warp9...what they have in common?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-06 17:37:21 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov6.173721.4625@elroy.jpl.nasa.gov>
Source record: 42162

In article <1dd85mINNlra@skat.usc.edu> mbaffoni@skat.usc.edu (Michael Baffoni) writes:
> My journey in search of a system with MiNT, TCSH, Warp9, and CoNnect
>working very happily together has been a long one with both ups and downs,
>and strange sights indeed! Let me exemplify:

Which version of MiNT?
>
> When I load _just_ MiNT and TOSwin(1.1), I am completely, utterly
>unable to run another GEM program - PID errors and such.

Mebbe you should get the Toswin 1.4 that Eric Smith recently put on a.a.
>
> If I load _just_ MiNT and TOSwin and have something "INIT="ed,
>it says "leaving MiNT" just before it drops me into the desktop, nothing
>running, and every .acc except TOSwin is loaded. I can't run .prgs.

If you specify an INIT in your MINT.CNF file then it ordinarily will not
make it to the GEM desktop, so TOSwin is irrelevant then. The "leaving MiNT"
message means your INIT program exited, so MiNT shuts down. TOSwin is
absent from the resulting desktop because it only installs itself if MiNT
is active.
>
> If I load Warp9 (as well as all the rest of my junk), MiNT, TOSwin,
>Warp9.acc, then everything has the new font, but I still can't run any
>.prgs. Warp9.acc is accessible, no bombs.

Strange. Warp9.acc almost always caused a lockup for me. I've only installed
the patch for 3.71 tho, I'm not up to the current (3.73?) yet.
>
> If I load Warp9 (as well as all the rest of my junk), MiNT, TOSwin,
>Warp9.acc and have ConNect set to autorun (from the inst app of GEM), it runs
>at bootup, just like it should, Warp9 is active, MiNT and TOSwin are active,
>and I have no problems whatsoever accessing the Warp9.acc. In fact I can
>quit CoNnect, it puts me at the desktop, I can run most of my .prgs (including
>the old, original First Word!) and both Warp9 and TOSwin accs are accessible.
>No bombs. This would be idyllic....EXCEPT EVERY ONCE IN A WHILE IT SEMI-LOCKS
>UP!

I've noticed that the Warp9 screen saver tends to lock up my MiNT sessions.
I haven't figured out how to disable the screen saver yet.

I also have problems with a lot of programs when BIOSBUFfering is active.
Uniterm exits with a bus error when it detects the CONNECT string after
auto-dialing a number. Big pain, haven't been able to track it.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4219. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-06 22:29:36 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1derkgINNrnl@phakt.usc.edu>
Source record: 42174

In article <1992Nov5.202240.26716@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Ben Gilbert) writes:
>In article <1992Nov5.114927.14711@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>>I asked questions similar to these a month or two ago, but nobody answered.
>>Perhaps somebody knows the answers now.

>>1) What is the speed of the Falcon's memory (Somebody said it had 0 wait
>>states which seems to imply 16MHz, but they may have been wrong)

>I'm not sure, but doesn't it have to be 16 MHz if it is on the same bus?

Not really. How do you think they get memory to work for 25MHz+
machines? Its not because they use 20ns memory (which is just cache ram)
but rather because their memory controllers insert "wait-states" to handle
slower memory.

>I should know this because I had a computer architecture class last
>quarter, but they didn't go into specific implementations.

Bum class. You'd think they'd go into basic memory handling....

>>2) How does the DSP access the main memory (Somebody said it is not connected
>>to the data bus, in which case I suppose it must be some kind of serial link)

>Don't know on this one, but I think you're right in that it's not
>connected to the data bus. I guess the link must be sufficient if the
>Falcon can grab true-color off the hard disk at 24 frames per second and
>display it in real time. :-) Although maybe they didn't use the DSP for
>that...

The Falcon's DSP is integrated with the SDMA hardware. Just from the
name, I'd hazzard the guess that the SDMA chips DMA information directly from
memory (or wherever) and place it on the private DSP bus (or more likely into
the DSP's 96k memory). Since it is DMA, it is not likely to be a serial link
(EEEWwwwww!) but a full blown 32-bit data path. The only serial data I know
about is the DSP connector is a high-speed serial connection (from what I hear,
its around 1MB/s!).
[stuff deleted]

>>Thanks,
>>Leo
>
>Cheers,
>--
>Ben Gilbert e-mail : bgilbert@cs.washington.edu
>Department of Computer Science

>University of Washington

-Mike

4220. Re: 680x0 vs. 80x86...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-06 23:54:49 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <3LDuTB1w165w@comtch.spk.wa.us>
Source record: 42175

michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
> m> A 32MHz 68030 Mac is at roughly the same speed as a 33MHz 386dx. I
> m> know the TT is a bit slower at some things, maybe 25MHz 386dx
> m> equivalent. I have no idea about the 68040 or the 486.
>
> Hmm... I'm not too sure on that one - I use (& code for) a 386DX33 with a
> 387 at work, and my code seems (I say seems, I haven't timeed it) to run
> somewhat more snappily on my TT than the DX... and as a rule TOS seems to be
> a little quicker on drive/file operations.
>
> However, there are a large number of other considerations here ... (screen
> I/O, genearl responsiveness, my bias, etc 8)

Well, my estimate of TT speed is as compared to 32-bit Unix on a 386dx.
Under DOS, you're looking at the TT being somewhat faster - not to
mention more capable. OS/2.0 would be faster, except for that silly PC
video bus crippling it.

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

4221. Re: MiNT, TCSH, CoNnect, Warp9...what they have in common?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-07 04:01:57 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1dff3lINN3b5@aludra.usc.edu>
Source record: 42177

In article <1992Nov6.173721.4625@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1dd85mINNlra@skat.usc.edu> mbaffoni@skat.usc.edu (Michael Baffoni) writes:

>Which version of MiNT?

Sorry - MiNT .95

>> When I load _just_ MiNT and TOSwin(1.1), I am completely, utterly
>>unable to run another GEM program - PID errors and such.

>Mebbe you should get the Toswin 1.4 that Eric Smith recently put on a.a.

I will. Is it moved out of the New directory yet?

>> If I load _just_ MiNT and TOSwin and have something "INIT="ed,
>>it says "leaving MiNT" just before it drops me into the desktop, nothing
>>running, and every .acc except TOSwin is loaded. I can't run .prgs.

>If you specify an INIT in your MINT.CNF file then it ordinarily will not
>make it to the GEM desktop, so TOSwin is irrelevant then. The "leaving MiNT"
>message means your INIT program exited, so MiNT shuts down. TOSwin is
>absent from the resulting desktop because it only installs itself if MiNT
>is active.

Right, but once it can't/isn't loading the program that is to be INITed
shouldn't it reinstate MiNT and therefore TOSwin? Besides, are there
limitations on what can and can't be INITed? Like is it a bad idea to INIT a
GEM program? If not, then why is it not running say CoNnect from the INIT=
when it works perfectly fine from the desktop?

>> If I load Warp9 (as well as all the rest of my junk), MiNT, TOSwin,
>>Warp9.acc, then everything has the new font, but I still can't run any
>>.prgs. Warp9.acc is accessible, no bombs.

>Strange. Warp9.acc almost always caused a lockup for me. I've only installed
>the patch for 3.71 tho, I'm not up to the current (3.73?) yet.

BTW, I placed the updates from 3.70->3.71->3.72->3.73 up on a.a. a
couple of weeks ago so it should be available in the usual place (whereever
that is).

>> If I load Warp9 (as well as all the rest of my junk), MiNT, TOSwin,
>>Warp9.acc and have ConNect set to autorun (from the inst app of GEM), it runs
>>at bootup, just like it should, Warp9 is active, MiNT and TOSwin are active,
>>and I have no problems whatsoever accessing the Warp9.acc. In fact I can
>>quit CoNnect, it puts me at the desktop, I can run most of my .prgs (including
>>the old, original First Word!) and both Warp9 and TOSwin accs are accessible.

>>No bombs. This would be idyllic....EXCEPT EVERY ONCE IN A WHILE IT SEMI-LOCKS
>>UP!

>I've noticed that the Warp9 screen saver tends to lock up my MiNT sessions.
>I haven't figured out how to disable the screen saver yet.

I thought about that, but I turned the screensaver off (since I had
access to it) and it didn't help. BTW, why don't you just put "scrnsave.off"
in your warp9.dat file and it will turn it off for the entire session, or
configure your warp9.dat file so that it shuts the screensaver off whenever
you run a program that has problems with it?

>I also have problems with a lot of programs when BIOSBUFfering is active.
>Uniterm exits with a bus error when it detects the CONNECT string after
>auto-dialing a number. Big pain, haven't been able to track it.

You know something, I can 100% gurantee a lockup whenever I get a
Connect message from the modem, regardless of whether I am in the dial
menu or whether I am in the "direct" terminal. In fact, I believe I remember
ctl-alt-deling while connected, and it being frozen before I could do anything
(which is unusual since it usually takes some action on my part before
something crashes). I wonder if just being actively connected to the modem
has anything to do with it....

>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
>All true wisdom is conveyed in one-line witticisms.

-Mike

4222. Re: HD help please

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-07 09:32:47 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1dg2fvlNNi2e@golem.wcc.govt.nz>
Source record: 42176

In article <1992Nov5.113359@sees.bangor.ac.uk>, ms9211@sees.bangor.ac.uk (Mr Colin Simons) writes:
>
>Hi,
>
>I have a Miniscribe HD with an Omti controller, that is proven to
>work on an ST but refuses to play ball with my STE.
>
>Colin. ms9211@sees.bangor.ac.uk

You don't say what host adapter you are using, also what type of DMA chip that was fitted, is it the 1991 version..

Early SUPRA host adapters will not work on a STE....

Roger..... sheppard_r@kosmos.wcc.govt.nz

4223. Quantum 105LPS on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-07 18:33:26 UTC
From: jeffy@syrinx.umd.edu
Message-ID: <16876@umd5.umd.edu>
Source record: 42178
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm trying to get a Quantum 105LPS to work on my Atari ST. It's an original 520 with TOS 1.0. I'm using a Supra Host Adaptor (one of the early ones, from ~'88, before the clock chip and DMA passthrough were added). Software is Supra 4.03, from 1990. I've got my original ST138N Seagate drive set for SCSI 0. The computer would not recognize the Quantum at 0 or 1 (0, obviously, was tried with the Seagate out of the system). The drive will boot and supposedly format at SCSI ID 4, but data is not being written correctly to the Quantum.

In addition to the 3 jumpers for ID select, there are 3 other jumpers, labeled SS, EP, and WS. As the drive did not come with a manual, I have no idea what these are for. With EP set, the drive is not recognized. With SS set, the drive went into a continuous seek and was not recognized. With WS, the drive would not power up at all.

Has anybody gotten the Quantum to work correctly with the Supra H/A? Is there something obvious I've missed here?

Any help would be appreciated.

Jeff

--
Jeffrey C. Burka	"Show what you are / Be strong, be true
	Time for you to / Be who you are."
jeffy@syrinx.umd.edu	--Happy Rhodes

4224. Re: Quantum 105LPS on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-07 20:07:09 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1dh7ldINNer9@aludra.usc.edu>
Source record: 42179
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <16876@umd5.umd.edu> jeffy@syrinx.umd.edu (Jeffrey C. Burka) writes:
>I'm trying to get a Quantum 105LPS to work on my Atari ST. It's an
>original 520 with TOS 1.0. I'm using a Supra Host Adaptor (one of the
>early ones, from ~'88, before the clock chip and DMA passthrough were

My personal opinion is dump the Supra and get an ICD. But then I'm
not the one who needs to shell out the money... :).

>In addition to the 3 jumpers for ID select, there are 3 other jumpers,
>labeled SS, EP, and WS. As the drive did not come with a manual, I
>have no idea what these are for. With EP set, the drive is not recognized.
>With SS set, the drive went into a continuous seek and was not recognized.
>With WS, the drive would not power up at all.

Don't put any jumpers on SS, EP, or WS. SS is Self Seek - its a test
mode that the factories use to test the stepping mechanism of the drives
(or so I have been told - I still don't understand what significant data
can come from this test other than the heads move - not that they go to the
right track, or experience track drift, just that they move. <shrug>). EP
is Enable Parity. Don't use this as the atari does not use parity for its
I/O streams (well, at least none of the host adapters I know of do). WS
is Wait to Spin. Basically it is an option that makes the drive wait to spin
up until it is "woken" up by an appropriate "wake up" signal from the SCSI
bus. I think some Macs may have this capability (but I have never known
a Mac (let alone any other computer, except maybe an XT :) that you would
actually want to start the drive wakeup _after_ you start the machine as it
generally takes longer for the drive to reach speed and initialize than it
takes most machines to do their memory check and request info from the HD).

Look, if the drive doesn't work at ID=0, in all likely hood it will
not work with that setup. I believe the ID=4 is a fluke. Good luck anyway.

>Jeff
-Mike

4225. Re: Quantum 105LPS on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-07 21:59:02 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.iDkuj_2lUvs@jonh.wimsey.bc.ca>
Source record: 42182
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <16876@umd5.umd.edu> jeffy@syrinx.umd.edu (Jeffrey C. Burka) writes:

>I'm trying to get a Quantum 105LPS to work on my Atari ST.
...
>......I'm using a Supra Host Adaptor (one of the
>early ones, from ~'88, before the clock chip and DMA passthrough were
>added).

Better get in touch with Supra. I know when I got my 52lps, my old
ICD host adapter, even with the rom ugrade, wouldn't work with the lps. I
ended up having to buy an ADscsi pro. I think the lps uses some of the
newer scsi commands that these old boards don't understand.

--
John Henders " Only _my_ words are relevant to the issue "
T.K.O.O.C. <1992May11.073237.14684@rotag.mi.org>
kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

4226. Re: Falcon Bus

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-07 22:35:44 UTC
From: grier@bnr.ca
Message-ID: <1992Nov07.223544.24829@bnr.ca>
Source record: 42180

> What do you mean by this? It is my understanding of the 68k that the bus has
> always been asynchronous -- there is no fixed slot in the bus timing for
> reading or writing. The processor simply waits until the data has been
> transferred, when the peripheral asserts various lines to inform the 68k
> that it's finished.

> Do you mean burst mode, used for cache filling?

The 68030 supports two memory access methods syncronous, and asyncronous.
The memory controller uses a signal to inform the 68030 which type of
memory access it will support.

Syncronous memory accesses require 4 timing states to complete the access,
while asyncronous memory accesses require 6 timing states. At 16 Mhz a
timing state is 31.25 nanoseconds. Therefore using syncronous memory accesses
the CPU can accesses memory every 125 nanoseconds, while using asyncronous
memory accesses the CPU can access memory every 187.5 nanoseconds.

The 68030 instruction cache is filled by the CPU recognizing processor
states that will not access memory and will perform a memory read in advance
based on the program counter. The 68030 data cache is filled only on reads
to data space and they can not be anticipated.

I am not sure how Atari has implemented Burst Mode on the TT, but a typcial
implementation with nibble-mode-ram is as follows:
1) On first access perform normal memory access, syncronous or asyncronous
memory access with as many wait states as needed.
2) On subsequent accesses, if they are sequential, remove the proper
number of wait states, and possible switch to syncronous access.
This is actually implemented in the memory controller not the CPU.

> >My best guess is that when people get to the Falcon in the REAL world
> >they increase the number of bits per pixel, causing a lot of extra time
> >to be spent drawing things, like letters and numbers. You will pay a big
> >price in performance for more bits per pixel on Atari systems. Refer to
> >the description of pixel memory in either the developer docs or the Abacus
> >internals guide.

> Please elaborate -- why do we pay for more bits per pixel on Atari systems?

Video memory consists of some number of bit planes. The video memory designer
has several choices of memory organization, a pixel can be represented as
a bit, a nibble, a byte, or a word. resulting in 16, 4, 2, or 1 pixels per
word respectively. Which translates to 1, 4, 8, or 16 bits per pixel. Atari's
chose to use the pixel is represented by one the bit per pixel method,
allowing 16 pixels per word in memory. This means that for the ST high res
you need 1 32k byte section of memory. ST medium res requires 2 16k byte

sections of memory, and ST low res requires 4 8k byte sections of memory. The video shifter is told what mode is being displayed and get the memory according to its pre-programmed algorithm.

Now that every one has the basic concepts of ST video memory lets look at what it takes to places a single dot on the screen. The X-Y co-ordinate is turned into an offset in memory, (X*Y)/16, next the correct bit in that word is determined, (X*Y) modulus 16, then that bit is either set or cleared to give the desired result. Now we have only taken care of a 1 bit per pixel system. If you are in ST high res your done, if not then you have to take care of the remaining bits per pixel. We already have the memory offset and the bit offset so be same bit set/clear operation must be repeated at each of the other sections of memory that comprise your display.

To summarize, to plot a pixel the offest, memory and bit, need to be calculated. Then for each bit plane the base address of that bit planes section is added to the offset and the correct bit is set/cleared.

If you chose a memory configuration where all of the bits for a given pixel are contained in the same word the number of memory access is greatly reduced. Therefore if Atari had choosen a different implementation, 8bits/16 bits per pixel with all the bits for a given pixel in the same word MOST applications would run much faster.

So why would anyone implement video memory the way Atari did? The best reason would be CAD/CAM packages, where your drawings exist in many different planes. I can only guess at Atari's reason, so I wont. This memory organization does have other benefits. Software blitting of sections of the screen will be faster, horizontal lines can be drawn 16 pixels at a time, and polygons can be filled with amazing speed.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC
bjgrier@bnr.ca

4227. Re: Falcon Bus

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-07 22:43:02 UTC
From: grier@bnr.ca
Message-ID: <1992Nov07.224302.24912@bnr.ca>
Source record: 42183

A small error in my previous post.

(X*Y)/16

should read

(((Y-1) * horizontail res) + (X-1))/16

and

(X*Y) modulus 16

should read

(((Y-1) * horizontail res) + (X-1)) modulus 16

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC
bjgrier@bnr.ca

4228. Re: MiNT, TCSH, CoNnect, Warp9...what they have in common?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-07 23:42:10 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov7.234210.24329@elroy.jpl.nasa.gov>
Source record: 42181

In article <1dff3lINN3b5@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <1992Nov6.173721.4625@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>In article <1dd85mINNlra@skat.usc.edu> mbaffoni@skat.usc.edu (Michael Baffoni) writes:
>>Mebbe you should get the Toswin 1.4 that Eric Smith recently put on a.a.
>
> I will. Is it moved out of the New directory yet?

I just moved it today, toswin11 has been deleted.

>>If you specify an INIT in your MINT.CNF file then it ordinarily will not
>>make it to the GEM desktop, so TOSwin is irrelevant then. The "leaving MiNT"
>>message means your INIT program exited, so MiNT shuts down. TOSwin is
>>absent from the resulting desktop because it only installs itself if MiNT
>>is active.
>
> Right, but once it can't/isn't loading the program that is to be INITed
>shouldn't it reinstate MiNT and therefore TOSwin? Besides, are there
>limitations on what can and can't be INITed? Like is it a bad idea to INIT a
>GEM program? If not, then why is it not running say CoNnect from the INIT=
>when it works perfectly fine from the desktop?

The INIT program is much like /etc/init in Unix. Exiting init means you are shutting down the system. When the INIT program exits, that means it's time for MiNT to deinstall itself.

If you are running MiNT from your AUTO folder, then GEM hasn't been initialized yet, so you can't run a GEM program from the INIT there. If you're starting MiNT from the desktop or any time after the desktop has come up, then you can put a GEM program in for INIT.
>
> BTW, I placed the updates from 3.70->3.71->3.72->3.73 up on a.a. a
>couple of weeks ago so it should be available in the usual place (whereever
>that is).

I just moved them to the Utilities directory, thanks for the upload.
>>>and I have no problems whatsoever accessing the Warp9.acc. In fact I can
> I thought about that, but I turned the screensaver off (since I had
>access to it) and it didn't help. BTW, why don't you just put "scrnsave.off"
>in your warp9.dat file and it will turn it off for the entire session, or
>configure your warp9.dat file so that it shuts the screensaver off whenever
>you run a program that has problems with it?

Forgot about that possibility... Gonna fix that Real Quick...
>
>>I also have problems with a lot of programs when BIOSBUFfering is active.

>>Uniterm exits with a bus error when it detects the CONNECT string after
>>auto-dialing a number. Big pain, haven't been able to track it.
>
> You know something, I can 100% gurantee a lockup whenever I get a
>Connect message from the modem, regardless of whether I am in the dial
>menu or whether I am in the "direct" terminal. In fact, I believe I remember
>ctl-alt-deling while connected, and it being frozen before I could do anything
>(which is unusual since it usually takes some action on my part before
>something crashes). I wonder if just being actively connected to the modem
>has anything to do with it....

That would be pretty unusual. Well, there *is* an interrupt vector for the
Carrier Detect signal, but that is initially disabled and I can't imagine any
program ever needing to enable it. Also, I can't understand why the interrupt
would cause a problem even if it was enabled...

In Uniterm the CONNECT message only makes Uniterm crash, and only if I used
the auto-dialer. You're saying you get a lockup even if you dial manually?
When you're in this state does Ctrl-Alt-F6 work (list active processes)?
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4229. Checking if the printer is ready for input...?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-08 02:16:59 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <1uewTB2w165w@sys6626.bison.mb.ca>
Source record: 42184

How can I check to see if the printer is ready for input? I tried using Bcostat(), but it returns -1 (which is supposed to mean I can send the printer data) even when the printer was turned off!

Thanks for any info.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

4230. Extended characters with printf()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-08 02:19:04 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <HyewTB4w165w@sys6626.bison.mb.ca>
Source record: 42185

Does anyone know how to use the extended character set with printf()? For example, how would I go about printing the "arrow" symbol?

Thanks.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

4231. Re: Extended characters with printf()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-08 04:35:10 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Nov8.043510.15882@csi.uottawa.ca>
Source record: 42186

In article <HyewTB4w165w@sys6626.bison.mb.ca> marco@sys6626.bison.mb.ca (John Perry) writes:
>Does anyone know how to use the extended character set with printf()? For
>example, how would I go about printing the "arrow" symbol?

Well, the "simple but probably wrong" answer is:

The "right arrow" is character #3 (in hex, octal, or decimal).

Try something like:
printf("\003");

(which assumes an octal argument.)

Unfortunately, \003 does something else that I don't recall offhand,
since it's one of the ASCII control codes.

I expect that what you REALLY want is some sort of XBIOS call. I'd
love to hear what the correct call is for this purpose.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |==================================
University of Ottawa | The Personal Computer: Colt 45
Master of System Science Program | of the Information Frontier

4232. File Attributes -- Is there one not being used?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-08 06:26:34 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.I1FyGfJQ0TA@elfhaven.ersys.edmonton.ab.ca>
Source record: 42058
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi!

I have come across an odd problem while trying to write a program.

What I need to do is use one of the "attribute" bits that are present in files
so that I can determine if my program has made use of a given file before.
This would function much like the "archive" bit, but would save quite a bit
of disk access time.

The problem is this; even though I payed Atari for the developer information,
they have not seen fit to update their GemDos manual since it was first
printed. Thus, I do not know which of the attribute bits are presently in
use and which are not.

Could someone who does please send me E-Mail, and I will summarize the
results here.

--
<< -- >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

4233. Re: Checking if the printer is ready for input...?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-08 07:01:28 UTC
From: gs32+@andrew.cmu.edu
Message-ID: <YezITce00aw4Mi=kQq@andrew.cmu.edu>
Source record: 42189

But, if you're using a print spooler, it shouldn't matter if the
printer is on or off; it should always be ready to print.

Geoff Spear
Carnegie Mellon University
Electrical and Computer Engineering
Class of '96 (I hope...)

"Love may be a matter of chemistry, but sex is all physics."

4234. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-08 13:28:05 UTC
From: peter@rhrk.uni-kl.de
Message-ID: <1992Nov8.132805.1903@rhrk.uni-kl.de>
Source record: 42042

>>
>>> Is it true that the Falcon030 only has 16 bit RAM Access ?
>>
>>Ok. My answer is simply : YES !

>Excuse me, but where did you get that from? Sam Tramiel stated in the
>GEnie conference a long time ago that it has a 32-bit bus. Also,
>somebody tested Falcon with QIndex and got 471% for the CPU memory
>test, compared to a normal ST. I don't see how this could be possible
>with a 16-bit bus. So please tell me (us) where this information came
>from?

I don't know what Qindex does, but I testet the following:
A short loop (which fits completely in the processor cache) like that:
ll:
move.w d0,(a0)+
dbf d7,ll
and another like
ll:
move.l d0,(a0)+
dbf d7,ll

The result was that filling the same amount of memory with longwords is a bit
faster than filling with words, but not twice as fast as it should be on a
r e a l 32 bit machine. I'm sorry about that
I also know that Atari states that the Falcon is a real 32 bit computer.
I also asked a few people at the Duesseldorf Atari Messe and they told me the
same stuff. My opinion is that Atari tries the same way as Apple with their
'small' Macintosh.
Anyway most of the 'Users' don't recognize a difference between
a 16 or 32 bit bus.

Perhaps somebody might try the same as I did and report to this group !

But anyway even with this small bus the Falcon is a interesting computer
and I personally will buy one anyway !

cu
Gunter

4235. Re: Checking if the printer is ready for input...?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-08 14:24:32 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.721232672@groucho.phil.ruu.nl>
Source record: 42187

marco@sys6626.bison.mb.ca (John Perry) writes:

>How can I check to see if the printer is ready for input? I tried using
>Bcostat(), but it returns -1 (which is supposed to mean I can send the
>printer data) even when the printer was turned off!

This is weird as it should work. I always use Bcostat() for this and never had
any problems. You may try to use Cprnos() instead (Gemdos 17) - returns -1
if the printer is ready to receive data, 0 otherwise.

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

4236. Re: Extended characters with printf()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-08 14:27:30 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.721232850@groucho.phil.ruu.nl>
Source record: 42188

marco@sys6626.bison.mb.ca (John Perry) writes:

>Does anyone know how to use the extended character set with printf()? For
>example, how would I go about printing the "arrow" symbol?

As far as I know this is not possible. The control-chars (<32 ?) and the 'high'
ascii chars (>127 ?) are just 'non-printable characters'.
If I'm mistaken (which I surely hope :), let someone please correct me.

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

4237. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-08 19:42:26 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Nov8.194226.5425@prime.mdata.fi>
Source record: 42041

In article <1992Nov8.132805.1903@rhrk.uni-kl.de> peter@rhrk.uni-kl.de (Gunter Bitz) writes:
>>>
>>>> Is it true that the Falcon030 only has 16 bit RAM Access ?
>>>
>>>Ok. My answer is simply : YES !
>
>>Excuse me, but where did you get that from? Sam Tramiel stated in the
>>GEnie conference a long time ago that it has a 32-bit bus. Also,
>>somebody tested Falcon with QIndex and got 471% for the CPU memory
>>test, compared to a normal ST. I don't see how this could be possible
>>with a 16-bit bus. So please tell me (us) where this information came
>>from?
>
>I don't know what Qindex does, but I testet the following:
>A short loop (which fits completely in the processor cache) like that:
>ll:
> move.w d0,(a0)+
> dbf d7,ll
>and another like
>ll:
> move.l d0,(a0)+
> dbf d7,ll
>
>The result was that filling the same amount of memory with longwords is a bit
>faster than filling with words, but not twice as fast as it should be on a
>r e a l 32 bit machine. I'm sorry about that

I'm no assembler guru, but doesn't the move.l instruction take longer
time to execute than move.w? If it does then wouldn't that explain why
it isn't twice as fast? Just correct me if I'm wrong.

>I also know that Atari states that the Falcon is a real 32 bit computer.
>I also asked a few people at the Duesseldorf Atari Messe and they told me the
>same stuff. My opinion is that Atari tries the same way as Apple with their
>'small' Macintosh.
>Anyway most of the 'Users' don't recognize a difference between
>a 16 or 32 bit bus.

That would be a dirty trick, somebody is bound to discorver such a
trick and then Atari would certainly get a not-so-nice reputation. I
hope they aren't lying about anything.

>Perhaps somebody might try the same as I did and report to this group !
>

>But anyway even with this small bus the Falcon is a interesting computer
>and I personally will buy one anyway !

I will definitely re-consider purchasing a Falcon if it does have a
16-bit bus.

>cu
> Gunter
>

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

4238. Re: Extended characters with printf()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-08 21:16:54 UTC
From: mpark@stein.u.washington.edu
Message-ID: <1992Nov8.211654.22528@u.washington.edu>
Source record: 42190

In article <hjv.721232850@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>marco@sys6626.bison.mb.ca (John Perry) writes:
>
>>Does anyone know how to use the extended character set with printf()? For
>>example, how would I go about printing the "arrow" symbol?
>
>As far as I know this is not possible. The control-chars (<32 ?) and the 'high'
>ascii chars (>127 ?) are just 'non-printable characters'.
>If I'm mistaken (which I surely hope :), let someone please correct me.
>

Bconout(5, ch) displays the 'non-printable' characters.

--m

4239. Alert Boxes in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-08 23:05:21 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1992Nov8.230521.19430@oz.plymouth.edu>
Source record: 42049

Hello,

I have just recently started doing GEM stuff with Sozobon C and
have created an alert box program, very simple, it just displays an
alert box and you click the button to end the program. I was hoping that
it would not exit from the desktop though. I run Neodesk and when I use
this program, Neodesk unloads, the alert box pops up on its own blank
screen, I click the button, and the Neodesk reloads. This is not what I
want, it takes time to do the above and I want to place this programs
icon on the Neodesk desktop and be able to call it up when doing other
things just to quickly see it. How do you create and alert box that will
simply display itself but no cause the desktop to go away?
And, since I'm already here. Does anyone have any idea how to
place a graphic on the newdesk desktop and manipulate it? I do not
have any books for the ST and programming what code I have produced has
been largely through trial and error and looking in ancient ST log mags
with Clayton Walnums C articles. Any help with either would be great and
I'll try to post anything that I manage to create that is neat. Please
E-mail.

Thanks,

Stephan

--
\/\/\/

4240. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-09 00:52:10 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10961@uqcspe.cs.uq.oz.au>
Source record: 42043

leo@dcs.warwick.ac.uk (Leo Hendry) writes:

>5) Why does the benchmarks that I have seen posted here only indicate an
>approx 3x speed increase and real-world tests (excluding any disk access)
>only twice as fast?

One of the major reasons will be that the "real-world tests" will be using
a program that has been compiled to 68000 code rather than 68030 code. The
'030 has many more powerful instructions (in addition to all the '000 ones).
Including:

32 x 32 giving 64-bit multiplication (and similar division)
shift-widths on indices (ie. it will effectively shift and
unshift the index register for you, up to a limit)

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4241. Re: getmpb

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-09 07:37:02 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <b010d0aa@Kralizec.fido.zeta.org.au>
Source record: 41951

Original to: pcxkrm@unicorn.nott.ac.uk
In a message of <02 Nov 92 18:12:40>, pcxkrm@unicorn.nott.ac.uk (3:713/602) writes:

p> Hi,

G'day!

p> As a person who has spent the last ten years programming almost solely
p> in BASIC, the ins and outs of memory management are fairly new to me.
p> I'm currently trying to write a program which needs to know where it is
p> in memory. My GEMDOS information tells me that the 'C' call getmpb
p> should do this - but it seems to return only the top of system memory or
p> something - it gives the same thing every time with no pointer to a second
p> block.
p> Am I being very thick or is there some other way to find out my
p> program's basepage? I'm running an STe with 2Mb of memory and TOS 1.62.

Why do you want to find the basepage?? If you are looking for paramters, that's the wrong way to do it...

Your library's startup code should define a variable called _baseptr (or something similar) that points to it anyway.

p> Keith.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4242. 520ST MMU pinout?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-09 07:39:46 UTC
From: clyde@hitech.com.au
Message-ID: <721294779.23635@hitech.com.au>
Source record: 42048

Can anyone give me the pinout for the MMU in a 520ST (1986 vintage)
I want to add another RAM bank, and need to know where to get the
second bank RAS signal.

Ta muchly.
--
Clyde Smith-Stubbs | HI-TECH Software, | Voice: +61 7 300 5011
clyde@hitech.com.au | P.O. Box 103, Alderley, | Fax: +61 7 300 5246
...!nwnexus!hitech!clyde | QLD, 4051, AUSTRALIA. | BBS: +61 7 300 5235
HI-TECH Software: C Compilers for all manner of machines

4243. Redirect MiNT clipboard to a ram-disk ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-09 10:20:18 UTC
From: grellier@ufrima.imag.fr
Message-ID: <BxG21u.AxD@ufrima.imag.fr>
Source record: 42046

I haven't got a hard-disk, so I use a big ram-disk. And when I use copy in toswin, the buffer is saved to the A drive. Is it possible to redirect it to the ram-disk I use ?

--

4244. Upgrade to 1040ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-09 10:43:33 UTC
From: trs@doc.ic.ac.uk
Message-ID: <1dlfclINNiaa@frigate.doc.ic.ac.uk>
Source record: 42044

I have recently aquired a 1040STf to use for midi stuff. I have a couple
of questions regarding the machine.

1) What does the f mean ?
2) How can I find out which version of TOS it has ?
3) Is it possible to upgrade the memory to 2 or 4 Meg ?
4) Is it possible to connect a non-atari hard disk ?
5) What type of disk controller does the atari expect to see ?
6) Is there a hard disk driver in the TOS bios ?
7) Is it possible to connect any colour RGB monitor ?

I'd appreciate any answers to the above via email.

Thanks.

4245. Re: Extended characters with printf()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-09 11:20:03 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Nov9.112003.25510@dcs.warwick.ac.uk>
Source record: 42045

In article <hjv.721232850@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>marco@sys6626.bison.mb.ca (John Perry) writes:
>
>>Does anyone know how to use the extended character set with printf()? For
>>example, how would I go about printing the "arrow" symbol?
>
>As far as I know this is not possible. The control-chars (<32 ?) and the 'high'
>ascii chars (>127 ?) are just 'non-printable characters'.
>If I'm mistaken (which I surely hope :), let someone please correct me.

Use Bconout(5,chr) to print a non-printable character (5 is the raw conout device). To do this from printf write the following:

```
#include <osbind.h>

#define BUF_SZ something big

int printf(void *wibble)
{
char buffer[BUF_SZ], *ptr;
int len=sprintf(buffer, wibble);
for (ptr=buffer; *ptr; Bconout(5, *ptr++));
return len;
}
```

Obviously this could be improved, but gives you the general idea (remember \n won't work!)

Hope this helps

- Leo

>
>--
>Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
>Dept. of Philosophy * in the nightmare, in the flood
>University of Utrecht * But I try.
>The Netherlands *

4246. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-09 12:31:56 UTC
From: sanders@sci.kun.nl
Message-ID: <BxG859.2Cu@sci.kun.nl>
Source record: 42047

In <1992Nov5.114927.14711@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:

>I asked questions similar to these a month or two ago, but nobody answered.
>Perhaps somebody knows the answers now.

>1) What is the speed of the Falcon's memory (Somebody said it had 0 wait
>states which seems to imply 16MHz, but they may have been wrong)
>2) How does the DSP access the main memory (Somebody said it is not connected
>to the data bus, in which case I suppose it must be some kind of serial link)
>3) Does the TOS V4 use the DSP to speed up things (for that matter does it
>make intellegent use of the Blitter?)
>4) Is the data bus between the memory and the 68030 16 or 32 bits wide (There
>seems to be an argument going on about this).
>5) Why does the benchmarks that I have seen posted here only indicate an
>approx 3x speed increase and real-world tests (excluding any disk access)
>only twice as fast? If the data bus is twice as wide, the memory twice as
>fast, the processor at least twice as efficent and running at twice the clock
>speed it should be more like 10 times the speed.

Most of the things you ask I cannot answer, but I can see your last
point is not quite right. If every wheel of a car runs twice as fast,
the whole car runs twice as fast, not eight times. The double clock of
the 68030 in the falcon as opposed to the ST gives a factor 2 ONLY if
the memory is twice as fast too. Now the 68030 is indeed more
efficient (check out those bit shifts in QIndex...!) and it is said to
run at 3.84 MIPS. The ST is considered approx 0.8 MIPS, so there
should be a factor of about four. Add the fast shifter (but more
complex graphics, so not too big a difference), and the DSP which can
cut short some very CPU-intensive tasks. This should give a real-life
average speed factor of about 4-5. And include disk access; if there
really is a throughput of 3M/s (!!!) and an average access time of 12
ms (!!!) we could see some humongous speed increases here. (And
virtual memory swapping to disk would be really smooth...)

>Thanks,
>Leo

Sander SToks
sanders@sci.kun.nl

4247. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-09 16:09:20 UTC
From: glens@natinst.com
Message-ID: <1dm2fgINN3l3@falcon.natinst.com>
Source record: 42050

In article <1992Nov8.132805.1903@rhrk.uni-kl.de> peter@rhrk.uni-kl.de (Gunter Bitz) writes:

>I don't know what Qindex does, but I testet the following:
>A short loop (which fits completely in the processor cache) like that:
>ll:
> move.w d0,(a0)+
> dbf d7,ll
>and another like
>ll:
> move.l d0,(a0)+
> dbf d7,ll
>
>The result was that filling the same amount of memory with longwords is a bit
>faster than filling with words, but not twice as fast as it should be on a
>r e a l 32 bit machine. I'm sorry about that

Are you sure your data started on a longword boundry? If it wasn't,
that would explain why it was not twice as fast.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com

4248. Re: Checking if the printer is ready for input.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-09 18:36:08 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov9.183608.25428@newshost.lanl.gov>
Source record: 42052

In article 1uewTB2w165w@sys6626.bison.mb.ca, marco@sys6626.bison.mb.ca (John Perry) writes:
>How can I check to see if the printer is ready for input? I tried using
>Bcostat(), but it returns -1 (which is supposed to mean I can send the
>printer data) even when the printer was turned off!

John, I seem to remember having the same trouble on occasion with Bcostat() and I believe I avoided that with Cprnos() which is GEMDOS(17) that checks the status of the parallel port. You might give that a try.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4249. Falcon DSP sounds

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-09 18:40:00 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov9.184000.26004@newshost.lanl.gov>
Source record: 42053

This may be a little naive, but does anyone have any info on how to play sounds that utilize the capabilities of the Falcon's DSP? I'm a total novice at sound and music but I'd like to know how this can be done. What kind of sound formats could be used? I'm simply interested in finding a way to play back some short but great sound effects.

Thanks,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4250. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-09 18:43:04 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.WTkwfzCLUbE@fredrik.atari.no>
Source record: 42054

In <mpnolan.720881057@unix1.tcd.ie>, Mark Patrick Nolan writes:
>I believe that Atari have at last got their act together...
>
>Q: As the Falcon has (from what I've heard) one bus (32),
>how will the custom chips (DSP,DMA Sound,Blitter,H-Scrolling,..)
>interact, and will the system lose preformance as a result?
>
>Surely the DSP has it's own bus, as it does have 56k of it's own
>memory!?
>
>You can always tell how good a machine is by observing how
>defencive amiga owners get...and believe me, I've never seen
>them so bad...!
>
>Please dont spare me on the technical info., I'd love to hear it
>(I'm sure I could understand it - I study Comp. Sci.)
>

There's a lot of confusion going on here. So let me clarify some topics:

The DSP has its own 24Bit databus for local memory. On the Falcon, the DSP has
32 K-Words of 0 waitstate S-RAM. One word is 24 bit (i.e. 3 byte) giving
96KByte local memory.

The DSP does communicate with the rest of the world (including 68K bus)
through serial interfaces. The serialinterface to the 68K bus is a full
duplex ~1Mbit/s interface, as is the communication with the external
dsp port (wich howewer is multiplexed into 8 slower channels).
Just a comment to this: As long as the data rate the DSP uses to 'fetch' data
from the 'real world' (external port) is the same (or less than) the datarate
between the DSP<->CPU/memmory, there is realy no reason to complain!

The 'prosessor direct slot' (PDS) intended for hardware PC emulators and
the like, is a 68000 buss (16D/24A) with som extra controlsignals (interupt
and buss artbitration).

I do not know if the CPU<->memory databus is 16 bit or 32 bit. But given the
benchmarks that rates the falcon to >450% i would guess it is 32Bit wide!
Surely the addressbus is 24 bit!

The builtin 16bit sound subsystem does not use the DSP. It CAN use it but it
doesn't have to. Direct to disk recording and playback can (and will) be done
with only the CODEC and the SDMA involved!
HOWEWER, when requiering more than 2 simultainious channels, you will have to
add external AD/DA converters to the DSP's external port. Only then you
HAVE to use the DSP for direct to/from disk recording/playback!

```
--

_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

4251. GFA and FPU support (was: Some old questions)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-09 20:54:24 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Nov09.205424.132216@rrz.uni-koeln.de>
Source record: 42051

In <af49f08f@Kralizec.fido.zeta.org.au> michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:

>Original to: fsctc@lerc03.lerc.nasa.gov
>In a message of <27 Oct 92 22:37:01>, fsctc@lerc03.lerc.nasa.gov (3:713/602)
>writes:

> f> 4. Is there a version of GFA BASIC that supports the math coprocessor
> f> on an ST (as a peripheral device)? Is there one that supports the math
> f> coprocessor on the TT? Will this run under the TT RAM?

>At this point, no.

I don't think that's correct. When the copy of GFA basic 3.60 TT arrived here, I did the following quick test:

```
t%=TIMER
FOR i&=1 TO 1000
l=l+SIN(RAD(i&))*COS(RAD(i&))
NEXT i&
t%=TIMER-t%
PRINT "ohne ~TT?: ";t%/200;" sec.",l
~TT?
CLR l
t%=TIMER
FOR i&=1 TO 1000
l=l+SIN(RAD(i&))*COS(RAD(i&))
NEXT i&
t%=TIMER-t%
PRINT "mit ~TT?: ";t%/200;" sec.",l
```

The loop takes .825 seconds without and .180 seconds with ~TT, showing that there definitely is a very significant difference in speed between the TT specific rountines and those that are designed to run on all 680x0 Ataris. I haven't analyzed the code and verified if the speedup is due to FPU usage, though.
For those not familiar wiht GFA: TT is a boolean function that returns TRUE if the program runs on a TT. Programs compiled and linked carry two versions of some routines, one that runs on all Ataris and one that is optimized for the TT. Originally, the pointers to those routines are set to use the all-Atari versions. If the TT function is called and a TT is detected, the TT function changes those pointers to use the TT optimized versions. At the CeBIT 1992, they demonstrated this at the GFA stand, and claimed the speedup was in large part due to FPU usage.

>Richter have recently acquired the rights to GFA basic
>(ST only) from GFA themselves, and are undertaking a complete rewrite, with
>the intention of completely legalising the package.

>They may add this support - however I have no information either way.

According to what Richter told me on the phone recently, the GFA
version developed by them will run and be supported on all
Ataris, including the Falcon, and it will run under MultiTOS.
This is also what Richter announced at the Atari Messe.
Oh yes, and the support will not be continued to be done in the
clumsy way described above, they assured me at the Messe. So save
your sneering remarks :-)

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4252. Re: Quantum 105LPS on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-09 23:11:04 UTC
From: gt2372b@prism.gatech.EDU
Message-ID: <74221@hydra.gatech.EDU>
Source record: 42074
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I had similar problems with a Quantum LPS52. I called Supra Technical
Support ((503)967-2440) and they told me the old Supra host adaptor
would not work with this drive because the drive is "too fast" for it.
The newer Supra adaptor would supposedly work, though.

Olympio

--
Olympio Achilles De Faria Mello
Georgia Institute of Technology, Atlanta Georgia, 30332
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt2372b
Internet: gt2372b@prism.gatech.edu

4253. What about Flash II?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-10 01:35:08 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.721359308@vega>
Source record: 42057
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My friend, for some reasons not entirely clear to me, loves Flash.
Currently he is searching for a reasonable terminal program which
would run smoothly on his TT. He dials quite often to places like
Compu$erve and Genie. File transfer protocols used there are
hence a must. He was thinking about upgrading to Flash II but
he would like to here from users of this terminal program if
this is a reasonable thing to do. He tried Connect and FZDT
and so far he is not impressed. He knows about Storm but tells me
that an upgrade price makes Flash II more atractive. Besides he
is alergic to Basic.

If you have some stories indicating that Flash II is good
(remember - mono TT) or bad for his purposes please e-mail them
to me or post.

Michal Jaegermann
ntomczak@vm.ucs.ualberta.ca
ntomczak@vega.math.ualberta.ca

4254. Re: MiNT, TCSH, CoNnect, Warp9...what they have in common?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-10 02:07:45 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1dn5hhlNNd4k@aludra.usc.edu>
Source record: 42055

In article <1992Nov7.234210.24329@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1dff3lINN3b5@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:

>> You know something, I can 100% gurantee a lockup whenever I get a
>>Connect message from the modem, regardless of whether I am in the dial
>>menu or whether I am in the "direct" terminal. In fact, I believe I remember
>>ctl-alt-deling while connected, and it being frozen before I could do anything
>>(which is unusual since it usually takes some action on my part before
>>something crashes). I wonder if just being actively connected to the modem
>>has anything to do with it....
>
>That would be pretty unusual. Well, there *is* an interrupt vector for the
>Carrier Detect signal, but that is initially disabled and I can't imagine any
>program ever needing to enable it. Also, I can't understand why the interrupt
>would cause a problem even if it was enabled...
>
>In Uniterm the CONNECT message only makes Uniterm crash, and only if I used
>the auto-dialer. You're saying you get a lockup even if you dial manually?
>When you're in this state does Ctrl-Alt-F6 work (list active processes)?

Yes, this occurs even when I am manually dialing (and it is after
the modem sends the connect 9600 message. I doubt it has anything to do with
the CD signal because it doesn't crash while dialing - I can break out of
dialing and it works fine. No, it dies right after receiving "connect 9600"
so it proabably has something to do with some code that CoNect and Uniterm have
in common right after there is a terminal connection. Any ideas?
I cannot use any key sequence except cnt-alt-del from the locked
up state, and only if that is my only keypress after being locked up. None
of the other cnt-alt keys work. I did have it set to debug_1, and printer so
I got a: PID 7 (CONNECT)BUS ERROR: User PC = 1b7efc (base page=186cf0)
after it connected and locked up. BTW, I can still hear keyclicks, it just
doesn't do anything.

Oh, I set it up to debug when all I do is load MiNT and TOSwin, which
normally results in my inability to run any program (whether .prg or .ttp)
unless I run it through TOSwin. It dies running CoNect1.80 from the desktop
and :

pid 2 (GEM): malloc: out of memory
pid 2 (GEM): BUS ERROR: User PC=e33d88 (basepage = 489d0)
pid 5 (GEM): malloc: out of memory
pid 5 (GEM): malloc: out of memory
pid 5 (GEM): malloc: out of memory
pid 5 (GEM): malloc: out of memory

Right now I am using UNITERM, and that was after using alt-1 to
auto dial my mainframe. Did you use the mouse auto-dialer to have your
problems or does the alt-# also give you lockups? I have noticed that
trying to use the mouse menu locks up my machine, even before I get to dial
with it - the menu comes up briefly and then disappears, and it is locked from
that point on. Darn, Uniterm takes over cntl-alt1 and cntl-alt3 or I'd
set the debug before I use the mouse, but since it does, I can't debug it (I
have to set Uniterm to GEM autoboot (from desktop install app autoboot) or
I can't get it to run.

>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
>All true wisdom is conveyed in one-line witticisms.

-MikeB

4255. My problems with MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-10 03:20:39 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1dn9q7INNk52@aludra.usc.edu>
Source record: 42056

Hello all,

Well, using the debug_1, and printing it out, I have found something
that might be causing my problems with MiNT.

Using MiNT .95, with _just_ it running in the autofolder, from the
desktop I run CoNnect1.80 and I get one "pid 2 (GEM): malloc: out of memory"
and then the rest (about 11) are "pid 3 (CONNECT): malloc: out of memory"
except towards the end there is a "pid 3 (CONNECT): Bconmap: mapin failed".

So does anyone know why I am getting all these failed mallocs?

-MikeB

4256. Accelerator Boards

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-10 05:35:22 UTC
From: slansk@ee.ualberta.ca
Message-ID: <slansk.721373722@ee.ualberta.ca>
Source record: 42059

Can someone recommend an accelerator board which allows for the installation of a math-coprocessor. Also of interest is one which has capacity for additional memory. Do-it-yourself projects are also of interest provided I don't have to produce my own Printed Circuit Board. It is for a an 520 STfm which has already been upped to 1Meg on the motherboard. What have people used that is good and what is bad. I also do not have unlimited money to spend (who does?).

Rick Slansky
slansk@bode.ee.ualberta.ca
University of Alberta

4257. Raster Copy [for window scrolling]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-10 06:43:50 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.KtV1EXXhvs6@elfhaven.ersys.edmonton.ab.ca>
Source record: 42075

Hi!

I am having a problem with a program I am writing. I need to display
a text file inside a window. Now, the actual process of setting up and
writing the information to the window is not a problem.

Scrolling the window (fast) is the problem.

The only method I know of (that I have been able to use) is to redraw the
entire window when a scroll was needed. This is, to say the very least,
extremely slow. I know that there are faster ways to do this, one of
which would seem to be a raster copy. After all, would it not be faster
to simply move the last twenty lines up two lines, and then draw the
new information at the bottom of the window?

In short (long?) I would be grateful to anyone who could share with me the
secrets of window scrolling. The faster, the better. To keep things legal,
though, I imagine only VDI calls should be used.

I have also heard that the speed of output to the window can be increased
by aligning the window on a sixteen bit boundary? How would this be done?

--
<< -- >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

4258. Ethernet for the Atari ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-10 11:40:40 UTC
From: scgk@dcs.ed.ac.uk
Message-ID: <BxI0Ft.MHD@dcs.ed.ac.uk>
Source record: 42060

I have been wondering recently whether there is an Ethernet card or suchlike available for the ST.
I have been discussing networking with freinds recently and I assumed there would be come kind of ethernet interface available but I have checked all the magazines and I cannot find one.
This strikes me as odd especially as ethernet intefaces are available for everything else under the sun.
Is there is any reason why the ST should be an exception.

Simon.

4259. Universities and the Atari.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-10 12:19:37 UTC
From: cmp0141@sys.uea.ac.uk
Message-ID: <cmp0141.721397977@oxygen.sys.uea.ac.uk>
Source record: 42061

Can any one tell me which Universities (in the English speaking world) use the Atari? I am a third year undergraduate at the University of East Anglia and am looking to continue my studies next year.

Any help would be appreciated. Thankyou.

cmp0141@uk.ac.uea.sys

Ian Brown.

4260. Gulam Shell

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-10 13:59:42 UTC
From: y0000028@rzab0.rz.tu-bs.de
Message-ID: <1992Nov10.135942.8404@ibr.cs.tu-bs.de>
Source record: 42062

Hi there,

according to the discussion about GULAM there must be some folks using it without problem, as I can't.
Sometimes (I can't reproduce it) Gulam throws 3 bombs when leaving the buildin editor. My developing cylce looks rather like
edit - reboot - compile - test - edit
with I don't like 8-(
I'm using Gulam beta 1.00.00.02 dated 11.02.87 which seems to be a rather old version, but it's the newest I can access. My mashine is a 4 MB STe using TOS 2.05 (german).
I would like to know about the actual version and how to obtain it. (ftp ?)

Axel Kielhorn
TU-Braunschweig
y0000028@rzab0.rz.tu-bs.de

It is better to have loved and lost
than just to have loved.

4261. Falcon sound

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-10 15:08:09 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov10.150809.23739@newshost.lanl.gov>
Source record: 42063

OK, I don't have a Falcon yet (I'm in good company, eh?) but I am interested in its sound capabilities, particularly for arcade game support. If one wished to incorporate some really good sound effects and/or music when writing a program that would support the Falcon's DSP, what formats would be best? Sampled sounds using something like ST Replay or the Falcon's own D2D capability or something else? Wouldn't sampled sounds require a lot of disk space? What other options should be considered?

Sorry for the naivete, but I know nada about sound & musice (obviously). :)

Thanks,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4262. Re: What about Flash II?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-10 17:17:16 UTC
From: ekrimen@wet.UUCP
Message-ID: <4770@wet.UUCP>
Source record: 42071
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <ntomczak.721359308@vega> ntomczak@vega.math.ualberta.ca (N Tomczak-Jaegermann) writes:
>My friend, for some reasons not entirely clear to me, loves Flash.
>Currently he is searching for a reasonable terminal program which
>would run smoothly on his TT. He dials quite often to places like

He'll love STalker. Have him get STeno while he's at it too.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

4263. Re: Extended characters with printf()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-10 17:29:27 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <721416566.3634@minster.york.ac.uk>
Source record: 42070

In article <hjv.721232850@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>marco@sys6626.bison.mb.ca (John Perry) writes:
>
>>Does anyone know how to use the extended character set with printf()? For
>>example, how would I go about printing the "arrow" symbol?
>
>As far as I know this is not possible. The control-chars (<32 ?) and the 'high'
>ascii chars (>127 ?) are just 'non-printable characters'.
>If I'm mistaken (which I surely hope :), let someone please correct me.

If you're going the TOS route to output (rather than the VDI route) then use the BIOS Bconout routines, and use device 5. Output on this device is not interpreted by the VT52 emulator and you get all the available characters. This is documented in most ST books.

>Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

4264. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-10 17:47:21 UTC
From: micro@imada.ou.dk
Message-ID: <1992Nov10.174721.2200@imada.ou.dk>
Source record: 42065

leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>1) What is the speed of the Falcon's memory (Somebody said it had 0 wait
>states which seems to imply 16MHz, but they may have been wrong)
>4) Is the data bus between the memory and the 68030 16 or 32 bits wide (There
>seems to be an argument going on about this).

The Falcon RAM board that was shown in the German Magazine C'T had 80nS
nibble mode DRAMS.
A conventional memory design using these and a 32 bit bus should give you a
bandwidth around 56Mb/S.

Note that if the bus is only 16 bit wide, then the memory is only 28Mb/S, and
that is impossible, because the video uses 32Mb/S in the true-colour mode and
in the 8bit VGA modes.

-Klaus

4265. Re: Falcon Bus

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-10 18:00:14 UTC
From: micro@imada.ou.dk
Message-ID: <1992Nov10.180014.2405@imada.ou.dk>
Source record: 42066

grier@bnr.ca (Brian Grier) writes:
>If you chose a memory configuration where all of the bits for a given pixel
>are contained in the same word the number of memory access is greatly reduced.
>Therefore if Atari had choosen a different implementation, 8bits/16 bits per
>pixel with all the bits for a given pixel in the same word MOST applications
>would run much faster.

Atari have chosen a similar implemention of the true-colour mode, it uses
1 word/pixel.

>So why would anyone implement video memory the way Atari did? The best reason
>would be CAD/CAM packages, where your drawings exist in many different planes.
>I can only guess at Atari's reason, so I wont. This memory organization does
>have other benefits. Software blitting of sections of the screen will be faster,
>horizontal lines can be drawn 16 pixels at a time, and polygons can be filled
>with amazing speed.

The interleaved bitplanes are pretty fast for most things, for example sprite
drawing. And I guess that the most important thing - seen from Ataris point
of view have been that the screen-paint routines is the same, no matter how
many bit planes that are in use.

But I don't think that any 16 bitplane h-line or sprite routine is faster than
good 1 word/pixel implementations.
(I wonder, does the Falcon have the same Sample-and-hold logic as the TT?
Does it work in the true-colour mode?)

-Klaus

4266. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-10 18:05:20 UTC
From: micro@imada.ou.dk
Message-ID: <1992Nov10.180520.2525@imada.ou.dk>
Source record: 42073

peter@rhrk.uni-kl.de (Gunter Bitz) writes:

>>>
>>>> Is it true that the Falcon030 only has 16 bit RAM Access ?

>I don't know what Qindex does, but I testet the following:
>A short loop (which fits completely in the processor cache) like that:

```
>ll:
> move.w d0,(a0)+
> dbf d7,ll
>and another like
>ll:
> move.l d0,(a0)+
> dbf d7,ll
```

Try with :

```
move.l #data+3,D0
and.b #~3,D0
move.l D0,A0
ll: move.l d0,(a0)+
dbra d7,ll
data:
```

Is it faster when it reads from the memory rather than writing to it?

-Klaus

4267. Resource Constrution Program that generates C source

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-10 18:13:48 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1992Nov10.121350.106@janus.arc.ab.ca>
Source record: 42072

I am looking for a program to generate resource files as well as the equivalent C source code. I would prefer PD but will take recommendations for commercial products as well. Any help would be appreciated.

Bob

4268. MiNT and *.XFS files

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-10 18:15:44 UTC
From: grier@bnr.ca
Message-ID: <1992Nov10.181544.15794@bnr.ca>
Source record: 42069

When I downloaded MiNT 0.95B from GEnie a couple months ago
the README file mentioned that it will load files with the
extension "XFS", from the "/mint" directory, at initailization.
From this I can assume these are supposed to be extensions to MiNT.

Basically what ".XFS" modules are available in the public domain?
Also what is the basic template for creating a ".XFS" file?

On another Note.
Someone asked what my "mint.cnf" file looks like. Well I just
use the one that came with MiNT, with no modifications. I know
sort of boring, but it works for me.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC
bjgrier@bnr.ca

4269. Re: Ethernet for the Atari ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-10 18:19:00 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Nov10.181900.190226@rrz.uni-koeln.de>
Source record: 42067

In <BxI0Ft.MHD@dcs.ed.ac.uk> scgk@dcs.ed.ac.uk (Simon Kinahan) writes:

> I have been wondering recently whether there is an Ethernet card or suchlike
>available for the ST.
> I have been discussing networking with freinds recently and I assumed there
>would be come kind of ethernet interface available but I have checked all the
>magazines and I cannot find one.
> This strikes me as odd especially as ethernet intefaces are available for
>everything else under the sun.
> Is there is any reason why the ST should be an exception.

No, absolutely not. There are at least three ethernet adapters
for the Atari ST/STe/TT computers, namely:

PamsNet: This ethernet based Atari network allows you to network
up to 127 Atari computers. There are three versions of the
adapters, one for ACSI, one for the Mega Slot and one for the VME
slot. PamsNet uses a special network protocol, but TCP/IP and a
gateway to Novell are available. An unique feature of PamsNet is
the availability of a server for a VAX under VMS, which allows
transparent access to the VMS filesystem over the network.
BioData: Another ethernet based Atari network. I don't know if
there are other adapters than those for ACSI for BioData. TCP/IP
is available, and since BioData is also available for DOS PCs,
they can be integrated without any problem.
Riebl Card plus: I mostly know about this one from the net. It
seems that the network software associated with the Riebl card is
slow and flaky, but it seems to be the only ethernet card for
Ataris for which technical documentation is publicly accessible.
A group at the TU Wien has developed a TCP/IP package for the
Riebl card.
It seems that a main difference between ethernet boards for the
Ataris and boards for PCs is that the Atari boards tend to be
available only as a package with hard- and software, and the
technical information is not available to everyone. At least
PamsNet requires you to sign a non-disclosure agreement before
they give you programming manuals and such, as far as I
understand things.

I hope you can use this info. We have PamsNet here, feel free to
mail or to post if you're interested in additional information.
Of course, I'd love to get into contact with other PamsNet users.

Greetinx, Jan

```
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
*-----=< hierarchical systems are for files, not for humans >=-----*
```

4270. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-10 18:22:44 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.TDkoZrASUmQ@fredrik.atari.no>
Source record: 42064

In <H.WTkwfzCLUbE@fredrik.atari.no>, Joern Moe writes:

I'm realy sorry about the original posting, cause it contained some realy
confusing errors. I realized it when browsing through the Motorola
documentation on the DSP56001 and a article in ST Computer.

The folowing is complete nonsense:
>The DSP does communicate with the rest of the world (including 68K bus)
>through serial interfaces. The serialinterface to the 68K bus is a full
>duplex ~1Mbit/s interface, as is the communication with the external
>dsp port (wich howewer is multiplexed into 8 slower channels).
>Just a comment to this: As long as the data rate the DSP uses to 'fetch' data
>from the 'real world' (external port) is the same (or less than) the datarate
>between the DSP<->CPU/memmory, there is realy no reason to complain!

The corect information is:
The 68K bus <-> DSP communication goes through a Byte wide (8bit) DMA (on the
68K bus that is) channel and at 1Mbyte/s speed. The external DSP conector is
a serialinterface capable of 1Mbyte/s speed. If there's no hidden restrictions
on this serialinterface (e.g. fixed multiplexing into 8 channels) one could use
this to do upto 500Khz 16Bit one channel sampling or a 8Mbps modem (gee, wish
the phonesystem could handle this:-)

The rest of the original posting was, to my knowledge, corect!

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

4271. Installation of TOS 1.4 (6 chip set)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-10 18:36:07 UTC
From: snoret@egon.unx.sas.com
Message-ID: <BxIJo7.F0F@unx.sas.com>
Source record: 42068

I just got my TOS 1.4 6 chip set from Toad Computers, but they didn't include any instructions! So, now I've got my ST 'naked to the world' and am afraid to just start pluggin in these chips without knowing what order to put them in. Here is the layout of the TOS sockets:

```
------------- -------------
| | | |
| | | |
------------- -------------
U4 U7
------------- -------------
| | | |
| | | |
------------- -------------
U3 U6
------------- -------------
| | | |
| | | |
------------- -------------
U2 U5
|| ||
\/ \/
to MIDI ports to Cartridge Port
```

Now, the question is... In which socket does each TOS 1.4 chip go??? The set I have has two sets of three chips. Set 1 - L0, L1, and L2. Set 2 - H0, H1, H2. Will someone please tell me the order to put them in. I got 'trigger happy' and have already pulled my old TOS 1.0 chips out, but have successfully put them back in. (i.e. it boots and works ;)

I searched through all my FAQ and saved news articles, and I even downloaded the TOS 1.4 Discussion files from GEnie, but nothing had the installation instructions. HELP!!!

Thanks alot in advance,

Rick
--

Richard E. Tatem Asst. Systems Programmer
snoret@unx.sas.com UNIX Systems Support
(919) 677-8000 x4719 SAS Institute Inc.

4272. MiNT Memory allocation fault?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-11 08:50:15 UTC
From: ut@informatik.uni-kiel.dbp.de
Message-ID: <1dqhg7INN5l6@samson.informatik.uni-kiel.dbp.de>
Source record: 42082

Hi eveybody!

I got a problem with MiNT Version 0.95, that I have not got with other
Versions.
I worked with only MiNT, the gem.prg started from MiNT, and then I
switch to tcsh.prg (BTW MiNT + tcsh + lots of memory is the finest
thing on an Atari ST, thanks Eric !).
I have an _old_ 520 ST+, upgraded to 4 Megs with TOS 1.02 (perhaps
this is the fault) and a harddisk driver for PC-AT bus drives.
I have no trouble using GNU-make or the make, that Sozobon-C uses, but
after a while through hardly compiling, I got errors from the GCC,
that he is out of memory. In all other Versions, I never got _this_
problem, compiling the same Program.
After Resetting, all works normal, and I can compile everything
without errors.
Am I just need TOS 1.4 or what???
Uli

--
Ulrich Teichert Voice : +49 4321 71582
Stormweg 24 E-mail: ut@informatik.uni-kiel.dbp.de
2350 Neumuenster 8, Germany

4273. How to write CPX-modules

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-11 09:33:20 UTC
From: optimus@swix.ifi.unit.no
Message-ID: <1992Nov11.093320.9119@ugle.unit.no>
Source record: 42076

A time back there was a discussion on this group on how to write
CPX-modules. Did this end up in some form of document I could read?
If not could someone please give me some directions on how to write a
CPX-module?

Per Henrik Johansen
--
Email: optimus@swix.ifi.unit.no, perhj@fenris.dhhalden.no | |||
Smail: Harald Bothnersv. 3, 7017 Trondheim, Norway | |||
Voice: +47 7 93 22 95 | / | \

4274. GFA Basic graphics routines

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-11 10:47:22 UTC
From: matthew@hitech.com.au
Message-ID: <721478837.13801@hitech.com.au>
Source record: 41992
Cross-posted to: comp.sys.atari.st.tech,alt.lang.basic

I am using GFA Basic on an Atari ST (1/2 meg memory). I have been trying to use the following code to move a sprite around. The problem is the flickering on the screen. I have an idea that page flipping or the command VSYNC might help, but do not know how to use them.

Here's the code :

```
CLS
RBOX 10,10,100,100
GET 9,9,101,101,box$
FOR i=1 TO 100
CLS
PUT 10,x,box$
NEXT x
END
```

Also, is it possible to load GFA Basic programs with the .BAS file extention (I belive these are from GFA Basic 1.0). When I try to do this I get an error message saying 'Not GFA Basic version 3.5 file' :-(

Please direct E-mail to matthew@hiatech.com.au

Thanks in advance,
Matthew Smith-Stubbs

--

4275. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-11 11:05:32 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov11.110532.16455@email.tuwien.ac.at>
Source record: 42077

```
peter@rhrk.uni-kl.de (Gunter Bitz) writes:
:
: I don't know what Qindex does, but I testet the following:
: A short loop (which fits completely in the processor cache) like that:
: ll:
: move.w d0,(a0)+
: dbf d7,ll
: and another like
: ll:
: move.l d0,(a0)+
: dbf d7,ll
:

Was the data in a0 longwqord-aligned in the second case? If not, the result
is not surprising, since it takes 2 accesses to load a longword which is
not longword-aligned even on full 32-bit machines!

: The result was that filling the same amount of memory with longwords is a bit
: faster than filling with words, but not twice as fast as it should be on a
: r e a l 32 bit machine. I'm sorry about that
:[...]
: Gunter
:
```

4276. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-11 12:46:56 UTC
From: ee90jde@brunel.ac.uk
Message-ID: <BxJy6C.sp@brunel.ac.uk>
Source record: 42079

Samples do take a lot of memory/disk space but due to the DSP having various in built tables, i.e. A-Law and U-Law, it is capable of being able to compact samples by up to 4:1 and acording to the comp.compression network should be able to compress screen data by up to 26:1.

4277. Re: Formula One simulation & protected floppies.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-11 12:55:57 UTC
From: tose@unix03.dhmolde.no
Message-ID: <1992Nov11.125557.13943@ugle.unit.no>
Source record: 42078
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Grant McFarlane (etlgtme@etlxd20.ericsson.se) wrote:
: Hi Folks,
:
: I'm determined to get this lot installed on my hard disk, but I'm
: going to need some help from some very clever people, and I know your out
: there.
: OK, so now the technical bit, which is why I posted this to comp.sys.
: atari.st.tech as well.
: After messing around with a few sector editors I've narrowed it down to
: Side 0, Track 0, Sector 1. (The boot sector, I believe). It contains
: executable code which sets the whole thing rolling at reset. I've messed
: around with it and managed to get the icon to open up into a window but it
: just says "0 bytes used in 0 items". Can anybody help me here? Am I wasting
: my time? Can it be done?
:

Forget it!

Installing it on a harddisk MIGHT be possible if you do some VERY serious hacking (involving writing your own harddiskdriver and modifying the program to use this one and simply copy complete disk images onto harddisk)

F1GP does work on a 520 (I think) and will have to run from a VERY low memory location, screwing up everything (including 99% of all harddiskdrivers) and since it doesn't use gemdos() file access you'll have to rewrite the "file" routines anyway so it involves a LOT of work even for the MOST talented hackers. My advice is: Write a letter to the publisher and tell him why you won't be buying any more of their games.. Might work! :)

Btw, an alternative is to get Vroom which isn't on that many disks :)

Cheers,

- Torbjorn

4278. Re: Raster Copy [for window scrolling]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-11 13:37:28 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Nov11.133728.115954@rrz.uni-koeln.de>
Source record: 42080

In <H.KtV1EXXhvs6@elfhaven.ersys.edmonton.ab.ca> mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:

>In short (long?) I would be grateful to anyone who could share with me the
>secrets of window scrolling. The faster, the better. To keep things legal,
>though, I imagine only VDI calls should be used.

It seems to me that you should use the VDI(109) function, which seems to be called vro_cpyfm() in standard C libraries. I don't know though, whether this function will work properly with overlapping rasters, that is, whether you'll have to copy the raster to some buffer first and then copy it from the buffer to its destination, or you can copy blocks directly from source tor destionation.
To be prepared for new tos versions, you should restrict use of this method to the top window. I've seen that with MultiTOS, background windows still have arrows, and I imagine it's horrible if you're trying to devise an algorithm that tries to use the blocks that wades through a rectangle list, trying to reuse available fragments by block copying and filling in the gaps by drawing.

>I have also heard that the speed of output to the window can be increased
>by aligning the window on a sixteen bit boundary? How would this be done?

I never did it, but I figure you could do (in GFA):

```
PROCEDURE align_window(w_handle&,flags&)
LOCAL x&,y&,w&,h&
~WIND_GET(w_handle&,4,x&,y&,w&,h&)
x&=(x& MOD 16+1)*16
~WIND_CALC(0,flags&,x&,y&,w&,h&,x&,y&,w&,h&)
~WIND_SET(w_handle&,5,x&,y&,w&,h&)
RETURN
```

This should align the workspace of the window by a 16 bit boundary. By manipulating w& the same way as x& above, you can force the window width to be a multiple of 16, which can be convenient with windows containing text.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4279. Re: Raster Copy [for window scrolling]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-11 13:41:25 UTC
From: "U.Kuehn" <KUHNU@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92316.134125KUHNU@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 42012

In article <H.KtV1EXXhvs6@elfhaven.ersys.edmonton.ab.ca>,
mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) says:
>Scrolling the window (fast) is the problem.
>
>The only method I know of (that I have been able to use) is to redraw the
>entire window when a scroll was needed. This is, to say the very least,
>extremely slow. I know that there are faster ways to do this, one of
>which would seem to be a raster copy. After all, would it not be faster
>to simply move the last twenty lines up two lines, and then draw the
>new information at the bottom of the window?
>
>In short (long?) I would be grateful to anyone who could share with me the
>secrets of window scrolling. The faster, the better. To keep things legal,
>though, I imagine only VDI calls should be used.
>
>I have also heard that the speed of output to the window can be increased
>by aligning the window on a sixteen bit boundary? How would this be done?
>
To scroll up a window, one _must_ go along the rectangle list (the window
might not be on top) and scroll up the contents of every rectangle.
If the region is high enough, use vr_cpyfm() to copy the lower part of the
region to the upper and the redraw the lower part, as the new things
could have lain under another window.
An alignment to a 16 bit boundary is used to speed things a bit up, especially
text output, as the pixel to write dont have to be shifted around so much.
To align a window,make sure that it x-coordinate of the _inner_ left edge
is divisible through 16, and the do a wind_calc() to calculate the outer
bounds of the window, then make it open there or move it there or what so ever.

Hope that helps
Ulrich

+--------------+--------------------------+-----------------------+
| Ulrich Kuehn | Internet: | Do they know that they ☹
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? ☹
+--------------+--------------------------+-----------------------+

4280. Re: MiNT and *.XFS files

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-11 15:23:48 UTC
From: mh1@irz215.inf.tu-dresden.de
Message-ID: <OUS8M4H@math.fu-berlin.de>
Source record: 42081

In article <1992Nov10.181544.15794@bnr.ca>, grier@bnr.ca (Brian Grier) writes:

> Basically what ".XFS" modules are available in the public domain?
> Also what is the basic template for creating a ".XFS" file?

Currently, there's one file .XFS module available which lets you use a Minix
file system under MiNT. Look for mfs???.zoo.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

4281. Re: MiNT and *.XFS files

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-11 16:29:03 UTC
From: annius@loki.research.ptt.nl
Message-ID: <annius.721499343@freyr>
Source record: 42083

grier@bnr.ca (Brian Grier) writes:

>Basically what ".XFS" modules are available in the public domain?
>Also what is the basic template for creating a ".XFS" file?

The 'alias drive U as drive O' is the only one I've seen so far.

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

4282. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-11 20:17:15 UTC
From: peter@rhrk.uni-kl.de
Message-ID: <1992Nov11.201715.377@rhrk.uni-kl.de>
Source record: 42089

glens@natinst.com (Glen Sescila) writes:

>>
>>The result was that filling the same amount of memory with longwords is a bit
>>faster than filling with words, but not twice as fast as it should be on a
>>r e a l 32 bit machine. I'm sorry about that

> Are you sure your data started on a longword boundry? If it wasn't,
>that would explain why it was not twice as fast.

Of course it did !!!!

4283. MiNT 0.95 / MultiDesk Deluxe incompatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-11 20:32:03 UTC
From: michael@dime.cs.umass.edu
Message-ID: <56085@dime.cs.umass.edu>
Source record: 42088
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone out there have MiNT 0.95 working with Codehead's MultiDesk Deluxe? I can't get it working, even with a virgin copy of MDD. Unfortunately, I don't know off the top of my head which version of MDD I'm currently running. I'll check on it in the event that it's important.

It _does_ work with MiNT 0.94, however.

Thanks for any info.

Michael Kieras
michael@cs.umass.edu

4284. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-11 20:34:50 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1992Nov11.203450.10885@rmece49.upr.clu.edu>
Source record: 42084

```
In article <1992Nov6.092805.20747@news.uni-stuttgart.de>,
CASTAN@bonnie.physik.uni-stuttgart.de () writes:
|> In <rogeraw.25.720877023@dhhalden.no> rogeraw@dhhalden.no writes:
|>
|> > In article <1992Nov1.183817.15596@rhrk.uni-kl.de> peter@rhrk.uni-kl.de (Gunter Bitz)
writes:
|> > >From: peter@rhrk.uni-kl.de (Gunter Bitz)
|> > >Subject: Re: 16-bit RAM Access on Falcon ?
|> > >Date: 1 Nov 92 18:38:17 GMT
|> > >anderss@colargol (Anders Skar) writes:
|> > >
|> > >> Is it true that the Falcon030 only has 16 bit RAM Access ?
|> > >
|> > >Ok. My answer is simply : YES !
|> > >To be more precise the 68030 has only 16 bit access while the video hardware
|> > >has full 32 bit access.
|> > >Before you start flaming now: Has anyone of you ever tested this ?
|> > >I have !
|> > >
|> > >cu
|> > > Gunter
|> >
|> >
|> > Where do you have it from????????????????????? Falcon is a FULL 32 bit
|> > machine.
|> >
|> > If somebody thinks this is not true, so email me ....
|> >
|> >
|> > R.A.W
|>
|> The truth is: the F 030 has a internal RAM port with 16 data and 24 address
|> pins. (i've seen the specs and I've seen the layout)
|>
|> On the other hand a german magazine has tested, that the processor accesses
|> the RAM as if it was a 32 bit memory.
|>
|> If the second statement is true: are they multiplexing?
|>
|> Gerd
|>

Well, if this is true, then the Falcon is doing some kind of
multiplexing.... sounds like a "68030SX" type of performance.
```

```
|>
|>
|> ##########################################################################################
|> internet: CASTAN@bonnie.physik.uni-stuttgart.de
|> ##########################################################################################
|> Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
|> Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
|> Hoehbergstr. 16 # (Luisa Francia)
|> D-7000 Stuttgart 60 #
|>
```

- Raist

4285. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-11 20:39:21 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1992Nov11.203921.11068@rmece49.upr.clu.edu>
Source record: 42085

In article <721060362.188@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
[stuff deleted]

|> It has ever been the case that the CPU must stall when DMA is taking place.
|> The DMA chip grabs the bus for a short time and does a block transfer (if I
|> remember correctly, the block size is 16 words for the ST's DMA transfers --
|> it may have changed for the TT / Falcon). During this time, the 68k
|> has to wait until the bus is released.

So the Falcon can't do any processing when a DMA is taking place?

[more deleted]
|> > Thanks, Mark Nolan
|>
|> Mat
|>
>	Mathew Lodge	"I don't care how many times they go
>	mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
>	Langwith College, Uni of York, UK	-- Blackadder Goes Forth

- Raist

4286. Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-11 20:45:25 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1992Nov11.204525.11194@rmece49.upr.clu.edu>
Source record: 42086

Reading from the above converstion, it looks like the Falcon
68030 bus to memory is:

* 16 bit wide
* can't do the 68030's burst mode

Can someone with real Atari specs clarify this?

- Raist

4287. Re: What about Flash II?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-11 21:11:13 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1drsthINN1ok@golem.wcc.govt.nz>
Source record: 42087
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <ntomczak.721359308@vega>, ntomczak@vega.math.ualberta.ca (N Tomczak-Jaegermann) writes:
>
>If you have some stories indicating that Flash II is good
>(remember - mono TT) or bad for his purposes please e-mail them
>to me or post.
>
> Michal Jaegermann
> ntomczak@vm.ucs.ualberta.ca
> ntomczak@vega.math.ualberta.ca

I think it would be better to wait for the STORM its the REAL FLASH 2, writen by Alan Page...

From what I read Flash II is still full of bugs and is very slow, I do have some comments from Alan page on it, also I posted some 3 articles about STORM here..

Roger..... sheppard_r@kosmos.wcc.govt.nz

4288. Re: Raster Copy [for window scrolling]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-11 23:32:47 UTC
From: anneklin@acs.bu.edu
Message-ID: <101606@bu.edu>
Source record: 41991

In article <1992Nov11.133728.115954@rrz.uni-koeln.de> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>In <H.KtV1EXXhvs6@elfhaven.ersys.edmonton.ab.ca> mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:
>
>It seems to me that you should use the VDI(109) function, which
>seems to be called vro_cpyfm() in standard C libraries. I don't
>know though, whether this function will work properly with
>overlapping rasters, that is, whether you'll have to copy the
>raster to some buffer first and then copy it from the buffer to
>its destination, or you can copy blocks directly from source tor
>destionation.

vro_cpyfm() works, and it deals properly with overlapping rasters, so you don't have to use a buffer--wouldn't want to, as it consumes a huge amount of time. Thank heavens I checked and ditched the buffer...

There's a package on atari.archive, that's been languishing in the atari/New directory for some unknown time called wx_lib10.zoo. It's a window'd output library for C, and it emulates printf() and puts() with scrolling and all. Pretty soon I'm thinking of giving it VT100 capability.

Oh, yeah, I never saw any need for word-alignment--I can scroll text fast enough without it that it's unreadable.

Later,

4289. Atari ST for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-11 23:47:09 UTC
From: doing@brahms.udel.edu
Message-ID: <BxKsqL.B0o@news.udel.edu>
Source record: 42090

For Sale: old Atari 520st with panasonic printer
also included:
Hayes Smartmodem 1200

this is the 520st with no internal disk drive, however I do have the
external 3.5" dd, also I have the sc1224 monitor.
-all software is included at no extra charge

If interested, please email me at this address:

doing@brahms.udel.edu

--

David Allen Doing e-mial addresses:
Undergraduate Student doing@brahms.udel.edu
University of Delaware dbq49459@udelvm.udel.edu

4290. Re: Alert Boxes in C

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-12 01:22:43 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11006@uqcspe.cs.uq.oz.au>
Source record: 41993

pyr579@oz.plymouth.edu (Technoid) writes:

>I run Neodesk and when I use
>this program, Neodesk unloads, the alert box pops up on its own blank
>screen, I click the button, and the Neodesk reloads. This is not what I
>want,

I'm not sure about NeoDesk, but what you want is supported by the Gemini
desk replacement - from the "Install Application" menu, I'd assume. It's
definately possible - I did it once.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4291. C programs in GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-12 02:42:58 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1992Nov12.024258.11229@oz.plymouth.edu>
Source record: 41994

Hello,

I sent a message about 1 week ago relating to alert boxes and programs to create them, and the fact that Neodesk and even the regular GEM desktop boots out, runs this program that displays an alert box and then reloads the desktop. What I want is to be able to put that alert box up with the desktop dropping out. It must be POSSIBLE! One person responded (and I thank them) but suggested I write an accessory instead. I'll do that if that is what it takes, but I have no books nor any way of getting any GOOD ST books that I can see. I have a Toad Computers catalog, but they do not seem to have any books listed that sound like what I'm looking for. What I really need is some guidance, how do I write an accessory? I can program in C and C++, very well in fact, but if you don't know the commands that exist it is difficult at the very least. I'd also like info on line-a commands for direct screen access (this is what the manual says Neodesk uses.) Surely someone out there knows some information and has time to help a fellow ST owner, I have some ideas for programs that I have never seen on the ST and want to implement them, which could be beneficial to all ST owners, but I need someone to help me a little with the commands first. Or at least give me the publisher or whatever to get a good GEM book, should include AES, VDI, and line-a routines.

Thanks, please E-mail

Stephan

--
\/\/\/

4292. Re: My problems with MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-12 07:48:35 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov12.074835.22639@elroy.jpl.nasa.gov>
Source record: 41995

In article <1dn9q7INNk52@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
> Using MiNT .95, with _just_ it running in the autofolder, from the
>desktop I run CoNnect1.80 and I get one "pid 2 (GEM): malloc: out of memory"
>and then the rest (about 11) are "pid 3 (CONNECT): malloc: out of memory"
>except towards the end there is a "pid 3 (CONNECT): Bconmap: mapin failed".
>
> So does anyone know why I am getting all these failed mallocs?

I would ignore those messages; as I recall from reading the source code (I noticed these messages a while ago myself) the reason is that when MiNT intercepts the Malloc system call, it first tries to execute the Mxalloc call which currently only exists in the TT's TOS. This call fails on any non-TT, which causes the "malloc: out of memory" message. Then MiNT calls the regular TOS Malloc routine, and that usually succeeds. Likewise for the Bconmap failure, that call also only exists on new TOS. (Of course, if you're actually running on a TT or with TOS 2.06 or 3.06, then I'd guess the failures are genuine... You didn't specify what machine you have.)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4293. Disk Drive FOR SALE !!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-12 07:58:32 UTC
From: carrollw@ucs.orst.edu
Message-ID: <BxLFHq.195@news.orst.edu>
Source record: 41997
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have the following FOR SALE!!

ATARI SF 314 DS/DD 3.5" Disk Drive
External w/ PS and cable.

I.B. 5.25in DS/DD Disk Drive
External w/ own PS and cable
You can read and write both Atari and IBM 5 1/4 Disks.

"Drive Master" switch box (switch between two drives)
Leave two external drives pluged in and switch between
them with the touch of a button.

Will let all go for $200.00 (OBO)

Call me at (503) 752-1452
OR
Email to carrollw @ucs.orst.edu

Thanks for your time and computer space!

Bill Carroll

4294. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-12 08:53:52 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.CERjFbwM9dE@fredrik.atari.no>
Source record: 41996

In <1992Nov11.203921.11068@rmece49.upr.clu.edu>, Ricardo Hernandez writes:
[stuff deleted]

> So the Falcon can't do any processing when a DMA is taking place?

The 68030 has a cache, so it might do some processing while DMA occures on the
bus!

>[more deleted]

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

4295. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-12 09:04:26 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1992Nov12.090426.17488@rmece49.upr.clu.edu>
Source record: 41998

In article <H.CERjFbwM9dE@fredrik.atari.no>, jornmoe@fredrik.atari.no (Joern Moe) writes:
|> In <1992Nov11.203921.11068@rmece49.upr.clu.edu>, Ricardo Hernandez writes:
|> [stuff deleted]
|>
|> > So the Falcon can't do any processing when a DMA is taking place?
|>
|> The 68030 has a cache, so it might do some processing while DMA occures on the
|> bus!
|>
|> >[more deleted]
|>
Looks ok there, although there would be a lot of situations where the
68030 will run out of cache memory and will stall waiting for the DMA
to finish. I guess that someone has to do actual performance benchmarks.

Also what we need to determine how likely will the 68030 stall is
how many cycles it takes for the DMA stuff to take place for bytes moved
to RAM.

|>
|> --
|> ____
|> / Joern F. Moe / All above is my own personal opinion! \
|> / Oslo, Norway / Any lack of opinion above is also mine! \
|> ---

- Raist

4296. RE: Raster Copy [for window scrolling]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-12 09:57:40 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <BxLL07.3Jy@brunel.ac.uk>
Source record: 41999

The function you require is vro_cpyfm(), it _will_ copy overlapping blocks to/from the screen or memory buffers. Example:

```
WORD pxyarray[8];
MFDB src, dest; // Memory Form Definition Block

/* pxyarray contains the VDI rectangle
*/
pxyarray[0] = src_x1;
pxyarray[1] = src_y1;
pxyarray[2] = src_x2;
pxyarray[3] = src_y2;
pxyarray[4] = dest_x1;
pxyarray[5] = dest_y1;
pxyarray[6] = dest_x2;
pxyarray[7] = dest_y2;

/* fd_addr is the address of the 'form' buffer
* if it is NULL then the VDI fills in the other information
* in the form structure
*/
src.fd_addr = NULL;
dest.fd_addr = NULL;

/* perform the raster copy
* in this example, a block of screen is moved to some other
* (possibly overlapping) part of the screen
*/
vro_cpyfm(handle, &src, &dest, pxyarray);
```

Hope this helps.

.Ian.
cs90ijr@brunel.ac.uk

4297. CPX v1.00 Bug?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-12 10:16:21 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <BxLLvF.4C1@brunel.ac.uk>
Source record: 42000

I have just started to write a simple CPX, using CPX v1.00. It appears that there is a bug in the XControl redraw code. I did the following:

. open XControl from 'Desk'
. move window to the left/right a bit
. get 'Desk' About... dialog box up
. click [ok]

Now, *sometimes* XControl misses a _single_ pixel line along the left edge of the redraw area.

i.e.

```
+---------------+
+--------| | |
|===Contr| / \ |
| | |
| | Atari.... |
| | |
+--------| |
| [ OK ] |
+---------------+

+--------|----------+
|===Contr|l Panel===|
| | |
| | |
| | |
+--------|----------+
```

^single pixel line left.

This problem seems to depend on the 'alignment' of the XControl window on the desktop. Has anyone else had this problem? What is the latest version of XControl?

.Ian.
cs90ijr@brunel.ac.uk

4298. Co-operating processors on the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-12 13:16:20 UTC
From: andrew@minster.york.ac.uk
Message-ID: <721574179.11857@minster.york.ac.uk>
Source record: 42008

If the Falcon is multitasking how will the operating system
ensure that memory access by the DSP are safe? Will programs running in the
DSP get swapped in and out or is it used like a 'dumb' peripheral which
processes have to contend for? I wonder how machines like the NeXT do it?

Will this also mean that two assemblers are needed too? One which
programs for the 68030 CPU are written/compiled and one which is used for
the 56001 DSP. Writing programs for the Falcon will be complicated. First
I'd write a program in C for the CPU and then one for the DSP(?) and somehow
link the two so that the DSP program is downloaded into the DSP where it is
initiated by the main program?

I'm sorry if this all sounds a little naive but I've never explored co-
processor systems but when I get my Falcon I'll have to.

-Andrew.

P.S.
Will it be possible to perform JPEG conversions on the Falcon using the DSP
so that they are 'super' fast? The conversion programm will obviously have
to read and write from main memory which is where my question about security
on memory access comes in for multiprocessing systems.

Andrew Hague - Researching Computer Aided Learning & On-Line Lectures.
Department of Computer Science.
University of York, "To get that all over tan stand
YORK. still at the north pole during
Y01 5DD the summer." A. Hague 6-Nov-92
Tel: (+44/0)904 432762

E-MAIL: andrew@minster.york.ac.uk

4299. PamsNet and VMS: Activating the TASK-object

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-12 13:49:59 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Nov12.134959.178416@rrz.uni-koeln.de>
Source record: 42002
Cross-posted to: vmsnet.admin,vmsnet.networks.misc,comp.os.vms,comp.sys.atari.st.tech

Hi VMS gurus,

a while ago we started networking our Atari computers with
PamsNet. We also purchased a server program vor VMS for having
the VAX serving its files to the Atari network. This works such
that a program is run in a batch queue under the PAMSNET account,
which was created for this purpose. This process waits for user
requests to access their directory. Upon such a request, the
pamsnet program starts a server process under the account of the
corresponding user, enabling him to access his/her VAX files over
the Atari network.
However, for this to work properly, it is necessary that "the
TASK-object of VMS is activated for local users" (from the
PamsNet manual, translated by me). Could some kind soul please
explain to me what we are supposed to do? Preferrably in the form
of a sequence of commands to type in, as our knowledge about
several corners of VMS is very limited.

Followup-To: vmsnet.networks.misc is set.

Thanx in advance,

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4300. Scrollable list boxes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-12 14:08:16 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Nov12.140816.14051@aber.ac.uk>
Source record: 42001

I am writing an application were I need scrollable list boxes in dialog boxes (eg. like the file selector list). Rather than write my own I was wondering whether anybody has any code already written to do this? Failing that what is the best strategy for writing a scrollable list? I have worked out that in order to make the scrolling fast and smooth I need to do some blitting, i.e.\ blit n-1 of the entries (n=no of items in scroll window) and write out the new line either at the top or bottom of the list. And what is the best strategy to write a smooth moving slider which will sit next to the list box? I have managed to write a relatively smooth moving slider but it's not perfect.

Once I've written it I'll send the source to a.a

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

4301. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-12 14:18:49 UTC
From: marc@targon.UUCP
Message-ID: <2700@targon.UUCP>
Source record: 42007

> In <1992Nov11.203921.11068@rmece49.upr.clu.edu>, Ricardo Hernandez writes:
>
> So the Falcon can't do any processing when a DMA is taking place?
>
As far as I know (I've written an SLM804 driver lately) the CPU
in an ST was free to do anything while dma transfer was taking place.
The problem seems to be that drivers often use that freedom to make
the processor poll the dma interrupt status all the time instead of
just being interrupted when the dma transfer is complete.

Marc

---------- EARTH
Marc Dierikx smog | bricks
marc@targon.UUCP AIR -- mud -- FIRE
dierikx.via@sni.de soda water | tequila
dierikx.via@sni-usa.com WATER

4302. Re: MiNT and *.XFS files

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-12 14:57:23 UTC
From: <>
Message-ID: <10146@ncrwat.Waterloo.NCR.COM>
Source record: 42010

In article <annius.721499343@freyr> A.V.Groenink@research.ptt.nl writes:
}grier@bnr.ca (Brian Grier) writes:
}
}>Basically what ".XFS" modules are available in the public domain?
}>Also what is the basic template for creating a ".XFS" file?
}
}The 'alias drive U as drive O' is the only one I've seen so far.

I'd really love to see a SCSI tape drive XFS driver... It'd be really
nice to mount a tape device in /dev and use tar for backups...
--
----------================== _ /\ ==================================----------
Chris Herborth \`o.0' herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op =(___)=
NCR E&M Waterloo U Laura Palmer: "Bob"'s favourite snack.

4303. Falcon BUS-width/ RAM-size

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-12 15:27:17 UTC
From: kremser@rbg.informatik.th-darmstadt.de
Message-ID: <1992Nov12.152717@rbg.informatik.th-darmstadt.de>
Source record: 42009

```
IMHO, the Falcon's '030 has 32 Bit memory access,
(with a 24-bit adress-bus)
This would explain the three standard RAM sizes :

Width x Chipsize = Total RAM
32 x 256-Kbit = 1 MB
32 x 1-Mbit = 4 MB
32 x 4-Mbit = 16 MB (max for 24 Adress lines)

BTW : *EXPANSION SLOT* and VIDEO (SHIFTER,BLITTER)
have 16-Bit access only !

--
Steffen +------------------------+-------------------------------------+
//// | kremser@igd.fhg.de | Rorschach: None of You understand! |
c-OO | kremser@rbg.informatik | I'm not locked up in here with YOU. |
| -~ | .th-darmstadt.de | YOU're locked up in here with *ME*. |
Kremser +------------------------+-------------------------------------+
```

4304. Re: What about Flash II?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-12 15:57:37 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <3761@richsun.cpg.trs.reuter.com>
Source record: 42011
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1drsthINN1ok@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>In article <ntomczak.721359308@vega>, ntomczak@vega.math.ualberta.ca (N
Tomczak-Jaegermann) writes:
>>
>>If you have some stories indicating that Flash II is good
>>(remember - mono TT) or bad for his purposes please e-mail them
>>to me or post.
>>
>> Michal Jaegermann
>> ntomczak@vm.ucs.ualberta.ca
>> ntomczak@vega.math.ualberta.ca
>
>
>I think it would be better to wait for the STORM its the REAL FLASH 2,
>writen by Alan Page...
>
>From what I read Flash II is still full of bugs and is very slow, I do have some
>comments from Alan page on it, also I posted some 3 articles about STORM here..
>
>
>
>Roger..... sheppard_r@kosmos.wcc.govt.nz

I decided to upgrade to Flash II for a small price from my old Flash (1.5?) and wasn't much impressed at first. Well, I just got my free (except postage) to ver. 2.01. Some annoying bugs are gone and it is much faster. Version 2.0 didn't show much of a speed increase considering that I went from 2400 to 9600 baud. Now, whole pages are basically flashed on the screen at 9600 and above. So, the only reason for me to use Uniterm now is that the kermit setup and download procedure is more convenient in Uniterm - not a big deal though. By the way, I'm very pleased with promptness and service in general with the company in Palatine, Ill. They are very interested with any bugs that anyone finds. These bugs appear to be corrected with each new upgrade.

CUL,
Chuck

4305. Fonts!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-12 17:33:08 UTC
From: jmb8302@cs.tamu.edu
Message-ID: <1992Nov12.173308.16230@tamsun.tamu.edu>
Source record: 42003

Can someone please tell me the correct way to load up disk based fonts?
I have tried to do this but always seem to get bombs. I've used different versions
of GDOS (ie AMCGDOS among others) and many font editors (FED font editor etc)
Someone told me that the fonts must be in IBM format not Motorola, is this true?
Thanks in advance.

--
[%%]==[%%]
[%%] Jeffrey Bilger Denmark! [%%]
[%%] jmb8302@photon.tamu.edu European Champions [%%]
[%%] Texas A&M University THE University [%%]

4306. Re: 520ST MMU pinout?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-12 18:16:08 UTC
From: rincewind@discworld.oche.sub.org
Message-ID: <H.346PH2rMMFo@discworld.oche.sub.org>
Source record: 42020

In <721294779.23635@hitech.com.au>, Clyde Smith-Stubbs writes:
>Can anyone give me the pinout for the MMU in a 520ST (1986 vintage)
>I want to add another RAM bank, and need to know where to get the
>second bank RAS signal.
>
Here you go:
43 27
44++++++++++++26
+ +
+ +
+ +
+ +
+ * +
60++++++++++++10
61 1 9

Pin Signal
----
1 D4
6 /CAS0H
7 /CAS0L
8 /RAS0
10 Vcc
18 /RAS1
21 /CAS1L
22 /CAS1H
23 /WE
27 GND
44 Vcc
61 GND

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.sub.org Maus: Michael Schwingen@AC3
IRC: Rincewind
"The only way housework could be done in this place was with a shovel or, for
preference, a match." Terry Pratchett, Witches Abroad

4307. New idea regarding X-windows for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-12 19:02:51 UTC
From: max@knuth.cba.csuohio.edu
Message-ID: <1992Nov12.190251.13362@news.csuohio.edu>
Source record: 42006

We have terminals. They were designed to read and write text characters that would control the host. You can edit text, run programs, transfer files, and so on.

Terminals got better. They did fancy escape sequences so that you could clear portions of the screen, use scrolling on portions of the screen, and even process special characters, some of which were "line-drawing" characters to make boxes and lines. This is like the VT52, VT100, etc.

Terminals got even better. They began to use graphics escape sequences to draw lines from any point to any other point, mix it with text, scale and rotate the text, etc, as early as the VT125, and Tektronix.

Now we are at a day when many personal computers can emulate terminals, and we have workstations networked together instead of a central computer with dumb terminals. Furthermore, we have X-windows and such where you can open up any number of windows on a workstation where each window represents a terminal, a game board, a picture, a notebook, a drawing tablet, or basically anything you want.

Because X-windows is free from M.I.T., and because it is so successful, and because it is so flexible, and popular, I suggest that we implement X-windows for the ST (and other computers as well).

X-windows function calls are standard, and there would be compatibility between any system (you could paint a picture with the same commands on an ST as well as a PC as well as a DECstations 3100). Because it can be implemented via modem (I know, modems are quite slow when it comes to drawing graphics remotely), you could call up a host, and it would run it's chess program on your screen: you enter the keystrokes or mouse clicks, and it draws on your screen the results.

If you could define a chess "font", where the letter "A" is really a pawn, where the letter "B" is really a knight, etc., then the host running your chess game need only send 64 characters to completely describe the board. In this case, fantastic graphics via modem is achievable.

4308. Re: MiNT and *.XFS files

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-12 20:15:40 UTC
From: sjg@phwoof.ph.kcl.ac.uk
Message-ID: <1992Nov12.201540@phwoof.ph.kcl.ac.uk>
Source record: 42004

In article <annius.721499343@freyr> A.V.Groenink@research.ptt.nl writes:
}grier@bnr.ca (Brian Grier) writes:
}
}>Basically what ".XFS" modules are available in the public domain?
}>Also what is the basic template for creating a ".XFS" file?
}
}The 'alias drive U as drive O' is the only one I've seen so far.

There's also the minixfs driver. Allows you to have a minix (read: unix-like)
partition on your hard drive. Ah the beauty of .how.many.dots.you.want files!

Simon.

4309. Re: Raster Copy [for window scrolling]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-12 20:26:51 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Nov12.202651.18797@news2.cis.umn.edu>
Source record: 42013

```
In article <101606@bu.edu>, anneklin@acs.bu.edu (Patricia Anne) writes:
>There's a package on atari.archive, that's been languishing in the
>atari/New directory for some unknown time called wx_lib10.zoo. It's
>a window'd output library for C ...

The archive in question is now available in the atari/Newitems directory.
Just thought you'd all like to know that you can pick up the archive and
start coding away...

-- David Paschall-Zimbel
```

4310. Re: My problems with MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-12 21:25:51 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <1dui4vINN5t4@skat.usc.edu>
Source record: 42005

In article <1992Nov12.074835.22639@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1dn9q7INNk52@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
[My errors deleted]
>> So does anyone know why I am getting all these failed mallocs?
>
[Howard's explanation of Mxalloc delted]
>the regular TOS Malloc routine, and that usually succeeds. Likewise for
>the Bconmap failure, that call also only exists on new TOS. (Of course, if
>you're actually running on a TT or with TOS 2.06 or 3.06, then I'd guess
>the failures are genuine... You didn't specify what machine you have.)

As it happens I am running this on a TT with TOS 3.06. Sorry, I have
been posting about it quite a bit, I keep forgetting how hard it is to mentally
link posts together.

With just MiNT loaded, (no control panels, or anything) I should be
able to run, from the desktop, one .prg, right? I can't unless I autoboot a
.prg first (using the autoboot option in Install Applications - I have not been
able to successfully INIT=TCSH.ttp at all)...well, I haven't tried the autoboot
thing with anything but Connect but I don't see that that should make much
difference...I'll try another .prg just in case. However, once I have quit the
autobooted program, I notice that I get malloc:outofmemory every time I open a
window, like looking at c: or d:, but it works ok anyway (I can read the
directory, etc.). In fact, I get malloc errors whenever I open a window within
CoNnect. :(

I'm at a loss.

BTW, I haven't heard a word from Eric Smith. I guess he's still
settling in at Sunnyvale. :) Well, hopefully I can get some help from him
soon if someone here on the net doesn't fix my problems first.

>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
>All true wisdom is conveyed in one-line witticisms.

-Mike

4311. Re: Resource Constrution Program that generates C source

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-13 01:52:40 UTC
From: Benedikt_Heinen@firemark.fido.de
Message-ID: <2b030abb@p1.f44.n242.z2.fidonet.org>
Source record: 42024

e> I am looking for a program to generate resource files as well as the
e> equivalent C source code. I would prefer PD but will take recommendations
e> for commercial products as well. Any help would be appreciated.
Perhabs try ORCS... (Shareware - fee 50,-DM ~30). I think there is a copy of
ORCS on atari.archive

bye,

Benedikt

4312. Help with downloading files from umich

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-13 08:17:16 UTC
From: cmmiller@iastate.edu
Message-ID: <BxnB0u.4Kt@news.iastate.edu>
Source record: 42014

I noticed (while FTP'ing) to mac.archive.umich.edu that they have a large selection of games for Atari. Most of these games had endings with ".lzh", ".zoo" or ".tos". Does one need some sort of compression programs for these files? If so what and where can I get it?

Also, as I understand it, Atari has their own system. If I download these files, and the person in Germany has the correct decompression programs, is it possible at all for her to read the disk on which I send it?

I can download directly onto Mac or DOS formatted floppies.
I presume I download the files as binary data.

Is there really anything I can do without having access to an Atari?

Any help would be greatly appreciated. Please respond via e-mail since I don't read this newsgroup regularly.

Thanks a lot in advance!

Chad "cmmiller@iastate.edu"

4313. Re: Raster Copy [for window scrolling]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-13 09:39:40 UTC
From: annius@nanna.research.ptt.nl
Message-ID: <annius.721647580@freyr>
Source record: 42017

U.Kuehn <KUHNU@DMSWWU1A.UNI-MUENSTER.DE> writes:

>To scroll up a window, one _must_ go along the rectangle list (the window
>might not be on top) and scroll up the contents of every rectangle.
^^^^^^^^^^^^^^^^^^^
of course, when running a single tasking AES, this is not a problem. I think
with MultiTOS lots of programs of the highest standards will have problems
with scrolling.

>If the region is high enough, use vr_cpyfm() to copy the lower part of the
>region to the upper and the redraw the lower part, as the new things
>could have lain under another window.
>An alignment to a 16 bit boundary is used to speed things a bit up, especially
>text output, as the pixel to write dont have to be shifted around so much.
>To align a window,make sure that it x-coordinate of the _inner_ left edge
>is divisible through 16, and the do a wind_calc() to calculate the outer
>bounds of the window, then make it open there or move it there or what so ever.

Rounding on an 8 bit boundary BTW is sufficient. Apart from the wind_calc you
should have a small edge of white space before you start v_gtexting. It's very
ugly if you stick the letters to the left edge of the window.

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

4314. Re: Raster Copy [for window scrolling]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-13 09:42:43 UTC
From: annius@nanna.research.ptt.nl
Message-ID: <annius.721647763@freyr>
Source record: 42018

cs90ijr@brunel.ac.uk (Ian J Ray) writes:

```
> pxyarray[1] = src_y1;
> pxyarray[2] = src_x2;
> pxyarray[3] = src_y2;
> pxyarray[4] = dest_x1;
> pxyarray[5] = dest_y1;
> pxyarray[6] = dest_x2;
> pxyarray[7] = dest_y2;

> /* fd_addr is the address of the 'form' buffer
> * if it is NULL then the VDI fills in the other information
> * in the form structure
> */
> src.fd_addr = NULL;
> dest.fd_addr = NULL;

> /* perform the raster copy
> * in this example, a block of screen is moved to some other
> * (possibly overlapping) part of the screen
> */
> vro_cpyfm(handle, &src, &dest, pxyarray);

ERROR Suspicious pointer conversion...
ERROR Too few arguments in call to function vro_cpyfm....

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
```

4315. Re: 16 Bit RAM access on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-13 10:01:42 UTC
From: CASTAN@bonnie.physik.uni-stuttgart.de
Message-ID: <1992Nov13.100142.20549@news.uni-stuttgart.de>
Source record: 42015

Peter Missel asked me to send this:
---------------------------------snip---------------------------------------

From: MX%"Peter_Missel@k.maus.de" 13-NOV-1992 08:31:12.41
To: CASTAN
CC:
Subj: Re: 16-bit RAM Access on Falco

Kommentar zu A14548@HB in der Gruppe CS.ST.TECH
C>The truth is: the F 030 has a internal RAM port with 16 data and 24 address
C>pins. (i've seen the specs and I've seen the layout)

(looking at the developer specs... Ah! Found.)
Right, this is an expansion slot, carrying data bits 16-31 only. This is not
the CPU bus!
This expansion slot is meant to be 68000 compatible, therefore the limitation.

C>On the other hand a german magazine has tested, that the processor accesses
C>the RAM as if it was a 32 bit memory.

This is right.

Please post this answer to the public in CS.ST.TECH, as I have no access.

- Peter -

###
internet: CASTAN@bonnie.physik.uni-stuttgart.de
###
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 #

4316. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-13 10:54:45 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <721652083.11304@minster.york.ac.uk>
Source record: 42022

In article <H.CERjFbwM9dE@fredrik.atari.no> jornmoe@fredrik.atari.no writes:
>In <1992Nov11.203921.11068@rmece49.upr.clu.edu>, Ricardo Hernandez writes:
>[stuff deleted]
>> So the Falcon can't do any processing when a DMA is taking place?
>
>The 68030 has a cache, so it might do some processing while DMA occures on the
>bus!

The 68030 can't _access the bus_ while DMA is taking place, but it can
continue to do anything else until it requires bus access.

There's also a problem with caches and DMA. Because a cache may contain
data that has yet to be written to memory, it must be flushed before DMA can
take place. This prevents the DMA operation picking up any "old" data held
in main memory. Hence the processor caches are usually flushed before any
DMA operation.

> / Joern F. Moe / All above is my own personal opinion! \
>/ Oslo, Norway / Any lack of opinion above is also mine! \

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

4317. Re: Co-operating processors on the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-13 10:56:37 UTC
From: sanders@sci.kun.nl
Message-ID: <BxnIEE.4KF@sci.kun.nl>
Source record: 42019

In <721574179.11857@minster.york.ac.uk> andrew@minster.york.ac.uk writes:

>If the Falcon is multitasking how will the operating system
>ensure that memory access by the DSP are safe? Will programs running in the
>DSP get swapped in and out or is it used like a 'dumb' peripheral which
>processes have to contend for? I wonder how machines like the NeXT do it?

>Will this also mean that two assemblers are needed too? One which
>programs for the 68030 CPU are written/compiled and one which is used for
>the 56001 DSP. Writing programs for the Falcon will be complicated. First
>I'd write a program in C for the CPU and then one for the DSP(?) and somehow
>link the two so that the DSP program is downloaded into the DSP where it is
>initiated by the main program?

>I'm sorry if this all sounds a little naive but I've never explored co-
>processor systems but when I get my Falcon I'll have to.

I understood that the DSP was accessible via OS calls. That way it is
simple to load a code to the DSP, or to execute it. And it's much
cleaner. I think it would be comparable to the way the keyboard
processer in STs can be used (had anybody actually tried to? (not that
those 128 bytes(?) allow for serious things, but just for fun)).

>-Andrew.

>P.S.
>Will it be possible to perform JPEG conversions on the Falcon using the DSP
>so that they are 'super' fast? The conversion programm will obviously have
>to read and write from main memory which is where my question about security
>on memory access comes in for multiprocessing systems.

I've heard there will be an OS call to do this, using the DSP. This is
of course VERY stalwart.

>---------------

> Andrew Hague - Researching Computer Aided Learning & On-Line Lectures.
> Department of Computer Science.
> University of York, "To get that all over tan stand
> YORK. still at the north pole during
> Y01 5DD the summer." A. Hague 6-Nov-92
> Tel: (+44/0)904 432762

> E-MAIL: andrew@minster.york.ac.uk

Sander SToks
sanders@sci.kun.nl

4318. Re: MiNT and *.XFS files

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-13 11:23:19 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov13.112319.10702@email.tuwien.ac.at>
Source record: 42016

grier@bnr.ca (Brian Grier) writes:
: When I downloaded MiNT 0.95B from GEnie a couple months ago
: the README file mentioned that it will load files with the
: extension "XFS", from the "/mint" directory, at initailization.
: From this I can assume these are supposed to be extensions to MiNT.
:
: Basically what ".XFS" modules are available in the public domain?
: Also what is the basic template for creating a ".XFS" file?
:
The "template" for .XFS files is described in the MiNT documentation
(filesys.doc, filesys.h) quite extensively. If you want to write a
loadable file system, you should check out the Minix.XFS source code,
and TOSFS.C, BIOSFS.C, PROCFS.C, PIPEFS.C, SHMFS.C in the MiNT source
code...

-MY

4319. Re: How to write CPX-modules

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-13 12:55:55 UTC
From: cmp0141@sys.uea.ac.uk
Message-ID: <cmp0141.721659355@oxygen.sys.uea.ac.uk>
Source record: 42021

optimus@swix.ifi.unit.no (Per Henrik Johansen) writes:

>A time back there was a discussion on this group on how to write
>CPX-modules. Did this end up in some form of document I could read?
>If not could someone please give me some directions on how to write a
>CPX-module?

>Per Henrik Johansen
>--
>Email: optimus@swix.ifi.unit.no, perhj@fenris.dhhalden.no | |||
>Smail: Harald Bothnersv. 3, 7017 Trondheim, Norway | |||
>Voice: +47 7 93 22 95 | / | \

Me too!

I've just got TOS 2.06 and want to write some funky CPX's, how do I start?

cmp0141@uk.ac.uea.sys

I Brown.

4320. Re: Co-operating processors on the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-13 21:22:06 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Nov13.212206.15649@beaver.cs.washington.edu>
Source record: 42023

In article <721574179.11857@minster.york.ac.uk> andrew@minster.york.ac.uk writes:
>If the Falcon is multitasking how will the operating system
>ensure that memory access by the DSP are safe? Will programs running in the
>DSP get swapped in and out or is it used like a 'dumb' peripheral which
>processes have to contend for? I wonder how machines like the NeXT do it?

No, programs running on the DSP run in their own private memory. The DSP
has its own bus and 32 KWords of memory, in which it can run many processes
concurrently (well, give them shared time anyway). The DSP cannot do memory
accesses to main main memory, so there is no conflict with the memory
management of the 68030.

>
>Will this also mean that two assemblers are needed too? One which
>programs for the 68030 CPU are written/compiled and one which is used for
>the 56001 DSP. Writing programs for the Falcon will be complicated. First
>I'd write a program in C for the CPU and then one for the DSP(?) and somehow
>link the two so that the DSP program is downloaded into the DSP where it is
>initiated by the main program?

Yes, there are separate assemblers/compilers for writing DSP code and normal
68030 code. I believe the developers have been sent the DSP compilers and
docs quite a while ago. Your linking idea is on the right track, but I
imagine it to be more like using assembly code in your C programs : you
write your normal interface and all in C, for example, then write the
super-duper high-speed compression algorithm in DSP code, then your normal
code sets up the DSP with the appropriate data and sets it loose. Kind
of like you call the SDMA sound engine to play a sound (hands off as far
as your program is concerned), you'll call the DSP with a bunch of parameters
and let it go to work.

>
>I'm sorry if this all sounds a little naive but I've never explored co-
>processor systems but when I get my Falcon I'll have to.
>
>-Andrew.
>
>P.S.
>Will it be possible to perform JPEG conversions on the Falcon using the DSP
>so that they are 'super' fast? The conversion programm will obviously have
>to read and write from main memory which is where my question about security
>on memory access comes in for multiprocessing systems.
>

They have mentioned this, and it probably will be able to do these in real
time. Like I said, the DSP can't access main memory, I think it has to

request a DMA transfer or something to get to memory. A previous poster said that the DSP-68030 bus interface was capable of 1 MB/sec or so, but this spec could be off. At any rate, it will be fast enough to allow the things you were mentioning. (JPEG, virtual FAX, etc)

>---------------
>
> Andrew Hague - Researching Computer Aided Learning & On-Line Lectures.
> Department of Computer Science.
> University of York, "To get that all over tan stand
> YORK. still at the north pole during
> Y01 5DD the summer." A. Hague 6-Nov-92
> Tel: (+44/0)904 432762
>
> E-MAIL: andrew@minster.york.ac.uk

Cheers,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

4321. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-14 02:28:00 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1e1o7gINNge8@phakt.usc.edu>
Source record: 42025

In article <1992Nov13.224528.5855@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:

>Do you mean to say that the Falcon really only has 2 channels? What's
>all the talk about 8-channels then? Even the STe has 4 channels if I
>have understood correctly, at least my STe plays soundtracker modules
>with 4 channels.

No. The Falcon has 8 internal channels that mix to two channels on the output (1/8" mini jacks), but it handles the 8 channels independently internally. If you wish to input more than the 2 channel input, you need to use an external AD(and probably DA for separate output) and connect it to the DSP connector (which can then interpret/redirect/process the information). Oh, and they decided to be backward compatible so you have 8bit sound available for those soundtracker modules (Lord knows I have enough to worry about that too :).

>--
>---
>| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
>---
Waiting for a Falcon that will not
just replace a TT, but surpass it.

-MikeB

4322. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-14 02:44:58 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Nov14.024458.25995@beaver.cs.washington.edu>
Source record: 42026

In article <1992Nov13.225216.5984@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>Is the 68030 going to have to handle the screen-displaying all by
>itself? I heard there would be some kind of graphics processor named
>VIDEL, do you know anything about it? How about the Blitter then? Does
>anybody know if the blitter can function simultaneously with the main
>processor, or does the processor have to halt while the blitter is
>working?
>

Why does everyone keep asking if the CPU has to halt whenever some sort of coprocessor is operating (DMA, VIDEL, BLiTTER, whatever)? The whole point of even having a coprocessor is to let the CPU churn away at other stuff while the coprocessors grab the data and deal with it, all by themselves. What would be the point of having a blitter if the CPU had to halt and wait for it to finish? You might as well have the CPU perform the blitting operations then (and yes, before someone complains, the blitter does do more stuff than the CPU could alone, and probably more efficiently too).

In conclusion, the CPU does not HALT for anything -- you may run into some bus contention when DMA or similar operations are taking place, but that won't generally affect the CPU much. The whole idea of all the COprocessors is that they can run in tandem with the CPU and take the burden away from the CPU on tasks such as transferring, say, 10 MB from the hard drive. Such tasks are trivial to implement so it's stupid to waste precious CPU time doing them.

Sorry if this seems a bit out of hand, but think about it : why do coprocessors exist on the Falcon and what do they accomplish? It's really a simple matter. :-)

>
>--
>---
>| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
>---
>

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

4323. Ajax + TT problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-14 10:56:46 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <X0c00426@Kralizec.fido.zeta.org.au>
Source record: 41741

Okay, having finally found a 1.44M Epson drive, and swapped the fascia from my old 720 onto it, and blown $35 (ooer) on an Ajax chip, I find myself depressingly faced with the following problem :

It doesn't work.

More specifically, the Ajax controller seems to be the guilty party - I can format 1.44's with the 1772 (scarily enough) so I know the clock generator etc. is working fine.

However, with the Ajax installed, I cannot read or write either 720 or 1.44 disks - at startup, the drive emits a rather novel 'beeping' noise, rather like a very fast seek, and the non-FDC things (side select etc) seem to work fine.

Is there anyone here with hardware experience on the TT that can give me some idea of where to start looking?? - I've already returned the Ajax once for a new one (the store was very kind about that) and I don't want to have to go thru their entire stock of them looking for one that works - accusing someone of having faulty stock doesn't make you many friends.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4324. Re: HD loadable games (was:Formula One simulation & protected floppies.)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-15 02:16:39 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1e4bu7INNhbd@life.ai.mit.edu>
Source record: 42027
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1e16itINNo2f@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:
> Which games out now, 1)work properly on the more recent machines (TT,
>MSTe, STe), 2)which games are HD loadable, and 3)which take advantage of the
>new hardware of these machines?

Well, Blox and HacMan II, which you can FTP from atari.archive, both
work on all Atari machines (including the Falcon). Blox supports DMA
sound, but only if your register. These games even let you return to
your work after playing without leaving your desktop totally trashed.
(What a concept!)

Both of these games are by the editors of ST Format. Oh, WAIT A
SECOND, they're actually by me. Sorry. Shouldn't let myself get
so absorbed in these Atari magazines. :-|

> This is not to say they should make games you _can't_ run off of
>floppy, but don't prevent us from using our Hard drives if we've got 'em.

Games that don't run from hard drive are EVIL!

All opinions are IMHO. (Well, you asked...)

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

4325. How to write CPX-modules

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-15 03:56:52 UTC
From: Tom.Mack@mechanic.Fidonet.org
Message-ID: <720.2B06176B@mechanic.Fidonet.org>
Source record: 42028

I've got an example assembly source I downloaded from genie. The only problem is all the comments are in german, If it can be any help to you I've already uploaded it to both Tampa Bay Oracle and Happy Hideaway BBS's.

Tom....

--
Internet: Tom.Mack@mechanic.Fidonet.org
UUCP: ...!myrddin!tct!mechanic!Tom.Mack
Note: Mechanic is a free gateway between USENET & FIdonet.
For information write to chief@mechanic.fidonet.org

4326. "Error in dialog format!" question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-15 20:04:13 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <qXqauB3w165w@ersys.edmonton.ab.ca>
Source record: 42030
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What causes the "Error in dialog format!" error in TOS 2.06? I am trying to run Paula via Petra on a 1 meg STfm w/TOS 2.06. I tried it with Petra running in the AUTO folder as well as in the root, but the same thing happened. When I call up Paula.Acc under the Acc, I get that irritating little dialog error.


```
=========================================================================
| Gregeory C. Granger (GGranger@ersys.edmonton.ab.ca) | "Greed |
| 5516-190 A Street Edmonton, Alberta, Canada T6M-2L3 | is |
| Phone: +1 (403) 483-2049 OR +1 (403) 481-5110 | good!" |
=========================================================================
```

4327. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-15 20:30:34 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1992Nov15.203034.27841@rmece49.upr.clu.edu>
Source record: 42029

In article <1992Nov15.103301.16969@beaver.cs.washington.edu>, bgilbert@cs.washington.edu (Ben Gilbert) writes:
|> In article <1992Nov15.055345.22495@rmece49.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> >In article <1992Nov14.024458.25995@beaver.cs.washington.edu>, bgilbert@cs.washington.edu (Ben Gilbert) writes:
|> >|>
|> >|> In conclusion, the CPU does not HALT for anything -- you may run into
|> >|> some bus contention when DMA or similar operations are taking place,
|> ^^^^^^^^^^^^^^
[stuff deleted]

|> I don't want to start a flame war or anything :), but I believe I did mention
|> the issue of bus contention. Yes, the CPU may slow down if there is DMA

Ooops! Sorry for that one :-| :-)

|> taking place, and yes, it may not be able to use the bus if the "interleave"
|> is turned off (I don't know which is physically implemented on the ST).
|> However, even if the CPU is not using the bus, it may still be doing something,
|> although this brings up the issue of cache coherency during DMA again.
|>
|> I still think, though, that the coprocessors in general will always speed up
|> the computer's overall performance -- we shouldn't worry that just because
|> the SDMA engine or blitter can take control of the bus, they will hinder
|> the CPU in any drastic manner. And just to add one other point : why is
|> this an issue now when the ST and STe and TT have used a 99% similar
^^
|> design for years? The Falcon doesn't have some special flaw due to its
^^^^^^^^^^^^^^^^^

ST's, STe's and TT's have an old design... doesn't mean is better. :-)

|> larger number of coprocessors -- it's working on the same tried and true
|> concept which has worked on almost all SISD microcomputers for ages...

True, having coprocessors always helps (or in the average case, it always helps). But between a computer that has a separate bus for the coprocessors and another for the CPU, so there's none CPU bus contention, that computer will run much faster under some situations.

Since I don't want to start a flame war either (:-)), I know of another computer that doesn't run into this problem by providing two kind of buses (some people can imagine what computer I am talking about). On that computer, if the CPU is forced to access the coprocessor's memory, while there is heavy info traffic, the CPU slows down (on some cases

a lot). But because that computer has another bus for the CPU, when the CPU runs in its own memory, it runs at full speed (or as fast as that memory allows).

Remember the ATARI 8-bits? The machine is rated @ 1.79 Mhz and actually runs like @ 1.13Mhz. This is due to ANTIC's DMA bus contention. This is the problem I see in the Falcon. How many of you (ex ATARI 8-bitters) remember:

Poke 559,0?

This turns off Antic DMA so the machine speeds up like 30%.

Now, should the Falcon had a separate memory that only the CPU could access, this would mean that the CPU will slow down only when accessing video memory under heavy graphic modes. Same happen with other coprocessors.

```
|> >|>
|> >|> --
|> >|> Ben Gilbert e-mail : bgilbert@cs.washington.edu
|> >|> Department of Computer Science
|> >|> University of Washington
|> >
|> >- Raist
|>
|> Happy bussing (or is that busing?), :)
|>
```

:-)

```
|> --
|> Ben Gilbert e-mail : bgilbert@cs.washington.edu
|> Department of Computer Science
|> University of Washington
```

- Raist

4328. Re: Installation of TOS 1.4 (6 chip set)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-15 21:48:44 UTC
From: rincewind@discworld.oche.sub.org
Message-ID: <H.1e7NZVKxptg@discworld.oche.sub.org>
Source record: 42032

In <BxIJo7.F0F@unx.sas.com>, Rick Tatem writes:
[...]
>Now, the question is... In which socket does each TOS 1.4 chip go???
>The set I have has two sets of three chips. Set 1 - L0, L1, and L2.
>Set 2 - H0, H1, H2. Will someone please tell me the order to put them
>in. I got 'trigger happy' and have already pulled my old TOS 1.0 chips
>out, but have successfully put them back in. (i.e. it boots and works ;)

Here's the table you need:

H0 = U4
H1 = U3
H2 = U2
L0 = U7
L1 = U6
L2 = U5

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.sub.org Maus: Michael Schwingen@AC3
IRC: Rincewind
"The only way housework could be done in this place was with a shovel or, for
preference, a match." Terry Pratchett, Witches Abroad

4329. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-15 23:35:22 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Nov15.233522.6190@beaver.cs.washington.edu>
Source record: 42031

In article <1992Nov15.203034.27841@rmece49.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> This turns off Antic DMA so the machine speeds up like 30%.
>
> Now, should the Falcon had a separate memory that only the CPU could
>access, this would mean that the CPU will slow down only when accessing
>video memory under heavy graphic modes. Same happen with other
>coprocessors.
>
> :-)

Yes, this would be nice, I agree. Isn't that how the TT RAM usually works? I mean TT RAM can only be accessed by the CPU or something like that, right? Maybe someone with a TT could fill us in on how this works exactly. With the PDS slot in the Falcon (even if it is only 16/24 like has been said), perhaps you could make a RAM upgrade which would work similar to the TT RAM so that you could run programs a lot faster. I really have no clue as to how the PDS could be used, but I've heard that emulators, memory upgrades, or graphics upgrades are all possible. So maybe with a Falcon-RAM upgrade we could _really_ get the thing screaming along... :)

>
>- Raist

Cheers,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

4330. Re: Falcon Bus

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-16 01:17:15 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11054@uqcspe.cs.uq.oz.au>
Source record: 42034

In <1992Nov10.180014.2405@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:

>But I don't think that any 16 bitplane h-line or sprite routine is faster than
>good 1 word/pixel implementations.

For h-lines, yes, but for sprites, I have my doubts - so much can be done by exploiting the separation of the bit-planes - as you can see by what the Demo programmers do. When you have 8 bitplanes, it actually becomes useful in general (and 16-bitplanes would be even better). But yes, 1 word/pixel is the Right Choice for the True Colour mode.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4331. Re: CPX v1.00 Bug?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-16 01:25:20 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11055@uqcspe.cs.uq.oz.au>
Source record: 42035

cs90ijr@brunel.ac.uk (Ian J Ray) writes:

>Now, *sometimes* XControl misses a _single_ pixel line along the left edge
>of the redraw area.

>i.e.
```
> +---------------+
> +--------| | |
> |===Contr| / \ |
> | | |
> | | Atari.... |
> | | |
> +--------| |
> | [ OK ] |
> +---------------+

> +--------|----------+
> |===Contr|l Panel===|
> | | |
> | | |
> | | |
> +--------|----------+
```

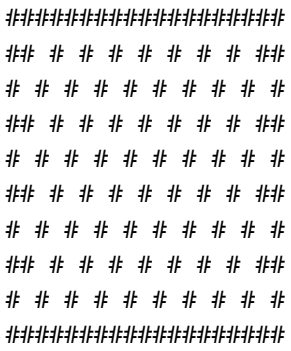
> ^single pixel line left.

>This problem seems to depend on the 'alignment' of the XControl window
>on the desktop. Has anyone else had this problem? What is the latest
>version of XControl?

This happens with almost every acc in existence. The problem is that the fill patterns are not aligned to the object being drawn. For example, using the 50% fill pattern will give you either:

```
####################
# # # # # # # # # #
## # # # # # # # ##
# # # # # # # # # #
## # # # # # # # ##
# # # # # # # # # #
## # # # # # # # ##
# # # # # # # # # #
## # # # # # # # ##
####################
```

or



depending on where you draw the screen. The trouble then occurs when the GEM window move code ***raster copies*** your window, rather than redrawing it. If it redrew the object, all work work (although MUCH slower).

The only solution I know is to align you windows according to what pattern appears in them (eg. allign on odd (or even) pixels for the 2x2 fills, and 4-pixel boundaries for the 4x4 fills... and so on).

... or don't use the VDI fill routines.

IMO, it isn't a problem. It just looks a bit ugly on those RARE occasions when it occurs.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4332. Need HELP!!! with Memory expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-16 04:05:13 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <1e76lpINN53n@usenet.INS.CWRU.Edu>
Source record: 42033

I am having trouble with adding memory to my 520 STfm.
Everything is connected according to the instructions (From the
Umich Atari archives) but the upper bank of memory will not respond.
I remember that someone mentioned a few additional modifications
needed to be put in. I noticed that the CAS1 High and CAS1 Low
lines require resistors along with the RAS line. But, what values
must be used? Besides that, I can't think of anything else but a
faulty MMU. I believe that a person named Annius Groelink? knew
what to do, but I do not have full Internet access so I can't
find the E-mail address.
One other question is: can I use Mac SIMMs for the ST
mod since they have an 8 bit data bus, (and are considerably
cheaper!!).
Thanks in Advnc,
George II Lenzer
--
"I'll let you in on a little secret.
The whole universe is totally INSANE!!!!"
Mr. Natural

4333. READ problem with Wangtek 5150ES tape drive

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-16 08:29:14 UTC
From: rh0083b@medtronic.COM
Message-ID: <1992Nov16.082914.18069@medtron.medtronic.com>
Source record: 42037

I have a problem with my Wangtek 5150ES and my Atari ST (host adapter is ICD Advantage-Plus ST). On the same SCSI bus is a 105 MB Quantum drive that works just fine.

Using the TAPETEST program that comes with TAPEBIOS it appears that I can write to the tape (I verified that on a SUN Sparc), but I cannot read! When I do a read, the tape moves (so the command apparently makes it to the drive), but the TAPEBIOS software hangs waiting for a status byte. After a couple of minutes the software times out, but the SCSI bus is still busy (I can no longer access the disk drive). The data buffer in ST memory has not been written to (still filled with zeroes).

Do you have an idea what is wrong here? Is my software broken? Did I misconfigure the drive?

Best regards,
-Roger

4334. Re: Installation of TOS 1.4 (6 chip set)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-16 09:52:51 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Nov16.095251.23362@cs.hw.ac.uk>
Source record: 42036

In article <BxIJo7.F0F@unx.sas.com> snoret@egon.unx.sas.com (Rick Tatem) writes:
>I just got my TOS 1.4 6 chip set from Toad Computers, but they didn't
>include any instructions!

TOS 1.4 Installation:-

Loc Cksm Part No. Chip

U2 2097 C300641-001 HI-2
U3 2AAA C300642-001 HI-1
U4 F6F2 C300643-001 HI-0
U5 9FC5 C300644-001 LO-2
U6 305D C300645-001 LO-1
U7 64BB C300646-001 LO-0

Part numbers probably only apply to UK sets but the rest will be legit.
Hope this helps.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

4335. Wanted: Site with Gemview 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-16 09:56:22 UTC
From: mae@hplb.hpl.hp.com
Message-ID: <1992Nov16.095622.9828@hplb.hpl.hp.com>
Source record: 41963

Is there an ftp site with GEMVIEW 2.1 known or is the only way to obtain this application by direct mail to its author?

Thanks in advance for any help,

Mark Eve.

4336. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-16 13:27:37 UTC
From: peter@rhrk.uni-kl.de
Message-ID: <1992Nov16.132737.24016@rhrk.uni-kl.de>
Source record: 42038

paetau@mits.mdata.fi (Rasmus Paetau) writes:

>In article <1992Nov11.204525.11194@rmece49.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
>> Reading from the above converstion, it looks like the Falcon
>>68030 bus to memory is:
>>
>> * 16 bit wide
>> * can't do the 68030's burst mode
>>
>> Can someone with real Atari specs clarify this?
>>
>>- Raist
>>

>All "real" Atari specs say that the bus is 32-bit wide, and Quick
>Index gives results of about 50% of a TT, which sounds reasonable as
>the TT has 2x Falcon's clock frequency. I don't think this would be

That's not true. The 68030 in the TT runs at 32 MHz but slows down
to 16MHz during Ram access. Now explain me please, why a TT is
two times faster than the Falcon !

>possible with a 16-bit bus. I still believe the Falcon has a 32-bit
>wide data bus.

>--
>---
>| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
>---

4337. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-16 15:25:04 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Nov16.152504.24848@Informatik.TU-Muenchen.DE>
Source record: 42040

(Stefan Boberg) writes:

|> 6) Since the A1200 runs every available piece of software as well as the
|> new AA-specific software it's got a significant advantage over the
|> Falcon as far as software support is concerned. [Atari is a dead duck
|> over here]

HA HA!!!!!!!!
Look at the list of the main software for the Amigas:
i.e. the list from Leisuresoft:
300 Games for the AMIGA
####
# # # #
# # #
#
# # #
# # # #
running on the A600 ... is it the AA chipset or WB 3.0 ?

7) Major entertainment software producers have pledged support for the
new graphics capabilities of the A1200 (We in Team17 included). That's
more than you can say about the Falcon ...
#####
#
# # # # # # # # # #
####
#
#####

Even three Game-Developers CANCELED the AMIGAS as of the incompatiblity of
the new LOW-END machine(s) [first the 600 the the 1200]

I've got a 68040 in my A4000. Does a 68040 Atari even exist? Didn't think
so.

there is a ATARI040 ready ...
Stefan Boberg - AP & EE student at Linkoping Institute of Technology, Sweden
Author of LhA, ArjA and LhArcA. Co-author of Alien Breed, Project X ...
EMail: boberg@lysator.liu.se, lha@augs.se FIDO: 2:204/404.7
UUCP: {uunet|pyramid|rutgers}!cbmvax!cbmehq!cbmswe!team17!boberg

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

4338. Re: Ethernet for the Atari ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-16 16:15:42 UTC
From: kruel@phys-chemie.uni-wuerzburg.dbp.de
Message-ID: <1992Nov16.161542.15870@phys-chemie.uni-wuerzburg.dbp.de>
Source record: 41942

In article <1992Nov10.181900.190226@rrz.uni-koeln.de>
kim@vax.mpiz-koeln.mpg.dbp.de describes various Ethernet solutions for the ST;

In addition to that, I was aware of a genuine Atari product on that. I remember that thing was shown at the CeBit fair 2 or 3 years ago. The guy told me Atari had thousands of them in stock and they were going to ship them REALLY SOON NOW.

Since then I've never heard about it any more.

So anybody knows what has happened ?

The card shown to me was designed to fit into the bus adaptor of an ordinary Mega ST, connecting to the outside through the "slot" at the rear side of the case.

In contrast to PAMSnet and Biodata, which come in a separate case, this seems to be the better solution.

In any case, Ethernet solutions for Atari are far more expensive than for the PC (to my knowledge PAMSnet and Biodata are still around $500 or more, whereas a PC ethernet card can be obtained at $170).

This is one major reason why ST's have been obsoleted in our department and replaced step by step by PC's (sigh :-(

Thomas.
--

Th.-M. Kruel Institut fuer Physikalische Chemie der Universitaet Wuerzburg
Marcusstr. 9-11, D-8700 Wuerzburg (Germany)
Phone: +49 931 31579

4339. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-16 16:32:46 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Nov16.163246.23753@prime.mdata.fi>
Source record: 41943

In article <1992Nov16.132737.24016@rhrk.uni-kl.de> peter@rhrk.uni-kl.de (Gunter Bitz) writes:
>paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>>In article <1992Nov11.204525.11194@rmece49.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>>> Reading from the above converstion, it looks like the Falcon
>>>68030 bus to memory is:
>>>
>>> * 16 bit wide
>>> * can't do the 68030's burst mode
>>>
>>> Can someone with real Atari specs clarify this?
>>>
>>>- Raist
>>>
>
>>All "real" Atari specs say that the bus is 32-bit wide, and Quick
>>Index gives results of about 50% of a TT, which sounds reasonable as
>>the TT has 2x Falcon's clock frequency. I don't think this would be
>
>That's not true. The 68030 in the TT runs at 32 MHz but slows down
>to 16MHz during Ram access. Now explain me please, why a TT is
>two times faster than the Falcon !

It does? Are you sure?? I guess you are. Anyway, I wouldn't know
anything about TT RAM-access. I'm going to get a heart attack if
Falcon turns up with a 16-bit data bus. After that I'll go hunting for
a Tramiel scalp :). Please God, don't let Falcon have a 16-bit bus!
Do you think the faster TT-RAM could be the reason why the TT would
still be faster?

>>possible with a 16-bit bus. I still believe the Falcon has a 32-bit
>>wide data bus.
>
>>--
>>---
>>| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
>>---
>

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

4340. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-16 18:21:02 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92321.132102JJL101@psuvm.psu.edu>
Source record: 41945

In article <1992Nov13.230009.6192@prime.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) says:
>
>In article <1992Nov11.204525.11194@rmece49.upr.clu.edu>
>raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>> Reading from the above converstion, it looks like the Falcon
>>68030 bus to memory is:
>>
>> * 16 bit wide
>> * can't do the 68030's burst mode
>>
>> Can someone with real Atari specs clarify this?
>>
>>- Raist
>>
>
>All "real" Atari specs say that the bus is 32-bit wide, and Quick
>Index gives results of about 50% of a TT, which sounds reasonable as
>the TT has 2x Falcon's clock frequency. I don't think this would be
>possible with a 16-bit bus. I still believe the Falcon has a 32-bit
>wide data bus.
>
>--
>---
>| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
>---

Well, not to add fuel to the fire, but...

In the latest issue of Current Notes, Dave Small says, and I quote:

'It's a 16 MHz 68030 on a 16-bit bus (NOT 32 bit, contrary to Atari's spec's....'

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

4341. Using an IBM keyboard with an Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-16 18:27:04 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <1e8p5oINNaf7@usenet.INS.CWRU.Edu>
Source record: 42039

My last posting got a little messed up, so I will try
this again. Does anyone know of a way to connect an IBM style
keyboard to an Atari ST via a D.I.Y. circuit that does not use
the MIDI ports, or the serial port? I have a newer ST which
has the mouse/joy ports built onto the back of the keyboard, so
these would have to be transplanted too. Is there any info on
intelligent keyboard interface itself? Maybe a way to transfer
that to an IBM?
My main angle here is to put my 520 STfm into a tower
case so as to save desk space and add modularity to my system.
I know that others have done this, so... If you're out there,
please give me any suggestions that you may have.

Thanks,
George II Lenzer
--
"I'll let you in on a little secret.
The whole universe is totally INSANE!!!!"
Mr. Natural

4342. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-16 19:22:39 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1992Nov16.192239.9654@rmece49.upr.clu.edu>
Source record: 41941

In article <1992Nov16.152504.24848@Informatik.TU-Muenchen.DE>,
seibert@Informatik.TU-Muenchen.DE (Ewald Seibert) writes:
|>
|> (Stefan Boberg) writes:
|>
|> |> 6) Since the A1200 runs every available piece of software as well as the
|> |> new AA-specific software it's got a significant advantage over the
|> |> Falcon as far as software support is concerned. [Atari is a dead duck
|> |> over here]
|>
|> HA HA!!!!!!!!
|> Look at the list of the main software for the Amigas:
|> i.e. the list from Leisuresoft:
|> 300 Games for the AMIGA
|> ###### ###
|> # # # #
|> # # #
|> ###### # #
|> # # #
|> # # # #
|> ###### ### running on the A600 ... is it the AA chipset or WB 3.0 ?

While I wouldn't claim that the A1200 runs every available piece of
software (particularly games), it surely runs almost any Amiga application.
Include here all paint packages, desktop publishing, illustration programs,
multimedia programs, etc. Yes, it's got a significant advantage over
the FALCON. And BTW, I know of more than 30 games that run on the A600.

|> 7) Major entertainment software producers have pledged support for the
^^
|> new graphics capabilities of the A1200 (We in Team17 included). That's
|> more than you can say about the Falcon ...

Wrong word here reduced to its actual factual size.

|>
|> Even three Game-Developers CANCELED the AMIGAS as of the incompatiblity of
|> the new LOW-END machine(s) [first the 600 the the 1200]

Psygnosis and Ocean have pledged support for the AGA. There is another
company that also pledged support for the AGA. AT LEAST Psygnosis and
OCEAN are MAJOR entertainment software companies.... Psygnosis ALONE
is an EXCELLENT MAJOR GAME COMPANY... a company that have dropped ST
support in some of their games...

So, I don't know about what the Falcon can claim, but at least on the
Amiga part of the statement, yes, major entertainment software producers
have pledged support.

|> |> I've got a 68040 in my A4000. Does a 68040 Atari even exist? Didn't think
|> so.
|>
|> there is a ATARI040 ready ...
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
| WHERE? Ready as a prototype or shipping? Or is it a CARD?
or is it the Jaguar? (he he)

|> Stefan Boberg - AP & EE student at Linkoping Institute of Technology, Sweden
|> Author of LhA, ArjA and LhArcA. Co-author of Alien Breed, Project X ...
|> EMail: boberg@lysator.liu.se, lha@augs.se FIDO: 2:204/404.7
|> UUCP: {uunet|pyramid|rutgers}!cbmvax!cbmehq!cbmswe!team17!boberg
|>
|> --
|> ==
|> seibert@informatik.tu-muenchen.de ist
|> Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480
|>
|> Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
|> ==
|>
|> (* = Maerchen aus 1001 Nacht

I suggest that you read signatures before replying.... the guy above
seems to work for an entertainment software company and I think that
he knows better.

- Raist

BLAME ATARI, they deserve it.

4343. Need advice on 1.4M drive****

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-16 20:47:56 UTC
From: faype@bcvms.bc.edu
Message-ID: <1992Nov16.164756.1@bcvms.bc.edu>
Source record: 41946

I have an ancient ST520, and need a new external drive. Does anyone know
if I can swap in a 1.4Meg instead of the 720K? Do I need a new driver,
even if I just want to read/write 720K disks?
-pete

faype@bcvms.bc.edu

P.S. I have some ancient TOS version, I'm not sure what - 2.0?

4344. How do I run a programme in a TOSwin?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-16 21:53:10 UTC
From: gordonf@monashee.sfu.ca
Message-ID: <1992Nov16.215310.26894@sfu.ca>
Source record: 41944

I've been trying to run elvis in a TOSwin, but I'm having little success.

I did manage to convince elvis that it's running on a vt52, but I can't
get it to actually run IN the window. It runs like TOS programmes usually
do, obliterating the desktop.

I've tried running elvis from an existing TOSwin, and directly from the
startup dialogue, with no success.

What have I missed? Help me!

Thanks in advance.

Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

4345. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-16 23:24:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11065@uqcspe.cs.uq.oz.au>
Source record: 41947

paetau@mits.mdata.fi (Rasmus Paetau) writes:
>jornmoe@fredrik.atari.no writes:

>>HOWEWER, when requiering more than 2 simultainious channels, you will have to
>>add external AD/DA converters to the DSP's external port. Only then you
>>HAVE to use the DSP for direct to/from disk recording/playback!

>Do you mean to say that the Falcon really only has 2 channels? What's
>all the talk about 8-channels then? Even the STe has 4 channels if I
>have understood correctly, at least my STe plays soundtracker modules
>with 4 channels.

Slight misunderstanding here.

The Falcon only has two PHYSICAL channels - ie. normal stereo, just like the STe.

As far as "voices" go (ie. internal channels), I don't see why there would be
any limitation. Since the DSP can handle 1Mbyte/s of incoming data, you
can have as many channels as you want - the more channels, the lower the
frequency. For example, just using the "1Mbyte/s" value, you should be able
to process 20 16-bit channels, each at 25kHz (20 * 2bytes * 0.025M/s = 1Mbyte/s).
Or, about 8 16-bit channels, each at 62.5kHz, which is around the published
limit.

I guess you could have 90 little 8-bit Apple Mac (11kHz) voices too, if you
wanted to.

How many instruments in an Orchestra? :-)

Also, with the DSP running at 32MHz, it has time for quite a few
instructions for fiddling with those values too, besides adding the
sounds together. Of course, when processing 90 voices at once, you'd
be pushing it pretty hard :-)

NOTE: This is all quite theoretical, based solely on the FACT that the DSP
can access main memory at 1Mbyte/s, which it can (the hard-drive controller
accesses it at something like 3Mbyte/s, so it's not a major feat). The
actual implementation would probably operate by transfering sound data in
chunks from each of the currently playing sounds, storing them in the DSP's
memory as a buffer, since reading 20 words from different parts of memory
isn't very efficient :-).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /

_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4346. ***ATARI ST FOR SALE*****

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-17 00:08:39 UTC
From: doing@ravel.udel.edu
Message-ID: <Bxu32F.DrM@news.udel.edu>
Source record: 41950
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

********** ATARI 520 ST FOR SALE **********

System Includes:

520k
Color Monitor
External Disk Drive
Hayes Smartmodem 1200
Panasonic Printer

All software included
All cables and accessories included

First $250 takes it!!!
--

David Allen Doing e-mail addresses:
Undergraduate Student doing@brahms.udel.edu
University of Delaware dbq49459@udelvm.udel.edu

4347. Re: "Error in dialog format!" question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-17 00:45:52 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.DX2ICj0AgyU@nasim.sta.sub.org>
Source record: 41970
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ggranger@ersys.edmonton.ab.ca (Greg Granger) writes:

>What causes the "Error in dialog format!" error in TOS 2.06? I am trying
>to run Paula via Petra on a 1 meg STfm w/TOS 2.06. I tried it with Petra
>running in the AUTO folder as well as in the root, but the same thing
>happened. When I call up Paula.Acc under the Acc, I get that irritating
>little dialog error.

I tried PAULA & PETRA & TOS 2.06 on my MEGA ST, too! I had no problems
using this excellent MOD-Player! It is now possible to use your disk and
hear your favourite Sound!

Did you use the new PAULA 2.0d?

```
>=========================================================================
>| Gregeory C. Granger (GGranger@ersys.edmonton.ab.ca) | "Greed |
>| 5516-190 A Street Edmonton, Alberta, Canada T6M-2L3 | is |
>| Phone: +1 (403) 483-2049 OR +1 (403) 481-5110 | good!" |
>=========================================================================
```

Knarf
--
```
+-------------------------------------------------------------+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+-------------------------------------------------------------+
```

4348. Re: Need advice on 1.4M drive****

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-17 00:55:31 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Nov16.175532.3988@arizona.edu>
Source record: 41948

In article 1@bcvms.bc.edu, faype@bcvms.bc.edu () writes:
> I have an ancient ST520, and need a new external drive. Does anyone know
> if I can swap in a 1.4Meg instead of the 720K? Do I need a new driver,
> even if I just want to read/write 720K disks?
> -pete
>
> faype@bcvms.bc.edu
>
> P.S. I have some ancient TOS version, I'm not sure what - 2.0?

2.0 is actually rather new, more likely you have something on the order of 1.0.
Anyway, I understand TOS 2.05 or better is needed to format high-density, but
you should be able to use a high-density drive to format 720k.

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

4349. Re: Installation of TOS 1.4 (6 chip set)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-17 00:59:34 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.a6wLmlL3OuU@nasim.sta.sub.org>
Source record: 41969

neil@cs.hw.ac.uk (Neil Forsyth) writes:

>In article <BxIJo7.F0F@unx.sas.com> snoret@egon.unx.sas.com (Rick Tatem) writes:
>>I just got my TOS 1.4 6 chip set from Toad Computers, but they didn't
>>include any instructions!

>TOS 1.4 Installation:-

>Loc Cksm Part No. Chip

>U2 2097 C300641-001 HI-2
>U3 2AAA C300642-001 HI-1
>U4 F6F2 C300643-001 HI-0
>U5 9FC5 C300644-001 LO-2
>U6 305D C300645-001 LO-1
>U7 64BB C300646-001 LO-0

>Part numbers probably only apply to UK sets but the rest will be legit.
>Hope this helps.

Could anyone please tell me the Part No.'s of the six EPROMS I'll need
to use for making TOS 1.4 EPROMS?

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

4350. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-17 05:06:51 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1992Nov17.050651.18469@rmece49.upr.clu.edu>
Source record: 41949

In article <92321.132102JJL101@psuvm.psu.edu>, J.J. Lehett <JJL101@psuvm.psu.edu> writes:
[stuff deleted]

|> Well, not to add fuel to the fire, but...
|>
|> In the latest issue of Current Notes, Dave Small says, and I quote:
|>
|> 'It's a 16 MHz 68030 on a 16-bit bus (NOT 32 bit, contrary to Atari's
|> spec's....'

So it runs on a 16-bit bus then.... ouch!

|> ------------------
|> J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....
|>
|> - Work: JJL101@psuvm.psu.edu Penn State CAC
|> - Genie: J.LEHETT2
|> - Delphi: JLEHETT@delphi.com

- Raist

4351. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-17 08:33:01 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <q0JDuB2w165w@comtch.spk.wa.us>
Source record: 41952

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> I suggest that you read signatures before replying.... the guy above
> seems to work for an entertainment software company and I think that
> he knows better.
> - Raist
> BLAME ATARI, they deserve it.

Bullpuckey. He's an Amigan. He's not CAPABLE of knowing better. For that matter, you aren't either. Why not take your silly flames back to advocacy, where you can be with your fellow fools?

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

4352. Re: Falcon BUS... DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-17 10:29:13 UTC
From: elendir@inf.enst.fr
Message-ID: <2681@ulysse.enst.fr>
Source record: 41973

Warwick Allison writes
] Also, with the DSP running at 32MHz, it has time for quite a few
] instructions for fiddling with those values too, besides adding the
] sounds together. Of course, when processing 90 voices at once, you'd
] be pushing it pretty hard :-)

A 32 MHz DSP has a 16 MHz instruction clock rate. A 1 Mbyte/sec throughput corresponds to 300 KDSPwords/sec, or one interrupt every 3 us. You have time to execute 48 instructions then between each interrupt. Enough to do some pretty effects : Surround, Echo, Reverb, Basic IIR filters and much more.

If you want a demo of the sound capabilities of the DSP, watch out for the Audio Fun Machine demo at the Comdex (Personnal pub).

Enjoy.

Vincent.

"Les femmes je suis contre, tout contre"
There is a pun untranslatable in English here.

4353. Opus spreadsheet Author?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-17 10:55:09 UTC
From: beaumont@sics.se
Message-ID: <1992Nov17.105509.9831@sics.se>
Source record: 41953

Could someone please tell me how to get in touch with the author of the Opus spreadsheet. If he is reading this, could he please email me at:

beaumont@cs.bris.ac.uk

-Tony Beaumont
University of Bristol

4354. fontgdos and Timeworks DTP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-17 11:00:04 UTC
From: beaumont@sics.se
Message-ID: <1992Nov17.110004.9875@sics.se>
Source record: 41954

Can someone help me with a problem I have using fontgdos.

I have a copy of Timeworks DTP (the complete version 1 given on the cover disk of AtariST review). I have tried to make it work with fontgdos, and my BJ10ex printer. My problem is that immediately after I finish printing a document, drive A is accessed and then the machine freezes displaying 4 bombs. The printed document is perfect but I can't continue afterwards unless I reboot first. Can anyone suggest what is wrong and how I might fix it. If I use gdos and the gdos epson printer.sys then the thing works ok but the printed documents are only at 180dpi and I'd like both better quality and to make use of fontgdos.

To use printer fonts that are 360dpi, I have setup Timeworks using the 360dpi fonts for NEC printers and used the BJ10e printer.sys from the fontgdos package. My fontgdos bitmap cache is 400K. My system has no HD, only 2 double sided floppy drives. The startup files are in drive A and the fonts/documents are on drive B (I have a 2.5Mb Atari 520 STFM with TOS 1.2).

I'd prefer email responses as I don't always get time to read this newsgroup. My address is beaumont@cs.bris.ac.uk

-Tony

4355. Re: getmpb

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-17 11:30:56 UTC
From: sanders@sci.kun.nl
Message-ID: <BxuynL.81K@sci.kun.nl>
Source record: 41956

In a message of <02 Nov 92 18:12:40>, pcxkrm@unicorn.nott.ac.uk (3:713/602) writes:

p> Hi,

p> As a person who has spent the last ten years programming almost solely
p> in BASIC, the ins and outs of memory management are fairly new to me.
p> I'm currently trying to write a program which needs to know where it is
p> in memory. My GEMDOS information tells me that the 'C' call getmpb
p> should do this - but it seems to return only the top of system memory or
p> something - it gives the same thing every time with no pointer to a
second
p> block.
p> Am I being very thick or is there some other way to find out my
p> program's basepage? I'm running an STe with 2Mb of memory and TOS 1.62.

p> Keith.

What language are you programming in? BASIC? (Guess not, since I can't imagine a BASIC program which needs to know its memory location) If yes, which version? I know there is a variable BASEPAGE in GfA, which points to the basepage of the currently running program (only useful for compiled programs of course, otherwise it would point to the interpreter.)

Sander SToks
sanders@sci.kun.nl

4356. Re: Using an IBM keyboard with an Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-17 12:03:33 UTC
From: tsch0098@rz.uni-hildesheim.de
Message-ID: <1992Nov17.120333.5608@rz.uni-hildesheim.de>
Source record: 41955

In article 1e8p5oINNaf7@usenet.INS.CWRU.Edu, an938@cleveland.Freenet.Edu (George II Lenzer) writes:
>
> My last posting got a little messed up, so I will try
>this again. Does anyone know of a way to connect an IBM style
>keyboard to an Atari ST via a D.I.Y. circuit that does not use
>the MIDI ports, or the serial port? I have a newer ST which
>has the mouse/joy ports built onto the back of the keyboard, so
>these would have to be transplanted too. Is there any info on
>intelligent keyboard interface itself? Maybe a way to transfer
>that to an IBM?
> My main angle here is to put my 520 STfm into a tower
>case so as to save desk space and add modularity to my system.
>I know that others have done this, so... If you're out there,
>please give me any suggestions that you may have.

Why don't you use a Mega-ST(E)-Keyboard ?

It may be installed very easiely, and it has all the plugs needed for mouse and joystick.

Ciao,
Thorsten
>
> Thanks,
> George II Lenzer
>--
>"I'll let you in on a little secret.
> The whole universe is totally INSANE!!!!"
> Mr. Natural
>

4357. Re: Using an IBM keyboard with an Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-17 15:32:44 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov17.153244.11952@newshost.lanl.gov>
Source record: 41958

The D.E.K.A. keyboard adapter kit has received some pretty good reviews of late (most recently in Current Notes, Nov 92, pg 75). Adopting a MSTE keyboard would be the easiest, but if you must go with a PC unit, the D.E.K.A. thingie offers a good solution, it seems.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4358. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-17 15:36:52 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov17.153652.12623@newshost.lanl.gov>
Source record: 41959

In article 23753@prime.mdata.fi, paetau@mits.mdata.fi (Rasmus Paetau) writes:

> I'm going to get a heart attack if Falcon turns up with a 16-bit data bus.

Better stock up on a supply of nitroglycerine tablets right now, then. :)
Don't sweat it, though. It will still be a nice machine... eventually.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4359. Re: Need advice on 1.4M drive****

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-17 15:37:57 UTC
From: edik@spartan.ac.BrockU.CA
Message-ID: <1992Nov17.153757.12371@spartan.ac.BrockU.CA>
Source record: 41957

I would also like to know the answer to this query!

Now, don't send me info on how to double the rate of some clock and
pretend that a 720k drive is a 1.44M drive. I am willing to buy a
correct 1.44M drive mechanism (which makes are suitable?) and a new
set of ROM's (does anybody know Atari's parts numbers?), but I want
to get a technically correct solution.

I want to install a 1.44M drive into a Mega4, currently at TOS 1.02.

Is this possible?

Cheers.
--

Ed Sternin, Dept. of Physics, Brock University, St.Catharines, Ontario, L2S 3A1
voice: (416)688-5550 ext.3414 FAX: (416)682-9020 email: edik@brocku.ca

4360. Re: Need advice on 1.4M drive****

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-17 15:47:03 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov17.154703.15076@newshost.lanl.gov>
Source record: 41960

In article 1@bcvms.bc.edu, faype@bcvms.bc.edu () writes:
>I have an ancient ST520, and need a new external drive. Does anyone know
>if I can swap in a 1.4Meg instead of the 720K? Do I need a new driver,
>even if I just want to read/write 720K disks?
>-pete

Pete, as a minimum, you would need the new 1.44 drive mechanism, TOS 2.06, a TOS adapter kit (like the CodeHeads TEC or similar), an AJAX chip (disk controller) and other stuff I'm sure. Also, unless you get the specific Epson model drive mech, you'll have to do some surgery on your 520 case to allow for the disk eject button to fit. I'm not a hardware guru so others here could give you more specific details.

I can give you advice, however... don't do it. If you have your heart set on a hi-density drive, then just buy a MegaSTe or wait for the Falcon.

BTW, you most likely have TOS 1.0 in your early 520ST.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4361. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-17 18:37:19 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Nov17183719@SunLab43.essex.ac.uk>
Source record: 41961

In article <1992Nov16.192239.9654@rmece49.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
| While I wouldn't claim that the A1200 runs every available piece of
|software (particularly games), it surely runs almost any Amiga application.
|Include here all paint packages, desktop publishing, illustration programs,
|multimedia programs, etc. Yes, it's got a significant advantage over
|the FALCON. And BTW, I know of more than 30 games that run on the A600.
|
And I have a friend who can name a few dozen that don't even work on
his A500 plus (supposedly *completely* compatible with the 500 - har har.
So I don't think that there is much chance of those games running on a
600 or 1200, do you?

| Psygnosis and Ocean have pledged support for the AGA. There is another
| company that also pledged support for the AGA. AT LEAST Psygnosis and
| OCEAN are MAJOR entertainment software companies.... Psygnosis ALONE
| is an EXCELLENT MAJOR GAME COMPANY... a company that have dropped ST
| support in some of their games...
|
I suggest you read comp.sys.amiga.games. Psygnosis are continually flamed
for producing games that refuse to run on anything more than a bog-standard
A500. They can't even support *current* machines, so what makes you think
that they can support new ones?

| I suggest that you read signatures before replying.... the guy above
| seems to work for an entertainment software company and I think that
| he knows better.
|
The guy who wrote that article is a notorious bigot and flamer. Yes, he does
work for a programming team - a team that refuses to support anything other
than Amigas, I believe. Obviously they are totally reliant on hardware to do
the hard work for them.

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
like it and keep a copy for your own use, you owe me $20. Please pass it on
to your friends with all documentation. Email okes@essex.ac.uk.

Analysis of television viewing figures has shown that 80% of people in this
country are crap.

4362. this bus thing....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-17 20:11:41 UTC
From: wilsont@rahul.net
Message-ID: <BxvMrI.Eu@rahul.net>
Source record: 41962

First of all, How does a bus work?

second, 16 bits on a memory 'bus' would seem (to me) that it could
only adress 64k. but it can adress 16megs.. or 24bits.
would the chip send 2 bytes out in two cycles to complete an adress?
thats screwy.

You can add TT ram to the falcon (32 bit ram) (or so says AtariUser)

third: Atari docs state full 32bits, it would be crime to lie about something
like that.
(of course, big corps can get away with that stuff.)

could it be that the PDS slot could be confused with another bus?
the pds is 16/24 68000 compatible. (according to my mags)
its definately not 32bits
and, its something dave small would be 'into' since he's mr. mac emulation
(the primary purpose of the PDS slot)

could a 16bit adress bus be 4-5x faster than an ST?

what was the ST bus like?
was it 16? 24?

why would atari have a dsp/videl and other 'cool' stuff in the falcon, but
then intentionally screw the cpu?

i would figure its not any cheaper to have 16bit busses...

just my observations.

--
Timothy Wilson <wilsont@rahul.net>

4363. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-17 22:56:48 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.QHklPxgdMm2@fredrik.atari.no>
Source record: 41964

Ok, sorry about this guys, but here's the final facts:

Date: 17 Nov 92 07:02:23 EST
From: Wilfred Kilwinger <72347.2124@CompuServe.COM>
Subject: Want to get something cleared up....
To: >INTERNET:jornmoe@fredrik.atari.no

>There's a lot of confusion going on at comp.sys.atari.st.tech about the
>Falcon bus: Does it have 16 or 32 bit databus (CPU <-> memory)?

This is what John Townsend (Atari Corp) said on GEnie:

Atari-ST RoundTable
Category 14, Topic 20
Message 73 Mon Nov 16, 1992
TOWNS [John@Atari] at 15:01 EDT

Once and for all..

The Falcon030 has a 24bit Address Bus and a 16bit Data Bus. The
expansion port on the machine represents that bus.

The Falcon030 can have a minimum of 1 meg of RAM and a maximum of
14 megs of RAM. Possible RAM configurations are 1meg, 4meg, or 16
megs of RAM.

-- John Townsend, Atari Corp.

Note that the Apple LC and the Classic II use the same trick and some
chips do have full 32bit access like the video logic.

****

Now, that should settle the discussion on wheter it has 16 or 32 bit bus, but
it will certainly not settle the frustration among some of you Atarians now:-/
But remember: with its low price, the Falcon 030 is quite uniq anyway!!

And while we are at it with facts from reliable sources:

>There just appeared a roumor about the reason for the delay of Falcon. The
>roumor states that an Atari official (in europe som place) said that the
>reason for delay was that new video-modes were added (redesigning of video-
>hardware) to see to that the Falcon had better spesifications than Amiga
>1200!
>Do you have anny coments on this roumor (that I may quote to internet)?

Yes, 100% nonsens.

Regards,

Wilfred

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

4364. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-18 02:10:59 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1992Nov18.021059.29361@rmece49.upr.clu.edu>
Source record: 41966

In article <q0JDuB2w165w@comtch.spk.wa.us>, mhughes@comtch.spk.wa.us (Mark Hughes) writes:
|> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> > I suggest that you read signatures before replying.... the guy above
|> > seems to work for an entertainment software company and I think that
|> > he knows better.
|> > - Raist
|> > BLAME ATARI, they deserve it.
|>
|> Bullpuckey. He's an Amigan. He's not CAPABLE of knowing better. For
|> that matter, you aren't either. Why not take your silly flames back to
|> advocacy, where you can be with your fellow fools?

OK, I admit it, I am an AMIGAN. OK? OK...

But I don't think I am making silly flames... Why did I say Blame ATARI?
'cause the other guy said something about not doing that, and I strongly
believe that ATARI has to be blamed for a lot of mistakes at this point
in time (Falcon delay?, Tramiel close-minded thinking?).

And how could I not resist answering back to something that is false?
Sorry, I couldn't help it. BTW, below is my full signature now that
I have been 'discovered' :-) I still have AND LIKE my ATARI 130XE...

|>
|> - Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

--

Raist // Amiga 500, 38Mhz Special MegaMidget Racer
\X/ Avid user of AmigaVision, sending mail from Mayaguez, Puerto Rico
---
"If the PC or Mac continues to be the standard,
the SkyNet will never be built." - OUCH! were not my words!

Oh well, for the last time, my full signature... I try to avoid it
on "foreign groups."

4365. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-18 02:25:16 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1992Nov18.022516.29561@rmece49.upr.clu.edu>
Source record: 41965

In article <OKES.92Nov17183719@SunLab43.essex.ac.uk>, okes@essex.ac.uk (Simon Oke) writes:
|> In article <1992Nov16.192239.9654@rmece49.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> | While I wouldn't claim that the A1200 runs every available piece of
|> |software (particularly games), it surely runs almost any Amiga application.
|> |Include here all paint packages, desktop publishing, illustration programs,
|> |multimedia programs, etc. Yes, it's got a significant advantage over
|> |the FALCON. And BTW, I know of more than 30 games that run on the A600.
|> |
|> And I have a friend who can name a few dozen that don't even work on
|> his A500 plus (supposedly *completely* compatible with the 500 - har har.
|> So I don't think that there is much chance of those games running on a
|> 600 or 1200, do you?

Talking for the A600, I believe that a lot of games will run... talking
about the A1200, still it will run a lot of games but less than the A600
due to the 68EC020.

|> | Psygnosis and Ocean have pledged support for the AGA. There is another
|> | company that also pledged support for the AGA. AT LEAST Psygnosis and
|> | OCEAN are MAJOR entertainment software companies.... Psygnosis ALONE
|> | is an EXCELLENT MAJOR GAME COMPANY... a company that have dropped ST
|> | support in some of their games...
|> |
|> I suggest you read comp.sys.amiga.games. Psygnosis are continually flamed
|> for producing games that refuse to run on anything more than a bog-standard
|> A500. They can't even support *current* machines, so what makes you think
|> that they can support new ones?

For the A600, they will work since they bypass the OS completely, and
the OS is the only stumbling block between compatability between an A500
and an A600. For the A1200, some of them wouldn't work 'cause not taking
into account timing considerations. But, latest Psygnosis games run fine
(on the A3000 at least) - Leander, Lemmings, Awesome...

|> | I suggest that you read signatures before replying.... the guy above
|> | seems to work for an entertainment software company and I think that
|> | he knows better.
|> |
|> The guy who wrote that article is a notorious bigot and flamer. Yes, he does
|> work for a programming team - a team that refuses to support anything other
|> than Amigas, I believe. Obviously they are totally reliant on hardware to do
^^
|> the hard work for them.

Thanks for the implicit compliment to the Amiga line...:-| But anyway,
let's say that there are some things that just can't be done in plain
software.... you Falcon guys should know better.

Nevertheless, if the above guy is a notorious bigot and flamer... sorry,
but at least I answered to a posting where I see some lies.

|> --
|> This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
|> like it and keep a copy for your own use, you owe me $20. Please pass it on
|> to your friends with all documentation. Email okes@essex.ac.uk.
|> ---
|> Analysis of television viewing figures has shown that 80% of people in this
|> country are crap.

- Raist

4366. Re: this bus thing....

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-18 02:33:25 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1992Nov18.023325.29688@rmece49.upr.clu.edu>
Source record: 41967

In article <BxvMrI.Eu@rahul.net>, wilsont@rahul.net (Timothy Wilson) writes:
|> First of all, How does a bus work?
|>
|> second, 16 bits on a memory 'bus' would seem (to me) that it could
|> only adress 64k. but it can adress 16megs.. or 24bits.

Nope, that would be the "address bus", not the "data bus"

|> would the chip send 2 bytes out in two cycles to complete an adress?
|> thats screwy.

Somethings among those lines...

|>
|> You can add TT ram to the falcon (32 bit ram) (or so says AtariUser)

I understand that the TT also has a 16-bit data bus... someone stated
that a while ago... I am not sure about that, but since the Falcon in
some benchmarks (posted here somewhere) was about 50% as fast as the TT,
sounds logical to me...

|> third: Atari docs state full 32bits, it would be crime to lie about something
|> like that.
|> (of course, big corps can get away with that stuff.)

Yep. I remember when Apple said that their Mac used a 32-bit CPU
(68000).

|>
|> could it be that the PDS slot could be confused with another bus?
|> the pds is 16/24 68000 compatible. (according to my mags)
|> its definately not 32bits
|> and, its something dave small would be 'into' since he's mr. mac emulation
|> (the primary purpose of the PDS slot)

Could be...

|> could a 16bit adress bus be 4-5x faster than an ST?

Could be...

|> what was the ST bus like?
|> was it 16? 24?

The data bus I guess would be 16-bits. 68000 data bus is 16-bits.

|> why would atari have a dsp/videl and other 'cool' stuff in the falcon, but
|> then intentionally screw the cpu?
|> i would figure its not any cheaper to have 16bit busses...

|>
|> just my observations.
|>
Well, it actually reduces cost and makes the machine easier to implement.
Still, the 68030 has some benefits (MMU, internal cache), although I agree
that looks a little crippled in the Falcon (like on the Mac LC-II).

Some notes:

Adress bus: where adresses are specified to access memory locations.
This means how much memory can you access without bank switching.
For example, a 6502 has a 16 bit address bus meaning it can access
64k. A 68000 has 24-bits so it can access 16 megs.

Data bus: where instructions/data are read/written from/to memory
locations.

|>
|> --
|> Timothy Wilson <wilsont@rahul.net>

- Raist

4367. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-18 02:38:09 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1992Nov18.023809.29786@rmece49.upr.clu.edu>
Source record: 41968

In article <H.QHklPxgdMm2@fredrik.atari.no>, jornmoe@fredrik.atari.no (Joern Moe) writes:
|> Ok, sorry about this guys, but here's the final facts:
|>
|>
|> Date: 17 Nov 92 07:02:23 EST
|> From: Wilfred Kilwinger <72347.2124@CompuServe.COM>
|> Subject: Want to get something cleared up....
|> To: >INTERNET:jornmoe@fredrik.atari.no
|>
|> >There's a lot of confusion going on at comp.sys.atari.st.tech about the
|> >Falcon bus: Does it have 16 or 32 bit databus (CPU <-> memory)?
|>
|> This is what John Townsend (Atari Corp) said on GEnie:
|> --------------------------------
|> Atari-ST RoundTable
|> Category 14, Topic 20
|> Message 73 Mon Nov 16, 1992
|> TOWNS [John@Atari] at 15:01 EDT
|>
|> Once and for all..
|>
|>
|> The Falcon030 has a 24bit Address Bus and a 16bit Data Bus. The
|> expansion port on the machine represents that bus.
|>
|>
|> The Falcon030 can have a minimum of 1 meg of RAM and a maximum of
|> 14 megs of RAM. Possible RAM configurations are 1meg, 4meg, or 16
|> megs of RAM.
|>
|>
|> -- John Townsend, Atari Corp.
|> ------------------------------
|> Note that the Apple LC and the Classic II use the same trick and some
|> chips do have full 32bit access like the video logic.
|>
|> *****************
|>
|> Now, that should settle the discussion on wheter it has 16 or 32 bit bus, but
|> it will certainly not settle the frustration among some of you Atarians now:-/
|> But remember: with its low price, the Falcon 030 is quite uniq anyway!!

Thanks for the final facts. This means that it has the same address
bus as the A1200 (the 68EC020 has a 24-bit address bus which is 16Megs),

and the A1200 should be around twice as fast due to a true 32-bit data bus.

Oh well, still a DSP surely helps!

A DSP is a DSP is a DSP.... :-)

[stuff deleted]
|>
|> --
|> ____
|> / Joern F. Moe / All above is my own personal opinion! \
|> / Oslo, Norway / Any lack of opinion above is also mine! \
|> ---

- Raist

4368. Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-18 09:18:08 UTC
From: jared@midiline.la.ca.us
Message-ID: <X1gFuB4w165w@midiline.la.ca.us>
Source record: 41971

Someone proficient in the knowlege of the 68030 processor and computer design/engineering of a computer, using such a processor chip.

Reply in Email to: jared@midiline.la.ca.us

Jared

---
jared@midiline.la.ca.us (Luposian Knightwolf)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

4369. Interupts

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-18 09:30:15 UTC
From: rob@cs.curtin.edu.au
Message-ID: <rob.722079015@marsh>
Source record: 41972

Hi all, I am able to get hold of a home brew sound digitiser for my ST, but I will need to write the software myself. No real problem except I cannot work out how to use interupts/timers on the ST, my doc's are old and confusing and my 68000 is VERY rusty. Could someone possibly post a quick example of how I could grab data from the parallel port x times a second. I'm assuming that assembly and interupts would be required. Thanks for any help.

Rob.
--

Robert Alley | Semper in facalum, solus altam variat
GIS Honours Student |
Curtin Uni. Bentley WA |
Australia |
rob@cs.curtin.edu.au |

4370. 16 bit data dus?!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-18 12:46:58 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.722090818@unix1.tcd.ie>
Source record: 41974

Ok. That's it!!!
If you are telling me that Atari put a GREAT processor,
the 68030, and then put it onto a 16 bit data bus..well!

look..

1. Atari 8-bit [atari 800]
2. Atari 16-bit [st]
3. Atari 32(16) bit (?) [falcon]

If they're next computer is 16 bit it doesn't make sense!!!

Why not use a souped up 16Mhz 68000 instead of an expensive 68030
and still only have 16 bit data bus

RUBBISH!!!

Atari aren't THAT stupid!!!! The FALCON has a 32 bit bus, till
I see it with my own eyes..

ps: has anybody seen the 16-bit bus with THEIR eyes?
(no crap please)

4371. VIDEO questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-18 13:20:25 UTC
From: Alan Edwards <EDWR@UNB.CA>
Message-ID: <18NOV92.10087717.0081@UNBVM1.CSD.UNB.CA>
Source record: 41975

I have been using Ataris for years to do MIDI things, but
recently have decided to get into using video projection
in my concerts.
I need to know a few things:
1. is unmodulated video available from the Mega? (this is what
I need to give to the projector)
2. what is required to do external genlock. The Mega is capable
of this...but I have not seen any boxes that hook up to
do it.
Thanks to anyone who can answer these for me.
Alan

4372. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-18 13:23:52 UTC
From: glens@natinst.com
Message-ID: <1edg58INN3rb@falcon.natinst.com>
Source record: 41891

In article <H.QHklPxgdMm2@fredrik.atari.no> jornmoe@fredrik.atari.no writes:

> The Falcon030 has a 24bit Address Bus and a 16bit Data Bus. The
> expansion port on the machine represents that bus.
.
.
.
> Note that the Apple LC and the Classic II use the same trick and some
> chips do have full 32bit access like the video logic.

WHAT? If the shifter has full 32-bit access to memory how much more glue could it take to allow the processor 32-bit access? I mean the memory is already 32-bit wide for the shifter after that it would seem trivial to get the processor to have 32-bit access. If this is true I may be holding on to my savings for another year or so. :-(Oh well, by then I should have enough saved up for whatever is available.

See ya then.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@natinst.com

---

4373. Soldering to the shifter ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-18 14:15:43 UTC
From: cdw@dcs.ed.ac.uk
Message-ID: <Bxx0y7.J64@dcs.ed.ac.uk>
Source record: 41976

I am considering doing a memory upgrade on my STFM and it will involve soldering a socket on top of my shifter. Can anyone tell me how vulnerable this chip is as I am not very experienced with a soldering iron ...

Thanks, Chris.

(cdw@dcs.ed.ac.uk & ecsu04@castle.ed.ac.uk)
"all in the name of ..."

4374. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-18 14:22:48 UTC
From: marks@castle.ed.ac.uk
Message-ID: <28341@castle.ed.ac.uk>
Source record: 41977

jornmoe@fredrik.atari.no (Joern Moe) writes:

>Ok, sorry about this guys, but here's the final facts:

Don't apologise for something outwith your control.
The only apologies should come from Atari, if wha you have posted
is indeed true.

[stuff deleted]

> This is what John Townsend (Atari Corp) said on GEnie:
> -------------------------------
> Atari-ST RoundTable
> Category 14, Topic 20
> Message 73 Mon Nov 16, 1992
> TOWNS [John@Atari] at 15:01 EDT
>
> Once and for all..
>
> The Falcon030 has a 24bit Address Bus and a 16bit Data Bus. The
> expansion port on the machine represents that bus.
>
> The Falcon030 can have a minimum of 1 meg of RAM and a maximum of
> 14 megs of RAM. Possible RAM configurations are 1meg, 4meg, or 16
> megs of RAM.

AAUUUGGGGHHHHH!!!!! [I apologies for the capitals in advance]

I REALLY CANNOT BELIEVE ATARI HAVE DONE THIS!!!!

> -- John Townsend, Atari Corp.
> ------------------------------
> Note that the Apple LC and the Classic II use the same trick and some
> chips do have full 32bit access like the video logic.
>
>*****************

Apple did it first so it's ok?
Up until now the Falcon sounded pretty much perfect.
Fast '030, DSP, SCSI etc.

All implemented over a 16 bit bus.
Wonderful.

There's no place like home.
There's no place like home.
There's no place like home.

Nope - that postings still there :-(

Somehow the Falcon doesn't seem to be quite so nice anymore.

>Now, that should settle the discussion on wheter it has 16 or 32 bit bus, but
>it will certainly not settle the frustration among some of you Atarians now:-/
>But remember: with its low price, the Falcon 030 is quite uniq anyway!!

Unique, perhaps. Crippled definately.

I have owned an A500 (yes, I suppose that does make me one of the enemy)
for the past 3 years now and am saving up to upgrade to an as yes
undecided 'something better'. The Falcon looked *so* good to start
with, but *if* this is really true (I stress the if because I wait for
further postings - I still have difficulty believing it) I doubt I will
ever buy a Falcon.

Someone out there please refute this.

Mark
--
? Look within the Hearts of mortal men and see, ? Mark Steyn : ?
? The Hopes, Dreams and Wishes of a world, ? marks@castle.ed.ac.uk ?
? Guarded under Lock and Key. ? mpjs@dcs.ed.ac.uk ?

4375. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-18 15:12:49 UTC
From: chu@acsu.buffalo.edu
Message-ID: <Bxx3LE.Hx@acsu.buffalo.edu>
Source record: 41978

In article <1992Nov18.023809.29786@rmece49.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> Thanks for the final facts. This means that it has the same address
>bus as the A1200 (the 68EC020 has a 24-bit address bus which is 16Megs),
>and the A1200 should be around twice as fast due to a true 32-bit data bus.

Just to be anal retentive (sorry, too much computer architecture and performance analysis this semester...)

The A1200 could be *up to* twice as fast due to a true 32-bit data bus assuming that the bus was a bottleneck in the system (likely for some applications, unlikely for others). This also assumes that everything else between the two systems are identical, which, of course, they are not. About the only conclusion that anyone can draw with any certainty is that the A1200 might be faster in certain applications, while the Falcon might be faster in others. (This is about as precise as "Well, it might get colder when winter comes around then it might warm up again when we get to spring" :-)) There is also no way to "know" for sure until both machines are out.

In any case, who really cares which one is "faster" (meaningless term without a context) or "better" (another meaningless term when without a context)? Most of the Atari fanatics on the net I have been in contact with wouldn't think of buying an Amiga and most of the Amiga fanatics on the net I have been in contact with wouldn't think of buying an Atari. (This is not to say there are no reasonable Atari owners or reasonable Amiga owners. Of course, there are. However, you can only do so much analysis when you are missing most of the facts.)

Frankly, I hope both computer companies do excellently and maybe someday we won't have such a PC clone dominated industry. (I just say this because I don't like working on the PC platform.) I know, dream on...

john
chu@acsu.buffalo.edu

4376. Re: "Error in dialog format!" question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-18 16:15:48 UTC
From: annius@eri.research.ptt.nl
Message-ID: <annius.722103348@freyr>
Source record: 41981
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>ggranger@ersys.edmonton.ab.ca (Greg Granger) writes:

>>What causes the "Error in dialog format!" error in TOS 2.06? I am trying
>>to run Paula via Petra on a 1 meg STfm w/TOS 2.06. I tried it with Petra
>>running in the AUTO folder as well as in the root, but the same thing
>>happened. When I call up Paula.Acc under the Acc, I get that irritating
>>little dialog error.

Doesn't sound like an internal GEM error. Do you use software that installs a
new dialog routine?
--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

4377. Re: Installation of TOS 1.4 (6 chip set)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-18 16:19:03 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov18.161903.27845@newshost.lanl.gov>
Source record: 41979

In article a6wLmlL3OuU@nasim.sta.sub.org, knarf@nasim.sta.sub.org (Frank Bartels) writes:
>
>Could anyone please tell me the Part No.'s of the six EPROMS I'll need
>to use for making TOS 1.4 EPROMS?

Ouch! Being just a little bit bold, aren't you Frank? The software encoded
in Atari TOS ROMs (any version) is _still_ copyrighted and may not be
legally duplicated without authorization from Atari.

I suggest you carry this discussion via email, or better yet, drop the idea
and just buy a legal set of TOS ROMs.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4378. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-18 16:35:13 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov18.163513.29660@newshost.lanl.gov>
Source record: 41980

C'mon folks, let's get real here, OK?

Personally, I don't give a twit if the Falcon has a 32, 16, 8 or 2-3/4 data bus... as long as it performs and performs well in consideration of its cost!

That's like saying, I don't like this program because it was written in BASIC (or pick your favorite "non-favorite" language). Even though it may be the greatest thing since sliced bread you still don't like it? Who cares?

Sure, a lower throughput bus probably would limit the _potential_ of the machine, but there _are_ considerations that were made for compatability with older ST/STe software. You don't have to like it, but be reasonable.

All IMHO, of course. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4379. Re: Using an IBM keyboard with an Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-18 19:47:24 UTC
From: ekrimen@wet.UUCP
Message-ID: <4785@wet.UUCP>
Source record: 41984

In article <1992Nov17.153244.11952@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>The D.E.K.A. keyboard adapter kit has received some pretty good reviews of
>late (most recently in Current Notes, Nov 92, pg 75). Adopting a MSTE
>keyboard would be the easiest, but if you must go with a PC unit, the D.E.K.A.
>thingie offers a good solution, it seems.

I don't think Omnimon Peripherals, its developer, is in business any more.
I'm sure you could still find some around, though.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

4380. Spectre GCR troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-18 20:01:17 UTC
From: dtarico@violet.ccit.arizona.edu
Message-ID: <1992Nov18.130117.1@violet.ccit.arizona.edu>
Source record: 41982

My spectre GCR has been acting up recently. It is pretty stable running from the hard drive, but the floppy drives have been having trouble. I am running a Mega 4 ST, Spectre 3.0, and system 6.0.5. I also have an external floppy drive. The internal drive always gives errors on the 8 sec/track part of the GCR test. That could be related to interference, and since I have the external drive, I just use it. The external drive passes all of the GCR tests. But under Mac mode, I get some weird problems. Disk errors happen fairly often. What is even stranger, is that I can copy files to and from the hard drive and things work ok. But when I try to use files on the floppy drive, I get errors. For example, I work with Macwrite a lot. If I copy the file from the floppy to the hard disk and work with it there, I have no problems. But if I try to work with the file on the floppy disk, the file gets screwed up pretty bad. Real Macs don't have any trouble working from the same disks that the GCR has trouble with.
Does anybody have any ideas what could be causing this? Yes, I have checked all the cables, tried adjusting the dashpot. Is Macwrite not completely stable under Spectre? Could it be that something is messed up on my hard disk?
Thanks for any help!

Doug Tarico
dtarico@ccit.arizona.edu This message has been brought to you
doug@sie.arizona.edu by the letter E and the number 2.

4381. Misc. Ramblings

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-18 21:37:32 UTC
From: grier@bnr.ca
Message-ID: <1992Nov18.213732.20555@bnr.ca>
Source record: 41983

Related to the Falcon Bus width being 16 bits.

> Sure, a lower throughput bus probably would limit the _potential_ of the
> machine, but there _are_ considerations that were made for compatability with
> older ST/STe software. You don't have to like it, but be reasonable.
>
> All IMHO, of course. :)
>
> _____________________________ John "HUTCH" Hutchinson ____________________________

I agree, I am not thrilled by this but I'll just keep the TT another
year or so. (My wife is wiping the sweat from her brow)

And on another thought ...

The Atari lineup will look as follows:

Processor Cost 85mb HD Color Monitor
1040STe $399.00 $500.00 $350.00
Falcon030 $800.00 $300.00 $400.00 (low end multi-sync)
TT $1200.00 $300.00 $400.00 (see above)

Some people will agrue that monitors are not needed for the 1040 and
the Falcon, because they already have a monitor. But to a new computer
user they will need a slow monitor for the 1040, or a multi-sync for
the Falcon. TV's are good for viewing animations but don't try and
use them as a monitor.

As strange as it may seem to most Atari Fanatics these are reasonable
prices for the each machines target market. What we need is visibility
in the market place. PC-Clones were not sold by IBM advertising them.
They were sold by being compatible with, and even better than, the IBM
PC.

Macintoshes are not sold on advertising, they are sold on the basis
of what they can accomplish for the user. The advertising just reminds
you that they are still available. Something Atari should think about.

Yet another thought. <- YAT (Could this be the next Unix command?

Just enjoy your machine. My systems do everything I want, at a price I
can afford. (My wife has other opinions on this)

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC
bjgrier@bnr.ca

4382. Re: Falcon BUS... DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-19 04:15:28 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov19.041528.16856@elroy.jpl.nasa.gov>
Source record: 41985

In article <2681@ulysse.enst.fr> elendir@inf.enst.fr writes:
>Warwick Allison writes
>] Also, with the DSP running at 32MHz, it has time for quite a few
>] instructions for fiddling with those values too, besides adding the
>] sounds together. Of course, when processing 90 voices at once, you'd
>] be pushing it pretty hard :-)
>
> A 32 MHz DSP has a 16 MHz instruction clock rate. A 1 Mbyte/sec throughput
>corresponds to 300 KDSPwords/sec, or one interrupt every 3 us. You have time
>to execute 48 instructions then between each interrupt. Enough to do some
>pretty effects : Surround, Echo, Reverb, Basic IIR filters and much more.
>
> If you want a demo of the sound capabilities of the DSP, watch out for the
>Audio Fun Machine demo at the Comdex (Personnal pub).

I just got home from Comdex. Yeah, the AFM is a nice little toy. (All kinds
of sound effects in realtime.)

As for sound channels, I think Warwick has it right on the money. (Although
trying to implement an actual orchestra, and then only going to 11khz sampling
is going to put a real damper on your instruments, eh? }-) My company is
currently showing a single-line voice-mail system on the Falcon (most of the
group is still in Vegas right now) but it would be trivial to bump it up to
6 or 12 phone-lines per sound-track, giving a maximum capacity of handling 96
phone lines simultaneously. (I suppose we would have to be nice and leave
at least two channels free for system audio, though, unless the machine was
used as a dedicated automated response system...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4383. Re: 16-bit RAM Access on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-19 04:22:51 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov19.042251.17064@elroy.jpl.nasa.gov>
Source record: 41986

In article <1992Nov16.192239.9654@rmece49.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <1992Nov16.152504.24848@Informatik.TU-Muenchen.DE>, seibert@Informatik.TU-Muenchen.DE (Ewald Seibert) writes:
> So, I don't know about what the Falcon can claim, but at least on the
>Amiga part of the statement, yes, major entertainment software producers
>have pledged support.

Most apps run fine on the Falcon, some games seem to trip up on 68030 incompatibilities.
>
>|> |> I've got a 68040 in my A4000. Does a 68040 Atari even exist? Didn't think
>|> so.
>|>
>|> there is a ATARI040 ready ...
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> | WHERE? Ready as a prototype or shipping? Or is it a CARD?
> or is it the Jaguar? (he he)

Well, there was no Falcon040 on display at Comdex. But several independent sources have already confirmed its existence, so I'm sure we'll be hearing more about it next quarter. I guess this is just one of many topics that you won't find more substantial discussion about, folks who have heard stuff aren't at liberty to repeat it.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4384. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-19 04:33:06 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov19.043306.17354@elroy.jpl.nasa.gov>
Source record: 41987

In article <28341@castle.ed.ac.uk> marks@castle.ed.ac.uk (Mark Steyn) writes:
>I have owned an A500 (yes, I suppose that does make me one of the enemy)
>for the past 3 years now and am saving up to upgrade to an as yes
>undecided 'something better'. The Falcon looked *so* good to start
>with, but *if* this is really true (I stress the if because I wait for
>further postings - I still have difficulty believing it) I doubt I will
>ever buy a Falcon.

Well, I wouldn't doubt John Townsend's post. If you're really being cynical
you might think the usenet poster forged the article, but there's no reason
to have don that, so ...

Geeze. The ST has a 16 bit bus, it doesn't look crippled to me... It's
certainly not going to be as fast as it might have been, but the Falcon is
by no means a crippled system.

(And at any rate, [heh] there's bound to be a 3rd party board that comes
along with a zero-wait 32 bit synchronous RAM expansion. It's definitely
not necessary for the home user, which is what the Falcon is aimed at, but
I'm sure it'll be there for the hobbyist...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4385. Re: Co-operating processors on the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-19 04:36:55 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov19.043655.17511@elroy.jpl.nasa.gov>
Source record: 41988

In article <721574179.11857@minster.york.ac.uk> andrew@minster.york.ac.uk writes:
>If the Falcon is multitasking how will the operating system
>ensure that memory access by the DSP are safe? Will programs running in the
>DSP get swapped in and out or is it used like a 'dumb' peripheral which
>processes have to contend for? I wonder how machines like the NeXT do it?

The DSP will allow multiple programs to reside in its memory, but I don't
think (sorry, for the guess, I haven't read the docs lately and I really ought
to have by now...) more than one can be executing at once.
>
>Will this also mean that two assemblers are needed too? One which
>programs for the 68030 CPU are written/compiled and one which is used for
>the 56001 DSP. Writing programs for the Falcon will be complicated. First
>I'd write a program in C for the CPU and then one for the DSP(?) and somehow
>link the two so that the DSP program is downloaded into the DSP where it is
>initiated by the main program?

Yes, you need a DSP56001 assembler in addition to the 68k assembler if you
want to write for the DSP. There are system calls to transfer 56k object code
from ST RAM into DSP RAM, etc.
>
>I'm sorry if this all sounds a little naive but I've never explored co-
>processor systems but when I get my Falcon I'll have to.
>
>-Andrew.
>
>P.S.
>Will it be possible to perform JPEG conversions on the Falcon using the DSP
>so that they are 'super' fast? The conversion programm will obviously have
>to read and write from main memory which is where my question about security
>on memory access comes in for multiprocessing systems.

As far as I know MultiTOS is not doing swapping, so you don't have to worry
about reaching for a memory location that's been swapped out.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4386. Re: Installation of TOS 1.4 (6 chip set)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-19 05:35:02 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1ef926INNsbs@golem.wcc.govt.nz>
Source record: 41989

In article <1992Nov18.161903.27845@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>In article a6wLmlL3OuU@nasim.sta.sub.org, knarf@nasim.sta.sub.org (Frank Bartels) writes:
>>
>>Could anyone please tell me the Part No.'s of the six EPROMS I'll need
>>to use for making TOS 1.4 EPROMS?
>
>Ouch! Being just a little bit bold, aren't you Frank? The software encoded
>in Atari TOS ROMs (any version) is _still_ copyrighted and may not be
>legally duplicated without authorization from Atari.>
>_____________________________ John "HUTCH" Hutchinson ____________________________
>_____________________ Fair Dinkum Technologies Member - IAAD _____________________
>_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
>_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________>

There is a catch to this and its legal..

You can copy the Roms and patch them for you own use ONLY, and its the same
for software, what you own is yours and you can do what you like with it..??

This is how the KAOS TOS works, its a set of patches that you copy into
copies of your own TOS 1.4 Roms...

So I think I caught you out this time John...

Eproms are 256k 150ns or better...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4387. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-19 07:16:14 UTC
From: healy@nosc.mil
Message-ID: <1992Nov19.071614.6495@nosc.mil>
Source record: 41990

In article <H.QHklPxgdMm2@fredrik.atari.no> jornmoe@fredrik.atari.no writes:
>Ok, sorry about this guys, but here's the final facts:
>

stuff deleted

> This is what John Townsend (Atari Corp) said on GEnie:
> ------------------------------
> Atari-ST RoundTable
> Category 14, Topic 20
> Message 73 Mon Nov 16, 1992
> TOWNS [John@Atari] at 15:01 EDT
>
> Once and for all..
>

stuff deleted

> The Falcon030 can have a minimum of 1 meg of RAM and a maximum of
> 14 megs of RAM. Possible RAM configurations are 1meg, 4meg, or 16
> megs of RAM.
>
>
> -- John Townsend, Atari Corp.
> ------------------------------

That last RAM configuration looks rather interesting if there is a
maximum of 14 megs :-)

Mike Healy

healy@nosc.mil

4388. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-19 12:42:51 UTC
From: marks@castle.ed.ac.uk
Message-ID: <28401@castle.ed.ac.uk>
Source record: 41893

hutch@bellman.lanl.gov (John Hutchinson) writes:

>C'mon folks, let's get real here, OK?

>Personally, I don't give a twit if the Falcon has a 32, 16, 8 or 2-3/4 data
>bus... as long as it performs and performs well in consideration of its cost!

But the point is that a '030 on a 16 bit data bus isn't going to perform
nearly as well as an '030 on a 32 bit bus. The 16 bit bus will affect
almost all aspects of the machines performance. There were rumours that
the 'true colour' modes would cause contention over a 32 bit bus. The
16 bit bus will not improve graphics throughput any.

>That's like saying, I don't like this program because it was written in
>BASIC (or pick your favorite "non-favorite" language). Even though it may be
>the greatest thing since sliced bread you still don't like it? Who cares?

No - it's like saying I don't like this program because it could have
been so much better, and I can see alternatives programs availible which
look better.

The Falcon is not without competition. The A1200 looks considerably
better, simply due to the fact that it is a true 32 machine.

The fact that the Falcon only has a 16 bit bus might not deter people
who own an ST from upgrading to the Falcon, but Atari desperately needs
to attract buyers who would otherwise have purchased a PC. Crippling
the Falcon to reduce the price was not the way to do it.

>Sure, a lower throughput bus probably would limit the _potential_ of the
>machine, but there _are_ considerations that were made for compatability with
>older ST/STe software. You don't have to like it, but be reasonable.

No, these consideration were due to one thing only - cost.
As for compatability, a UK magazine testing games on the Falcon found that
they all worked fine provided they did not use the sound chip.
A grand total of 3 I believe.

>All IMHO, of course. :)

Of course.

Mark

4389. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-19 13:05:25 UTC
From: fettig@coli-gate.coli
Message-ID: <1992Nov19.130525.21411@coli.uni-sb.de>
Source record: 41892

Is it really true that it has a 16-bit processor-to-internal-Ram Bus?
I'm asking for this specific bus, not for some card you could put in!
(like small vme). The information that's given here does not exactly
state this. And i can't believe that they really use an 16bit Ram-Bus
in the Falcon..

greetings

thomas

4390. GCC V2.2.2 Errors

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-19 13:43:07 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1992Nov19.134307.16517@eng.cam.ac.uk>
Source record: 41894

I have a problem installing GCC V2.2.2 on my ST (1040STF expanded to 4Meg, 48Meg HD, TOS 1.2, SM124). I have the two "hello" programs as follows:

```
/* hello.c */
#include <stdio.h>
main()
{
printf("Hello World\n");
return(0);
}
```

```
/* hello.cc */
#include <stream.h>
main()
{
cout << "Hello World\n";
return(0);
}
```

I am invoking the compiler from Gulam, with, as far as I'm aware, the correct environment variables set.

In the first case (hello.c) the program compiles and runs fine (implying that GCCEXEC, GNUINC, TEMP etc are correct).

In the second, the preprocessor executes fine (indicating that GXXINC is OK) but the compiler proper gives several errors of the type:

#-lines entering and leaving files don't match

I believe that all my includes are of the correct patchlevel (GCC pl 80, G++ pl 7), so what's the problem? All the binaries came from a.a.u.e. in the GCC 2.2.2 distribution.

I am sorry for posting this to the net, since it's probably just me being thick, but I have had two very late nights trying to figure this one out.

Thanks in advance for any help (email, or post if of general interest)

Christopher Hicks (cmh@uk.ac.cam.eng)
"If it breaks, it's not strong enough; if it doesn't, it's too heavy"

4391. Re: Soldering to the shifter ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-19 15:38:16 UTC
From: mho@uniware.de
Message-ID: <1992Nov19.153816.28755@uniware.de>
Source record: 41897

cdw@dcs.ed.ac.uk (Christopher Walton) writes:
: I am considering doing a memory upgrade on my STFM and it will involve
: soldering a socket on top of my shifter. Can anyone tell me how vulnerable
: this chip is as I am not very experienced with a soldering iron ...
:
since the shifter is quite expensive, you should consider to get your
connections from a socket between the old shifter socket and the shifter
itself or from a board whith two pin-lines (?) on the downward and
a socket for the shifter on the upward side, as i did for my memory upgrade.

you probably need to re-bend the shifter's shielding cover then.

of course this won't do if your shifter isn't socketed yet. in this case
i would adwise you to first get some solder on the socket and shifter pins
seperately where they later touch each other. be careful on the shifter,
touching the pins only for 1 sec., allowing them to cool a few seconds
inbetween and work in an nonadjecent order.
so prepared, when you get the socket in place, the iron needs a shorter
time to establish a connection because the solder only has to melt
together and not to coat both surface then, thus less heat for the chip.

and be sure to make the +5V & ground connections thick wires, b/c
memory chips need a high current at peak levels.

4392. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-19 17:32:52 UTC
From: marks@castle.ed.ac.uk
Message-ID: <28422@castle.ed.ac.uk>
Source record: 41896

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>In article <28341@castle.ed.ac.uk> marks@castle.ed.ac.uk (Mark Steyn) writes:
>>I have owned an A500 (yes, I suppose that does make me one of the enemy)
>>for the past 3 years now and am saving up to upgrade to an as yes
>>undecided 'something better'. The Falcon looked *so* good to start
>>with, but *if* this is really true (I stress the if because I wait for
>>further postings - I still have difficulty believing it) I doubt I will
>>ever buy a Falcon.

>Well, I wouldn't doubt John Townsend's post. If you're really being cynical
>you might think the usenet poster forged the article, but there's no reason
>to have don that, so ...

I was not being cynical. I was merely hoping that it was not true.
I apologise to Mr Townsend if I implied he was lying.

>Geeze. The ST has a 16 bit bus, it doesn't look crippled to me... It's
>certainly not going to be as fast as it might have been, but the Falcon is
>by no means a crippled system.

Yes, but the ST also has a 16 bit processor. It is not crippled.
The ST also does not have to deal with 16 bit graphics throughput.
The Falcon on the other hand has a 32 bit '030, crammed into a 16 bit
bus, similar to the Mac LCII. As for the Falcon not being crippled, I will
wait to use the machine to see. I have my concerns about the speed of
the graphics over a 16 bit bus, though. 16 bit graphics over a 16 bit
bus, sharing access with the processor does not sound as though it will
be particularly fast.

>(And at any rate, [heh] there's bound to be a 3rd party board that comes
>along with a zero-wait 32 bit synchronous RAM expansion. It's definitely
>not necessary for the home user, which is what the Falcon is aimed at, but
>I'm sure it'll be there for the hobbyist...)

And how do you intend to plug your 32 Ram expansion in?
The PDS internal slot is 16/24 bit.
The processor is surface mounted.
Umm... not much else is there?

> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

>All true wisdom is conveyed in one-line witticisms.

The world needs more one-line witticisms.

Mark

4393. Re: Using an IBM keyboard with an Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-19 18:36:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.759171@cix.compulink.co.uk>
Source record: 41904

In article <1992Nov17.153244.11952@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>The D.E.K.A. keyboard adapter kit has received some pretty good reviews of
>late (most recently in Current Notes, Nov 92, pg 75). Adopting a MSTE
>keyboard would be the easiest, but if you must go with a PC unit, the D.E.K.A.
>thingie offers a good solution, it seems.

This Current Notes; What is it, and where can i get it from ?

Incidentally, i have heard much the same regarding D.E.K.A.

Adam.

4394. TOS 2.05 vs 2.06 ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-19 19:48:12 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov19.194812.10824@newshost.lanl.gov>
Source record: 41899

OK, here's an easy one. Someone asked me the other day what the differences between TOS 2.05 and 2.06 were. I understood there were just a couple of minor bug fixes but is there more? Does 2.05 support the 1.44Mb format? Just curious so I'll have the right answers the next time.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4395. Re: Installation of TOS 1.4 (6 chip set)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-19 19:52:22 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.pdKb9t6HkqM@nasim.sta.sub.org>
Source record: 41925

sheppard_r@kosmos.wcc.govt.nz writes:

>In article <1992Nov18.161903.27845@newshost.lanl.gov>, hutch@bellman.lanl.gov (John
Hutchinson) writes:
>>In article a6wLmlL3OuU@nasim.sta.sub.org, knarf@nasim.sta.sub.org (Frank Bartels)
writes:
(that's me!)

>>>Could anyone please tell me the Part No.'s of the six EPROMS I'll need
>>>to use for making TOS 1.4 EPROMS?

>>Ouch! Being just a little bit bold, aren't you Frank? The software encoded
>>in Atari TOS ROMs (any version) is _still_ copyrighted and may not be
>>legally duplicated without authorization from Atari.>

I have the *two* original TOS 1.4 ROMs laying next to me because I
upgraded my MEGA ST to TOS 2.06! I won't need these ROMs any more and a
girlfriend with (my old :-) 520 ST has TOS 1.0 with *six* chips! I want
to copy my two ROMs into six EPROMS in order to install them into her
Atari! I'll give her my original ROMs, too!

That is legal!

>>_____ John "HUTCH" Hutchinson _____
>>_____ Fair Dinkum Technologies Member - IAAD _____
>>_____ "No worries, mate... it's from Fair Dinkum!" _____
>>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____>

>There is a catch to this and its legal..

>You can copy the Roms and patch them for you own use ONLY, and its the same
>for software, what you own is yours and you can do what you like with it..??

>This is how the KAOS TOS works, its a set of patches that you copy into
>copies of your own TOS 1.4 Roms...

Exactly! What I want to do is to patch her EPROMs with WINX 2.0. It
supports 40 Windows under GEM and minimized slider bars and more! There
is a CPX-Module to configure the new features.
You do not need to patch your ROMs, but it saves memory and loading time
I think. If you have TOS 1.xx simply put WINX.PRG in your AUTO folder.
If you have TOS 2.xx you'll need GEMRAM for copying your GEM into RAM.
If you have a TT look into the WINX documentation: There are some
Utilities recommended.

>So I think I caught you out this time John...

fighting? :-)

>Eproms are 256k 150ns or better...

Can I go to an electronic dealer and ask for 256k (kBit i think) EPROMs with 150ns or better. Won't he ask me for the pin compatibilities to any ROM?

>Roger.............. sheppard_r@kosmos.wcc.govt.nz

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

4396. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-19 20:02:12 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov19.200212.2284@elroy.jpl.nasa.gov>
Source record: 41898

In article <1992Nov19.071614.6495@nosc.mil> healy@nosc.mil (Mike Healy) writes:
>In article <H.QHklPxgdMm2@fredrik.atari.no> jornmoe@fredrik.atari.no writes:

>stuff deleted
>
>> The Falcon030 can have a minimum of 1 meg of RAM and a maximum of
>> 14 megs of RAM. Possible RAM configurations are 1meg, 4meg, or 16
>> megs of RAM.

>That last RAM configuration looks rather interesting if there is a
>maximum of 14 megs :-)

The upper 2 MB of the 16 MB are wasted because the memory-mapped I/O
registers live there. I wonder why they didn't add in a control bit to
bank-switch that last 2 meg in. Oh well.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4397. 16 bit data bus on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 00:00:06 UTC
From: 10616330@eng2.eng.monash.edu.au
Message-ID: <10616330.17.722217606@eng2.eng.monash.edu.au>
Source record: 41901

From what I undersatand of motorola microprocessors, the 68030 has a 32 bit wide data and address bus, therefore the Falcon must use the same. Still, I could be wrong, I'm just an Engineering student.

Big Stu.

4398. Ignore last message

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 00:04:12 UTC
From: 10616330@eng2.eng.monash.edu.au
Message-ID: <10616330.18.722217852@eng2.eng.monash.edu.au>
Source record: 41902

Please ignore my last message ("16 bit data bus on Falcon?").
I have just seen the specs from the Aust. Atari importer, and it seems the
Falcon does have a 16 bit wide data bus, and 24 bit address bus.
O.K. I admit it! I was wrong! You can sue me if you like, but I can't
guarantee any payouts, as I don't have any money or assets, so there!

Big Stu.

4399. Installing TOS 2.06 ROMs...HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 00:13:48 UTC
From: morrison@ee.ualberta.ca
Message-ID: <morrison.722218428@ee.ualberta.ca>
Source record: 41900

Greetings,

I made a similar post on comp.sys.atari.st recently, but it occurred
to me that this group is more appropriate.

Basically, in my 1040 STE I have installed the new TOS 2.06 ROMs but
my system won't operate with them in place. The installation documentation
says that "jumpers W102, W103, and W104 be se to 1-2, 2-3, and 1-2 respect-
ively. I can't do that easily, as my system board has resistors soldered
into those locations--in the configuration 2-3, 2-3, 2-3.

What can/should I do to make my new TOS work?

~~~~~~
| Robert Morrison morrison@bode.ee.ualberta.ca |
| Edmonton, Alberta, Canada |
| IBM Canada Ltd. Ph: (403) 439-9372 |
~~~~~~
| [The universe cannot be read until we have learnt the language and |
| become familiar with the characters in which it is written. It is |
| written in mathematical language... Galileo Galilei (1564-1642) |
~~~~~~
~~~~~~

4400. Re: TOS 2.05 vs 2.06 ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 01:15:09 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Nov20.011509.27791@csi.uottawa.ca>
Source record: 41903

In article <1992Nov19.194812.10824@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>OK, here's an easy one. Someone asked me the other day what the differences
>between TOS 2.05 and 2.06 were. I understood there were just a couple of
>minor bug fixes but is there more? Does 2.05 support the 1.44Mb format?
>Just curious so I'll have the right answers the next time.

a) Yes, it'll support READING 1.4MB format.
b) No, it won't support FORMATTING 1.4MB disks.

If you use a SCSI floppy, a driver comes in between, so that it won't
matter which TOS you use (altho >= 1.4 is probably better, for reasons
that have been hashed out FAR too many times with respect to Hard Drives)
--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |==================================
University of Ottawa | The Personal Computer: Colt 45
Master of System Science Program | of the Information Frontier

4401. GFA Basic Manual Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 06:00:43 UTC
From: matthew@hitech.com.au
Message-ID: <722239236.11245@hitech.com.au>
Source record: 41910

HI !
I got a copy of GFA Basic from a CoverDisk on the magazine ST Format.
The only problem is they gave you a refernece manual on disk but you had to
order the full manual (this was a bit pricey for my budget). So I need to
order a GFA Basic manual from the supplier (whoever that is) or by a secondhand
one (unlikely), or a cheap new one. Any suggestions ?

Thanx,

--

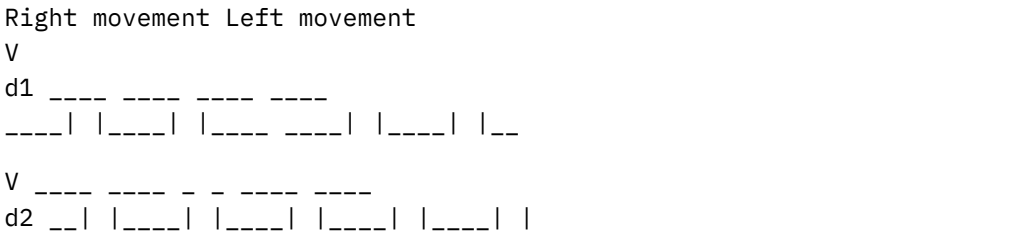
_--_|\ Matthew Smith-Stubbs, Brisbane, Australia, Earth, Milky Way,
/ *\ E-mail : matthew@hitech.com.au
_.--. / Absurdity : Disagreing with your ideas/opinions.

4402. Re: help my mouse won't stop

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 06:34:56 UTC
From: marc@targon.UUCP
Message-ID: <2708@targon.UUCP>
Source record: 41905

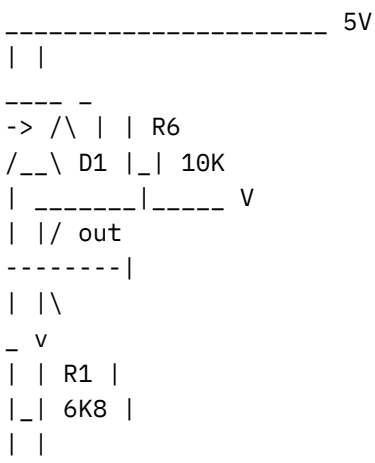
The Dutch magazine 'ST' of July/August 1990 had an article 'Stop
de Genius!' which explains what may be causing the problem of
automatically moving mouse pointers.
I'll try to translate and summarize (in my broken English anyway...)

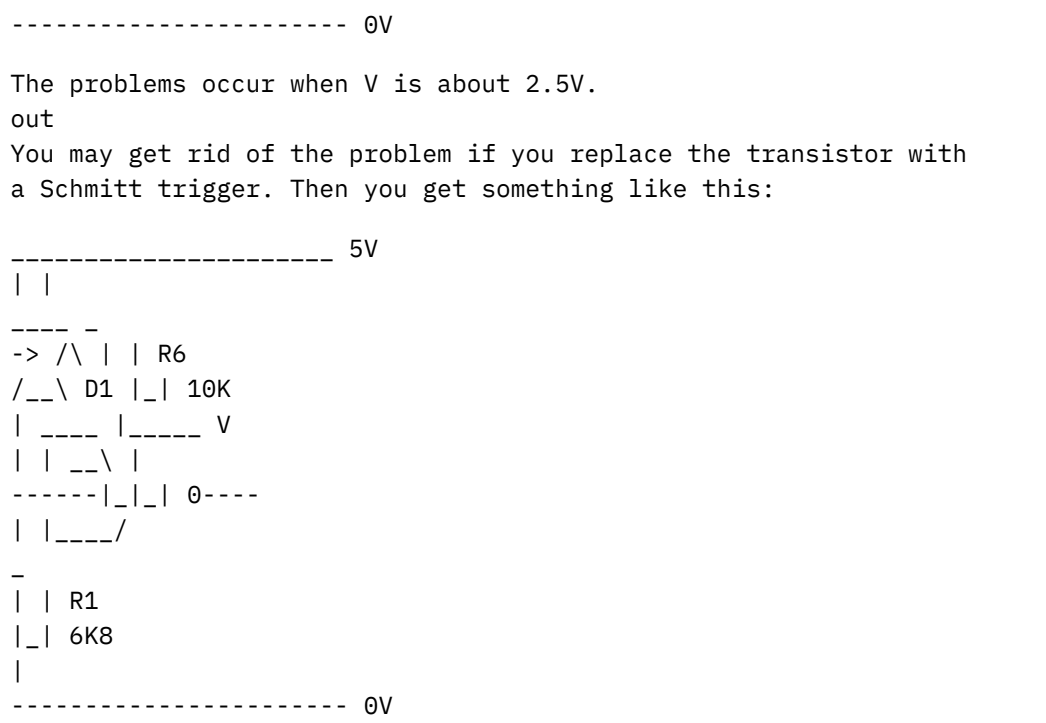
For each direction the mouse has two light sensitive diodes.
These diodes are lit by some light source. Between the light
source and the diode rotates a disk with holes in it.
Depending on the mouse movement, the light sensitive diodes
see a block wave of light pulses. The block waves for the two
diodes are 90 degrees out of phase; thus the direction can be
estimated from the fase difference of these block waves (see figure).



Now the ST reacts to the flipping of one or both of V and V .
d1 d2
The problem would not have occurred when it would have reacted
only when both of the pulses were flipped, but now it is possible
that due to some distortion on one of the signals the mouse pointer
moves in one direction!
It must even be possible to simulate this distortion manually if
you move the mouse just a very little bit. In mice like the Genius
this distortion may be caused by some 50/60Hz noise on the 5V line.

The Genius mouse has for every diode the following circuit:





So all you need is a quad Schmitt Trigger and some solder experience.
Ofcourse you do this on your own risk, I take no responsibility
for damage of whatsoever! (But the people of the 'ST' magazine seem to
know what they are talking about). I have not tried it myself
(no thanks, no Genius mouse for me), so I hope this really helps.
Is this something for the hardware FAQ?

---------- EARTH
Marc Dierikx smog | bricks
marc@targon.UUCP AIR -- mud -- FIRE
dierikx.via@sni.de soda water | tequila
dierikx.via@sni-usa.com WATER

4403. reSOLUTION SVGA card by GegTec?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 08:07:35 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Nov20.030735.1@vaxc.stevens-tech.edu>
Source record: 41895
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I am interseted in putting a reSOLUTION SUperVGA card into my 4 meg 1040STF. My entire system is in a tower case so space is not a consideration. I would like to know if anyone has this card card installed in a 1040STF? How east/hard is the installation? I assume it must be a solder in card?

The only distributer that I know of in the US is Rio-Datel, and I was made aware of there shady nature concerning the Lexicor software scame. Does anyone know of any other dealers that may be able to obtain this card for me? By the way the German company that manufactures the card is called "GengTec".

Many thanks,
Scott Kolodzieski
scott@dmi.stevens-tech.edu

4404. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 11:06:45 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov20.110645.29992@email.tuwien.ac.at>
Source record: 41906

marks@castle.ed.ac.uk (Mark Steyn) writes:
: hutch@bellman.lanl.gov (John Hutchinson) writes:
:
: >C'mon folks, let's get real here, OK?
:
: >Personally, I don't give a twit if the Falcon has a 32, 16, 8 or 2-3/4 data
: >bus... as long as it performs and performs well in consideration of its cost!
:
: But the point is that a '030 on a 16 bit data bus isn't going to perform
: nearly as well as an '030 on a 32 bit bus. The 16 bit bus will affect
: almost all aspects of the machines performance. There were rumours that
: the 'true colour' modes would cause contention over a 32 bit bus. The
: 16 bit bus will not improve graphics throughput any.

Why do people complain about things they haven't even seen? Just because
32 is 2 times 16 it doesn't mean the falcon would be 2 x faster if it had
a 32 bit bus. And the video subsystem DOES have 32 bit access to memory.

: [..]

: The Falcon is not without competition. The A1200 looks considerably
: better, simply due to the fact that it is a true 32 machine.

Just try to compare the A1200 at 640x480x256 with the falcon at the same
speed - the A1200 slows down to the speed of an A500 with that resolution,
while the falcon 030 is about 2.5-3 times faster than a 8MHz ST. Does the
A1200 still look better now? It's no point in discussing and complaining
about the falcon's design if you don't even know how it looks. It's very
cleverly done, IMHO.

: The fact that the Falcon only has a 16 bit bus might not deter people
: who own an ST from upgrading to the Falcon, but Atari desperately needs
: to attract buyers who would otherwise have purchased a PC. Crippling
: the Falcon to reduce the price was not the way to do it.

"Crippling to reduce the price"... hah... If people are so stupid to
think the falcon 030 is slower than an A1200 because it has a 16 bit bus,
they deserve the A1200... :)

: >Sure, a lower throughput bus probably would limit the _potential_ of the
: >machine, but there _are_ considerations that were made for compatability with
: >older ST/STe software. You don't have to like it, but be reasonable.
:
: No, these consideration were due to one thing only - cost.

Yeah, sure! You know better...

: As for compatability, a UK magazine testing games on the Falcon found that
: they all worked fine provided they did not use the sound chip.
: A grand total of 3 I believe.

Hmm... sounds like the usual amiga-(f)lamer-add-on to his posting...

: >All IMHO, of course. :)
:
: Of course.
:
: Mark

Heh...

-MY

4405. Re: 16 bit data bus on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 11:37:08 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Nov20.113708.9243@Informatik.TU-Muenchen.DE>
Source record: 41907

In article <10616330.17.722217606@eng2.eng.monash.edu.au>, 10616330@eng2.eng.monash.edu.au (STUART ROBERTS) writes:
|> From what I undersatand of motorola microprocessors, the 68030 has a 32 bit
|> wide data and address bus, therefore the Falcon must use the same. Still, I
|> could be wrong, I'm just an Engineering student.
|>
|> Big Stu.

No
the 68030 is flexible and can accses even a 16-bit Bus

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

4406. ** Midi Equip for sale **

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 12:06:58 UTC
From: kslate@MtHolyoke.edu
Message-ID: <By0KBM.ltu@mtholyoke.edu>
Source record: 41908

[Article crossposted from comp.sys.atari.st]
[Author was Kevin D. Slate]
[Posted on Thu, 19 Nov 1992 20:43:49 GMT]

For sale: the following midi equipment.

Casio CZ-5000 - Full size midi keyboard with built in 8 track sequencer. Excellent cond. $425.00 B/O

Casio CZ-101 - mini midi keyboard, four mono voices, excellent sound module. Excellent cond. $140.00 B/O

Roland TR-505 - durm machine, 16 voices pcm sound, excellent cond. $150.00 B/O

Boss Mixer - 6 input stereo out, excellent cond. $70.00 B/O

Yamaha YME-8 - midi through box, 2 in, 8 out, switchable, excellent cond. $65.00 B/O

Keyboard Stand - Custom to hold the two keyboards, drum machine, and mixer. excellent cond. $65.00 B/O

email offers and tell me if it includes shipping or not.

Kevin

4407. Wanted : GFA Basic Manual

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 12:17:45 UTC
From: matthew@hitech.com.au
Message-ID: <722261860.13416@hitech.com.au>
Source record: 41936

Hi out there !
I am looking for a manual for GFA Basic version 3.5. I got my
copy of a CoverDisk from a magazine called ST Format. It included a *short*
reference manual (141 pages approx.) Unfortunately this isn't much help in
the way of BIOS commands, (or much else, for that matter). So I am looking for a
manual either second hand (unlikely I'll find one) or cheap firsthand. Otherwise
I'll order one from the distributor. ANY info at all would be most helpful.

Thanks in advance,
Matthew /|\
--
Matthew Smith-Stubbs | Wanted :
E-mail : matthew@hitech.com.au | .signature for this space. Must be funny,
Brisbane, Australia | cheerful and hardworking. Apply within.

4408. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 12:35:21 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov20.123521.2610@email.tuwien.ac.at>
Source record: 41909

marks@castle.ed.ac.uk (Mark Steyn) writes:
: [...]
: Yes, but the ST also has a 16 bit processor. It is not crippled.
: The ST also does not have to deal with 16 bit graphics throughput.
: The Falcon on the other hand has a 32 bit '030, crammed into a 16 bit
: bus, similar to the Mac LCII. As for the Falcon not being crippled, I will
: wait to use the machine to see. I have my concerns about the speed of
: the graphics over a 16 bit bus, though. 16 bit graphics over a 16 bit
: bus, sharing access with the processor does not sound as though it will
: be particularly fast.

sigh again: the falcon 030 video system does NOT have a 16 bit bus, but
a 32 bit bus (Madbus). Inform yourself before making such assumptions,
especially if you want to spread them all over the world.

: > -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
:
: >All true wisdom is conveyed in one-line witticisms.
:
: The world needs more one-line witticisms.

true.

-MY

4409. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 14:13:38 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.LWI0jdivVj2@jonh.wimsey.bc.ca>
Source record: 41923

In <28422@castle.ed.ac.uk> marks@castle.ed.ac.uk (Mark Steyn) writes:

>And how do you intend to plug your 32 Ram expansion in?
>The PDS internal slot is 16/24 bit.
>The processor is surface mounted.
>Umm... not much else is there?

If you get a copy of the latest Znet, there's an article from Jim
Allen taken off GEnie that says basically that he's found a way to do
it, but is trying to get info out of Atari, not always the easiest thing
to do, about how the blitter lets the processoror know it's on the bus.
I beleive he found a plug in to SMD adapter, but if the blitter doesn't
communicate properly with the processor, it won't know when the cache
data was invalidated or something like that. Sorry to be vague, but I'm
not really a hardware type. Anyway, dig up Znet, and check out the
letter.
ZNet should be on a.a soon, I wouldn't bother looking for alt.znet,
as from my readings in alt.config, I beleive all US gateways have it x'd
out because of some misunderstandings on it's creation. It sure hasn't
shown up here, and my feed creates every newgroup that comes through.
Anyone in North America see an alt.znet group?

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

4410. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 14:34:24 UTC
From: DXB132@psuvm.psu.edu
Message-ID: <92325.093425DXB132@psuvm.psu.edu>
Source record: 41912

In article <1992Nov20.110645.29992@email.tuwien.ac.at>, nino@vmars.tuwien.ac.at (Marinos Yannikos) says:

>marks@castle.ed.ac.uk (Mark Steyn) writes:
>: hutch@bellman.lanl.gov (John Hutchinson) writes:
>:
>Why do people complain about things they haven't even seen? Just because
>32 is 2 times 16 it doesn't mean the falcon would be 2 x faster if it had
>a 32 bit bus. And the video subsystem DOES have 32 bit access to memory.

True, it's difficult to predict. Things like prefetching instructions tend make it worse than you might expect. The '040 is an extreme case: running over a relatively slow, 16-bit bus it is SLOWER (much slower even) than a plain 68000. There is no reason I can think of to run the '030 on a 16-bit bus (except to cripple the machine like Apple does), which makes me believe this is just misinformation. But who knows, it's Atari. :)

>Just try to compare the A1200 at 640x480x256 with the falcon at the same
>speed - the A1200 slows down to the speed of an A500 with that resolution,
>while the falcon 030 is about 2.5-3 times faster than a 8MHz ST. Does the
>A1200 still look better now? It's no point in discussing and complaining
>about the falcon's design if you don't even know how it looks. It's very
>cleverly done, IMHO.

Good. Too bad that the Falcon is yet another closed Atari box, while C= has managed to put in a decent level of expandability for a low-end machine (PCMCIA plus a -complete- expansion connector for anything from simple fast RAM cards to '030/'040 accelerators).

4411. Re: Using an IBM keyboard with an Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 14:48:25 UTC
From: rvenable@helix.nih.gov
Message-ID: <1992Nov20.094825@helix.nih.gov>
Source record: 41911

In article <memo.759171@cix.compulink.co.uk>,
apelled@cix.compulink.co.uk (Adam Pelled) writes:
|>
|> This Current Notes; What is it, and where can i get it from ?

Current Notes is a highly regarded magazine style newsletter for WACCE, the
Washington Area Atari Computer Enthusiasts, a consortium of user groups in
Washington, D.C. and the Maryland and Virginia suburbs.

From the FAQ:

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Rick Venable | "Eschew
FDA/CBER Biophysics Lab | Obfuscation"
rvenable@helix.nih.gov | -- the Phantom Nerd

4412. Re: Ignore last message

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 15:37:05 UTC
From: marks@castle.ed.ac.uk
Message-ID: <28477@castle.ed.ac.uk>
Source record: 41913

10616330@eng2.eng.monash.edu.au (STUART ROBERTS) writes:

>Please ignore my last message ("16 bit data bus on Falcon?").
>I have just seen the specs from the Aust. Atari importer, and it seems the
>Falcon does have a 16 bit wide data bus, and 24 bit address bus.

:-) At least you apologised before you were flamed. Many wouldn't.

>O.K. I admit it! I was wrong! You can sue me if you like, but I can't
>guarantee any payouts, as I don't have any money or assets, so there!

Damn - Looks like I'll have to get a job over Christmas after all :-)

>Big Stu.

Mark
--
? Look within the Hearts of mortal men and see, ? Mark Steyn : ?
? The Hopes, Dreams and Wishes of a world, ? marks@castle.ed.ac.uk ?
? Guarded under Lock and Key. ? mpjs@dcs.ed.ac.uk ?

4413. Re: GFA Basic Manual Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 16:27:01 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <q8PJuB2w165w@comtch.spk.wa.us>
Source record: 41914

matthew@hitech.com.au (Matthew Smith-Stubbs) writes:
> I got a copy of GFA Basic from a CoverDisk on the magazine ST Format.
> The only problem is they gave you a refernece manual on disk but you had to
> order the full manual (this was a bit pricey for my budget). So I need to
> order a GFA Basic manual from the supplier (whoever that is) or by a secondha
> one (unlikely), or a cheap new one. Any suggestions ?

Yeah - wait until GFA 4.0 comes out and order it... Here's the
address and phone number for Richter, who now makes GFA for the ST.
Until then, the quick reference file is pretty useful (I have 3.0, and
use the doc file constantly while programming, so I don't have to hunt
through a 500-bjillion-page manual).

Richter Distributor,
Hagenerstrasse 65,
5820 Gevelsberg,
Germany.

Phone: + 49 2332 2706
Fax: +49 2332 2703

Hope this helps.

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

4414. MiNT & GEM programs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 17:40:28 UTC
From: rep@informatik.tu-chemnitz.de
Message-ID: <rep.722281228@hrz.tu-chemnitz.de>
Source record: 41915

I have some little questions concerning MiNT and GEM programs. I want to know whether it is possible to
determine in a normal GEM program if MiNT is active. If MiNT installs a cookie, it should be a very easy task.
What's the id of MiNT then?
Is there a working version of a fileselector, which can handle the minix filesystem properly (especially the
longer filenames) ?

By the way, does anybody know Eric's new address?

Thanks in advance!

Any help will be appreciated.

Ralph Eppert rep@informatik.tu-chemnitz.de

4415. Re: TOS 2.05 vs 2.06 ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 19:26:29 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Nov20.122630.4011@arizona.edu>
Source record: 41916

In article 27791@csi.uottawa.ca, cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
> In article <1992Nov19.194812.10824@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
> >OK, here's an easy one. Someone asked me the other day what the differences
> >between TOS 2.05 and 2.06 were. I understood there were just a couple of
> >minor bug fixes but is there more? Does 2.05 support the 1.44Mb format?
> >Just curious so I'll have the right answers the next time.
>
> a) Yes, it'll support READING 1.4MB format.
> b) No, it won't support FORMATTING 1.4MB disks.
>

I must disagree. I have 3.05 in my TT (~2.05 in an ST) and after flipping a dip switch (which can be done via a CPX) the "FORMAT FLOPPY" command displays a high-density option along with single sided/double sided. (But unfortunately for me, all this does is make griding noises in my floppy since I don't have a high-density drive :(

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

4416. MiNT distribution/ email

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 20:13:37 UTC
From: sjg@phwoof.ph.kcl.ac.uk
Message-ID: <1992Nov20.201337@phwoof.ph.kcl.ac.uk>
Source record: 41917

Hi, this is just to give some idea of progress in the last week. I've ironed out the main bugs in SETUP (the one that disbled the filesystem!), and I'm left with some in INSTALL which seem not to apply the correct permissions to the files stored on disk.

The main reason for posting, though, is to say that I now *know* that the reason I've got no mail for the last 2 months is the Computer Centre's fault (and I thought it was my feet...). So, if you've mailed me in the last 2 months I've not been ignoring you, I never got your mail.

If you want to get in touch with me, then try the addresses below. I *will* reply (even if to say "got your mail"), so if you don't get a reply I didn't recieve your mail. Could you try one of the other addresses in this case...

1. sjg@dogmatix.ph.kcl.ac.uk (the machine on my desk)
2. sjg@phlim.ph.kcl.ac.uk (the mailserver...)
3. sjg@dsd.bio.ph.ic.ac.uk (the machine at IC where I'm a sysadmin)
4. sjg@star.op.ph.ic.ac.uk (another machine at IC)

If you're on JANET rather than internet, please use...

1. sjg@uk.ac.kcl.ph.ipg

Simon.

4417. Current Notes (was "Using an IBM keyboard...")

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 20:17:05 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov20.201705.29510@newshost.lanl.gov>
Source record: 41918

In article 759171@cix.compulink.co.uk, apelled@cix.compulink.co.uk (Adam Pelled) writes:
>
>In article <1992Nov17.153244.11952@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>>The D.E.K.A. keyboard adapter kit has received some pretty good reviews of
>>late (most recently in Current Notes, Nov 92, pg 75). Adopting a MSTE
>>keyboard would be the easiest, but if you must go with a PC unit, the D.E.K.A.
>>thingie offers a good solution, it seems.
>
> This Current Notes; What is it, and where can i get it from ?

Current Notes is a U.S. based Atari magazine which began life years ago as a newsletter for a consortium of Atari user groups in and around the Washington D.C. area. It has evolved into a nice mag with a color, glossy cover and about 80 pages per issue. Perhaps the best thing about it is that it is written by users for users and true to its name, its info is "Current." It's not as classy as ST Format, but you can usually believe what you read in it. :)

Subscription rates in the U.S. are $27 per year; foreign rates are $36/year.

Current Notes Subscriptions
122 N. Johnson Road
Sterling, VA 20164
(703) 450-4761

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4418. Surface mounted 68030?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 21:29:26 UTC
From: wmagro@uiuc.edu
Message-ID: <By1AD5.Kw2@news.cso.uiuc.edu>
Source record: 41919

I've read here that the 68030 in the Falcon is surface mounted. Does anyone know of a good reason for that? Wouldn't it be reasonably cheap and forward thinking to put it in a socket?

--
William Magro NeXTMail welcome
wmagro@uiuc.edu

4419. Re: GFA Basic Manual Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 21:43:30 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov20.214330.14253@newshost.lanl.gov>
Source record: 41922

In article q8PJuB2w165w@comtch.spk.wa.us, mhughes@comtch.spk.wa.us (Mark Hughes) writes:
>
> Yeah - wait until GFA 4.0 comes out and order it... Here's the
>address and phone number for Richter, who now makes GFA for the ST.

<< stuff deleted >>

Mark, there has been a LOT of confusion lately as to the status of GFA BASIC for the Atari platform. I too, thought that Richter had purchased the entire rights to the Atari version but evidently, this is NOT so. Here is an excerpt from a letter by John Barger, Tech Director at GFA Software Tech in Salem, Mass that was in the Nov issue of Current Notes:

"It is important for people to know that GFA-BASIC and GFA Software Technologies, Inc., are here to stay and fully support the Atari market. Said support can be shown in the imminent release of GFA BASIC 3.7 with more new features than you can "shake a joystick at" (including a new GEM-Based editor, a faster compiler, and Falcon/Multi-TOS compatability).

If Richter ever comes out with a 4.0 GFA BASIC with all the features that were rumored/promised in an earlier post here, then that's fine with me. But in the meantime, GFA Software Technologies in the US is still with us.

For more info, contact:

GFA Software Technologies, Inc.
27 Congress Street
Salem, MA 01970
(508)744-0201

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4420. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 21:57:50 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.nI30B276Xd_@fredrik.atari.no>
Source record: 41920

In <28422@castle.ed.ac.uk>, Mark Steyn writes:
**** some stuff deleted ****
>wait to use the machine to see. I have my concerns about the speed of
>the graphics over a 16 bit bus, though. 16 bit graphics over a 16 bit
>bus, sharing access with the processor does not sound as though it will
>be particularly fast.

The memory is 32 bit wide, the CPU <-> memory bus is 16 bit wide but the
videochips <-> memory bus is 32 bit wide! This is WERY similar to the TTs
videomemeory, except that the TTs videomemory is 64 bit wide (YES, i said
64 bit wide, and I have the scematics, so there's no doubt about it) but
the CPU (68030) of course acsesses this memory through a 32 bit wide bus!

>And how do you intend to plug your 32 Ram expansion in?
>The PDS internal slot is 16/24 bit.
>The processor is surface mounted.
>Umm... not much else is there?

The coprocessor socket have the full databus of the 68030, then the problem
would be the address bus, but with soldering only TWO leads directly to the
68030s adresslines and taking the 24 lower addresslines from the expansionbus,
one can have 32MB of Fast-ram. Shouldn't be too hard to do, or what?

--

```
_____________________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------------
```

4421. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-20 22:43:52 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.xoznWdM87NU@fredrik.atari.no>
Source record: 41921

In <92325.093425DXB132@psuvm.psu.edu>, <DXB132@psuvm.psu.edu> writes:

>Good. Too bad that the Falcon is yet another closed Atari box, while C=
>has managed to put in a decent level of expandability for a low-end
>machine (PCMCIA plus a -complete- expansion connector for anything from
>simple fast RAM cards to '030/'040 accelerators).
>

Are you trying to convince yorself not to buy a Falcon or what?
A1200 more expandable than the falcon?
Oh, well it has to be (though i doubt that it realy is), because it does NOT
have SCSI II, 16 mips DSP, 8 channels of 16Bit/50Khz sound and bultin 16 bit
stereo AD/DA, and is further crippled by a upper limit of only 2MB of
videoram!

The 'new' Amiga 1200 is O N L Y a souped up A600, whilst the Falcon 030
is a totaly new concept in homecomputing!!!

I like development of new abilities better than just speeding up old and
well known abilities, howewer when both are combined, as in Falcon, i realy
get enthusiastic!!

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

4422. Re: TOS 2.05 vs 2.06 ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-21 02:30:58 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92325.213059JJL101@psuvm.psu.edu>
Source record: 41924

The main difference between the two TOS's (2.05 and 2.06) is that while
both can will and format 1.44 density disks, only those formatted with 2.06
will be compatible with IBM format 1.44 disks. (of course for 2.05, you could
always just format on a ibm 1.44 and then bring it home to a 2.05 machine to
use it also).

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

4423. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-21 07:21:23 UTC
From: bull@vaxc.cc.monash.edu.au
Message-ID: <1992Nov21.182123.90669@vaxc.cc.monash.edu.au>
Source record: 41926

paetau@mits.mdata.fi (Rasmus Paetau) writes:
> jornmoe@fredrik.atari.no writes:
>
> [Lots deleted]
>
>>HOWEWER, when requiering more than 2 simultainious channels, you will have to
>>add external AD/DA converters to the DSP's external port. Only then you
>>HAVE to use the DSP for direct to/from disk recording/playback!
>
> Do you mean to say that the Falcon really only has 2 channels? What's
> all the talk about 8-channels then? Even the STe has 4 channels if I
> have understood correctly, at least my STe plays soundtracker modules
> with 4 channels.

One of the people in the same dept as I work in used to be a
programmer for Fairlight (an Australian company who make high end
music equipment). He said the DSP (MC56001?) can support 8 audio channels
(but I think this is 8 virtual channels which are added to form a stereo
pair). I didn't discuss the matter in depth (so sue me :-).

Bull@vaxc.cc.monash.edu.au OR bull@monu1.cc.monash.oz
DOD# 251 '84 VF 750 Closet Ducatisto
Disclaimer. If you love your llama, let it lambada.

4424. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-21 07:42:28 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b0de8ac@p15.f202.n281.z2.fidonet>
Source record: 41938

In a message of <Tue 17 Nov 92 22:56>, Joern Moe (2:281/202.33) writes:

JM> This is what John Townsend (Atari Corp) said on GEnie:
JM> ------------------------------
JM> Atari-ST RoundTable
JM> Category 14, Topic 20
JM> Message 73 Mon Nov 16, 1992
JM> TOWNS [John@Atari] at 15:01 EDT
JM>
JM> Once and for all..
JM> The Falcon030 has a 24bit Address Bus and a 16bit Data Bus. The
JM> expansion port on the machine represents that bus.

But how can this be? The 68030 has a 32bit data bus or are Atari using an
adapted version?

Ta!
Vincent

FidoNet : 2:281/202.15
NeST : 90:500/202.15 <-- NEW ADDRESS!!!
Usenet : vincent@nextjk.wlink.nl

--- MARSmail v1.20/4D
* Origin: For real-time data compression, use Jekyll (2:281/202.15)

4425. Does Gulam use TERMCAP?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-21 08:24:38 UTC
From: mike@r-node.gts.org
Message-ID: <1992Nov21.082438.21290@r-node.gts.org>
Source record: 41928

I use Gulam all the time, but only recently have started playing with the terminal emulator. I see in the doc file, there is mention of a termcap emtry, with which the author stated 'we have used this with `vi and `emacs.

If I set the TERMCAP variable to TERMCAP = "d:\termcap", with the file d:\termcap containg the term def, will Gulam actually use it? I tried it, and connected to a dos-ansi system. It wasn't working, ... should it?

Mike
--
==========
Mike Stramba Email: mike@r-node.gts.org
Toronto,Canada
==========

4426. Sozobon Help Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-21 22:44:01 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1992Nov21.224401.25052@oz.plymouth.edu>
Source record: 41927

Hello,

I'm having immense trouble linking accs with sozobon. I have one
file that I wrote that I CAN link into a successfully working acc, but
when I tried to modify that code and change the function of the program,
but still using the original base I cannot link. I get a double
definition of __main error from the linker. This is very frustrating,
especially in light of the fact that the original compiles and links
every time. I am using sozoinit.o (changed to dstart.o), because I
cannot seem to make an acc with the original dstart.o at all. Can
somebody shed some light on the problem? Anyone write accs with sozobon?
If so I'd really like to see some code. Basically I took this code
from a very old st-log magazine that featured an accessory. That is how
I found out how to do the original acc stuff.

Stephan

--
\/\/\/

4427. Hard disk with ADSCSI.....Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-22 03:53:24 UTC
From: danieldr@ecr.mu.oz.au
Message-ID: <9232714.23171@mulga.cs.mu.OZ.AU>
Source record: 41929

G'day peoples,

Can someone please help me on the following problem I have with
a hard disk which I am connecting to my 1040STFM with the AdSCSI host adapter.

My hard disk assembly consists of the following.....

1. NEC D3861 SCSI HARD DISK.....130 Mb
2. 200 W P.C power supply.

I have connected all the components together in a PC Case.
And I am confident that all the connections are correct.
Now, when I power up the hard disk and then boot the ICD disk
utilities. I find myself (after about 20 secs.) on a gem desktop with
no disk icons. From here I obviously cannot run the ICD Format program.
I have noticed that the same thing happens when I completely remove
the SCSI cable which links the adapter to the hard disk. (ie just having a
'powered' AdSCSI board connected to the Hard Disk port of the ST. Can
someone check for me if this is normal behaviour ?
So what can be wrong?
One of my prime suspicions is the SCSI cable which I made myself. I
accidently (well didn't read the manual before doing it) connected the red
edge on the cable to pin 50, instead of pin 1. But surely this shouldn't
matter? As the red edge connects to pin 50 on the other end. So all coressponding pins are
connected together.....I think....can someone clarify this?
Another possiblilty is that my hard disk isn't compatible with
the host adapter (unusual I hope) . Or that the hard disk isn't functioning
properly. There are no led's on it.....but apparently it has a self diagnostic
test.
Or maybe it is the AdSCSI host adapter that isn't working ??

Any help would be gratefully appreciated.
Thanks.

Daniel.

4428. Re: GFA Basic Manual Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-22 06:14:51 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <g8mmuB1w165w@comtch.spk.wa.us>
Source record: 41930

hutch@bellman.lanl.gov (John Hutchinson) writes:
> Mark, there has been a LOT of confusion lately as to the status of GFA BASIC
> for the Atari platform. I too, thought that Richter had purchased the entire
> rights to the Atari version but evidently, this is NOT so. Here is an
> excerpt from a letter by John Barger, Tech Director at GFA Software Tech in
> Salem, Mass that was in the Nov issue of Current Notes:
>
> "It is important for people to know that GFA-BASIC and GFA Software
> Technologies, Inc., are here to stay and fully support the Atari market.
> Said support can be shown in the imminent release of GFA BASIC 3.7 with more
> new features than you can "shake a joystick at" (including a new GEM-Based
> editor, a faster compiler, and Falcon/Multi-TOS compatability).
>
> If Richter ever comes out with a 4.0 GFA BASIC with all the features that
> were rumored/promised in an earlier post here, then that's fine with me.
> But in the meantime, GFA Software Technologies in the US is still with us.
>
> For more info, contact:
>
> GFA Software Technologies, Inc.
> 27 Congress Street
> Salem, MA 01970
> (508)744-0201

Ah... I was not aware of this (I don't get any ST mags right now...
and since I'm not on DELPHI right now, c.s.a.s is my main source of ST
news right now)... Is there a review of GFA 3.7? I'd like to keep
straight compatibility with the DOS/Windows/Amiga (and someday Mac and
OS/2) versions... The C-translator is a great concept, if it works right
(I'd rather code some stuff in C, and the current compiler is a pain to
do that with).

A feature comparison would be cool when they both come out... Any
volunteers in net-land?

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us
"And just where are the rights to GFA split between Richter and GFA?"

4429. Re: Scrollable list boxes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-22 08:36:09 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov22.083609.9378@elroy.jpl.nasa.gov>
Source record: 41931

In article <1992Nov12.140816.14051@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>I am writing an application were I need scrollable list boxes in dialog
>boxes (eg. like the file selector list). Rather than write my own I was
>wondering whether anybody has any code already written to do this? Failing
>that what is the best strategy for writing a scrollable list? I have worked
>out that in order to make the scrolling fast and smooth I need to do some
>blitting, i.e.\ blit n-1 of the entries (n=no of items in scroll window)
>and write out the new line either at the top or bottom of the

I've been thinking about that as well, surely this is an often-enough used bit of code that someone has published a standard way to do it... My approach was simply to create a box, then create a bunch of string objects as children of the box. Scrolling the text in the box is then only a matter of changing the string pointers and calling objc_draw to redraw the box.

>list. And what is the best strategy to write a smooth moving slider which
>will sit next to the list box? I have managed to write a relatively
>smooth moving slider but it's not perfect.

Did you already look at graf_slidebox in the AES? Probably a lot easier...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4430. Re: Does Gulam use TERMCAP?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-22 08:40:05 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov22.084005.9568@elroy.jpl.nasa.gov>
Source record: 41932

In article <1992Nov21.082438.21290@r-node.gts.org> mike@r-node.gts.org (Mike Stramba) writes:
>I use Gulam all the time, but only recently have started playing with the
>terminal emulator. I see in the doc file, there is mention of a termcap emtry,
>with which the author stated 'we have used this with `vi and `emacs.

That little note describes a termcap entry that you can use on a Unix box to drive the Gulam screen, which is just the standard Atari screen control characters. Most folks call this setup "st52" because it is a superset of the VT52 controls.
>
>If I set the TERMCAP variable to TERMCAP = "d:\termcap", with the file
>d:\termcap containg the term def, will Gulam actually use it? I tried it, and
>connected to a dos-ansi system. It wasn't working, ... should it?

Nope. Gulam knows nothing about termcap. Quite a pity. At some point I'm definitely going to have to recompile the thing; I use it too much to let it go like this...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4431. Re: Does Gulam use TERMCAP?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-22 09:10:20 UTC
From: tolk@opal.cs.tu-berlin.de
Message-ID: <1992Nov22.091020.15635@cs.tu-berlin.de>
Source record: 41933

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>Nope. Gulam knows nothing about termcap. Quite a pity. At some point I'm
>definitely going to have to recompile the thing; I use it too much to let
>it go like this...

So you do have sources???

If this is true, are they available somewhere?

So far, everyone complains about this and that concerning Gulam, but
noone has hands on sources. This is somewhat a pity, since there are a
lot of things, that simply have to be corrected (shell_p, fixed screen
size etc.)

Ciao Robert
--
Robert Tolksdorf	Technical University Berlin
	FB 20 - FLP - FR 6-10
e-mail: tolk@cs.tu-berlin.de	Franklinstr. 28/29
tel: +30/314-73558 (FR6078)	D-1000 Berlin 10 / Germany

4432. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-22 10:23:03 UTC
From: kbad@netcom.com
Message-ID: <1992Nov22.102303.2157@netcom.com>
Source record: 41934

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

|The upper 2 MB of the 16 MB are wasted because the memory-mapped I/O
|registers live there. [...]

And the system ROM.

|I wonder why they didn't add in a control bit to
|bank-switch that last 2 meg in. Oh well.

Cost. I advocated bank-switching the extra 2 meg during the later
stages of the Falcon030 design, but it turned out that it would have
been tough to do for a reasonable cost. Re-layout of boards, already
multiplexing bits on the memory controller, etc. etc.

--
Ken Badertscher I need something...
kbad@taligent.com, kbad@netcom.com ...I just don't know what it is.

4433. Re: TOS 2.05 vs 2.06 ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-22 11:57:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A40106@K.maus.de>
Source record: 41834

p>> >OK, here's an easy one. Someone asked me the other day what the
p>differences
p>> >between TOS 2.05 and 2.06 were. I understood there were just a couple of

TOS 2.06 will run on non-STE-machines, whereas 2.05 does not. Also, Atari added some minor features like visible RAM-test on bootup (with nice Atari logo), <Alternate>-<num keypad> entry of any ASCII value.
TOS 2.05 works fine for 1.44meg drives, although only TOS 2.06 installs a _FDC cookie. So, the only drawback for 1.44meg floppies on TOS 2.05 is that other programs than the desktop will not recognize the 1.44meg capability of the machine. (This is only important if that program wishes to format a disk, though. Reading and writing is done by GEMDOS and BIOS, of course.)

- Peter -

4434. GFA: Compiled program bombs at SWAP *x%,x$()

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-22 14:55:50 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1eo71mINN1889@rs1.rrz.Uni-Koeln.DE>
Source record: 41935

Hi tech folks,

I have run into an annoying problem with the GFA basic 3.6TT system. The command mentioned in the subject causes the compiled program to exit with two bombs, or sometimes to exit wit an "Error 64" alert box. However, in the interpreter the program runs without such a problem.
This takes place on a TT, in TT med resolution, no matter whether the TT ram bits are set or not.
I have tried to write a short program that reliably reproduces the error, without success. Therefore, I include an outline of what I do in the program that causes the trouble:
The program is GEM-based and menu driven. It loads stuff from files into string arrays, and this stuff can then be displayed in windows. There can be several windows, which can all be redrawn by the same routine. Therefore, I chose to store the the pointer to the array which is shown in a window in some window-specific, MALLOC()'ed chunk of memory. When it comes to redrawing, the redraw routine retrieves the pointer, called p_st%, from the memory. It creates a dummy array, swaps the pointers, draws the window acessing the dummy array which is the real array because of the swapping. When redrawing is done, the arrays are swapped again and the dummy array is erased. In GFA code, that is:

```
PROCEDURE redraw(w_handle&,x&,y&,w&,h&)
LOCAL p_st%, ...
DIM d$(0)
a%=@w_adr(w_handle) !determine pointer to window-specific stuff
p_st%={a%+176}
~FORM_ALERT(1,"[1]["+STR$(p_st%)+"|"+str$(*stb$())+"][ Ok ]")
SWAP *p_st%,d$()
.
. (redraw the stuff)
.
SWAP *p_st%,d$()
ERASE d$()
RETURN
```

The alert box reveals that p_st% and *stb$() are identical, so the problem is not that GFA basic has shuffled the array around and the pointer once stored is no longer pointing to the current location of the array descriptor.
Unfortunately, it doesn't seem to be possible to write a function for swapping arrays manually. The problem is, swapping seems to swap the internal pointers to the array descriptors rather than

the descriptors themselves. But maybe, I'll have to work on this. I'll post to the net if I can find the reasons for the problem or ways to work around it anyway.

BTW, a while ago someone mentioned he had a list of known GFA bugs. I'd appreciate if this could be mailed to me.

Thanx in advance

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4435. Programmers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-22 17:10:16 UTC
From: s0xjg@exnet.co.uk
Message-ID: <By4np5.2tJ@exnet.co.uk>
Source record: 41846

```
Hello!
I'm looking for programmers in the London area for a business idea.
Co-operative and profit sharing aiming to take a bite out of the
software market.

Email me!

Xavier

--
*******************************************************************************
* Xavier Gallagher * *
* Genius, Plumber & Madman * s0xjg@exnet.co.uk *
* Part time Dark OverLord Of The Universe * sysadmin@exnet.co.uk *
```

4436. DOES IT EXIST?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-22 19:43:15 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1992Nov22.194315.1441@oz.plymouth.edu>
Source record: 41937

Ok,

I've just read the f30.zoo file from Atari.Archive and
it sounds great (with the exception of 1040 case, how are they
going to fit it all in?) It was old, but stated the Falcon 030
would be available in US in Mid-october, but I certainly haven't
heard a confirmation of that. When will it be released? And hw
accessable with it be (ie. how many will be made?) Anybody
at Atari ever release anything on time? Not that I've ever
found, but it would be nice if they could get it in gear.

Stephan

--
\/\/\/

4437. IBM compatible CGA moniter on ST (?) / connector source

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 00:08:20 UTC
From: lcoe@convex.com
Message-ID: <1992Nov23.000820.29749@news.eng.convex.com>
Source record: 41939

[No readable article body recovered]

4438. Falcon Spec's [per Comdex handouts]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 00:32:56 UTC
From: grr@cbmvax.commodore.com
Message-ID: <37222@cbmvax.commodore.com>
Source record: 41940

This is from the Falcon literature handed out at COMDEX - any transcription errors may be due to my receiving a "D" in typing class a few years back.

Please note that there are one or two items in here which there might be quibbles about - the 32/32-bit spec apparently being for the processor and not the system and calling 640*480/262144 colors "Super VGA"...

****

Atari Falcon030 Specificiations

System Architecture

o CPU: Motorola 68030 operation at 16 MHz.
o On-chip demand-paged memory management.
o Separate on-chip 256-byte instruction and data caches.
o Independent address and data buses for increased performance.
o Pipelined architecture.
o BUS: 32-bit data, 32-bit address.
o FPU: Optinal Motorola 68881/2 operating at 16 MHz.
o RAM: 1, 4, or 14 MB configurations.
o ROM: 512 KByte internal; 128 KByte external cardtrige.

Digital Signal Processor

o Motorola 560001 DSP operating at 32 MHz.
o 16 MIPS perofrmance at 32 MHz.
o 32 KWords of 0 wait-state static RAM.
o DSP conenctor allows easy connection of low-cost fax/data modems, voice mail systems, direct-to-disk digital audio recorders.

Expansion Bus

o inernal direct processor slot for 286, 386 and 486SX processor boards to run DOS and Windows(tm) applications, DMA coprocessors, etc.

Graphics

o Super VGA: 640x480 256 colors.
o True color 16-bit mode; allows display of up to 65536 colors.
o Accepts external video sync signal to allow high-quality genocking.
o Overlay-mode for easy video titling and special effects.
o Optional overscan.
o 262,144 possible colors.
o Hardware-assisted horizontal fine scrolling.

o BLiTTER(tm) graphics coprocessor.

Sound

o Eight 16-bit digital audio DMA record and playback channels with
up to 50 KHz sampling rate.
o Stereo 16-bit digital DMA audio output.
o Stereo 16-bit digital DMA audio input.
o SDMA sound/DMA coprocessor.

Standard Ports

o SCSI II port with Direct Memory Access (DMA).
o High-speed LocalTalk(tm)-compatible LAN port.
o Connecor for VGA, composite vidoe, RF, or broadcast analog RBG.
o Bi-directional parallel printer port (also suitable for
image scanners).
o Cartridge Port (128K-byte capacity).
o MIDI IN / MIDI OUT.
o Stereo microphone input: miniature stereo plug.
o Stereo audio out: miniature stereo plug.
o Two 9-pin joystick connectors.
o Two 15-pin enhanced digital/analog controller and light-pen
connectors.

Data Storage

o 1.44 Mbyte floppy disk drive.
o MS-DOS(r) formt compatibility.
o Optional internal IDE hard drive.

User Interface

o Standard QWERTY keyboard layout, Low profile, sculptured
ergonomic design.
o 94 keys; 10 function keys.
o Separate numeric and cursor keypads.
o Keyboard processor to reduce CPU overhead.
o 2-button mouse supplied as standard.

System Software

o Pre-emptive multitasking with adaptive prioritization (MultiTOS).
o Inter-process communcation through multiTOS messages and pipes.
o TOS in ROM.
o Hierarchical file system with sub-directories and pathnames.
o Icon-based graphical user interface, with self-explanatory
command functions.
o On-line help.
o Multip window user interface with icons and drop-down menus.
o NewDesk(tm) desktop and extensible Control panel allows
customization by user.

****

--
George Robbins - now working for, work: to be avoided at all costs...
but no way officially representing: uucp: {uunet|pyramid|rutgers}!cbmvax!grr
Commodore, Engineering Department domain: grr@cbmvax.commodore.com

4439. GNU CC compiler - configured for 68000

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 01:21:09 UTC
From: nrossi@jarthur.claremont.edu
Message-ID: <1992Nov23.012109.24827@muddcs.claremont.edu>
Source record: 41841

I was referred to this newsgroup in search of a C compiler for the IBM
which can produce machine code for the 68000. I need such a beast for
a microcontroller board I'm working on which is based on the 68000.
I was told that some folks over here have configured the Gnu-CC compiler
to produce 68000 code. Is there an FTP site where I could get my hands
on this 68000-configured C compiler?

Thanks,

Nick

4440. Re: GFA Basic graphics routines

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 01:52:53 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1epdhlINNnak@rs1.rrz.Uni-Koeln.DE>
Source record: 41842
Cross-posted to: comp.sys.atari.st.tech,alt.lang.basic

In <dud.722247592@milton> dud@milton.u.washington.edu (Dan) writes:

[...]

>PLEASE TELL ME THIS: Is there a compiler for GFA 3.0 ???

Yes.

>If so where do I get it? And, where could I find a manual for just the compiler
>on earlier versions. I bought a bunch of software from a guy, I got 3.0 in the
>box with manual. And an earlier version, but no manual. I am writting a cool
>game program, and everything was going fine, then all of a sudden I was unable
>to compile it. My work has screeched to a stop because of this!!

Regarding getting a working version of the compiler, the
situation seems to be kinda unclear these days, as Richter is
continuing the ST version of GFA basic, but GFA themselves maybe
too... at any rate, the best advice I can think of is contact
either Richter or GFA. One of them should be able to inform you
about the compiler.
Another possibility may be, try to update to GFA basic 3.5. The
update price should be moderate, and it's worth it anyway.
Sorry, I don't have any addresses handy right now, but both the
GFA address and Richter's address used to be around in other
postings these days...

>I want to finish this program, I already have 100 hours into it, several sound
>samples, and lots of work with Degas.

Wish you good luck and lots of fun!

>Also, another question while we are on the subject:

>Is there any source code out there (GFA) that will play digitized samples and
>leave the os free to do other things while these samples play?

I never did anything like that myself, but I'm sure you
absolutely can't do a background sample player in GFA for the
plain old ST. Getting arbitrary samples out of the PSG requires
exceedingly fast and well-timed loops and can therefore only be
done in assembly language. The newer Ataris (STe and TT) that
have DMA sound are another matter, but still, if you want to have
CPU time for other purposes, assembly language is the way to go.

Greetinx, Jan

```
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
*-----=< hierarchical systems are for files, not for humans >=-----*
```

4441. Re: GFA: SWAP *x%,x$() problem worked around

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 02:05:37 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1epe9hINN1oc8@rs1.rrz.Uni-Koeln.DE>
Source record: 41843

In <1eo71mINN1889@rs1.rrz.Uni-Koeln.DE> aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

[description of trouble deleted]

One more observation: GFA seems to fail to keep track what data types are stored in which area. The result of

```
PRINT TYPE(*stb$())
```

is -1, which is supposed to indicate that the passed pointer does not point to any valid data type. However, it should be 5 (for pointer to an array of strings). I still don't know what's going wrong, but then, that's Richter's or GFA's business...

>Unfortunately, it doesn't seem to be possible to write a function
>for swapping arrays manually. The problem is, swapping seems to
>swap the internal pointers to the array descriptors rather than
>the descriptors themselves. But maybe, I'll have to work on this.
>I'll post to the net if I can find the reasons for the problem or
>ways to work around it anyway.

Today, I don't see what made me post that a working around the problem by swapping the array descriptors won't work. I found that it works perfectly. Instead of the swap command, you can use:

```
PROCEDURE swapstrarr(VAR p_x%,y$())
LOCAL p_y%,arrbase_x%,arrbase_y%,anzdim_x&,anzdim_y&
p_y%=*y$()
arrbase_x%={p_x%}
anzdim_x&=INT{p_x%+4}
arrbase_y%={p_y%}
anzdim_y&=INT{p_y%+4}
SWAP arrbase_x%,arrbase_y%
SWAP anzdim_x&,anzdim_y&
{p_x%}=arrbase_x%
INT{p_x%+4}=anzdim_x&
PRINT {p_x%+4},anzdim_x&
{p_y%}=arrbase_y%
INT{p_y%+4}=anzdim_y&
RETURN
```

At least, this seems to do the trick for me now.

Greetinx, Jan

```
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
*-----=< hierarchical systems are for files, not for humans >=-----*
```

4442. The Falcon Bus Thing..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 02:45:03 UTC
From: Colin.Toal@nautical.r-node.gts.org
Message-ID: <1992Nov22.214503.26367@r-node.gts.org>
Source record: 41845

Okay, from my limited knowledge of the situation and what I have read from the folks at Atari, someone said (I am not sure if it was Jim Allen->Fast Tech or Bill Rehbock) that 16 bit Data Bus was done to ensure ST compatibility, and that it would be easy to upgrade to 32-bit Ram using the Ram Expansion Connector in the Falcon. The DaughterBoard Falcon Ram essentially gives you another Expansion port, and 32 Bit Ram can be placed in here to increase '030 performance. Claiming the Falcon is crippled because it is 16 bit Data bus is silly. I think a major reason it was done was because having the CPU on a 16 bit Data Bus and the VIDEL on a 32-bit Bus would relieve any possibilities of Contention. Hopefully in the Falcon040, they will have a 040 32 Bit Data Bus and a 64 Bit VIDEL Bus (like TT Video Ram).. Out of Curiosity, the TT also has a split bus with ST Ram being 16 bit and TT Ram being 32 bit.

"Megalon is Vanquished!!".... Colin Toal aka Spaceman Spiff

--
Colin Toal, user of the UniBoard System @ r-node.gts.org
E-Mail: Colin.Toal@nautical.r-node.gts.org

R-node Public Access Unix/BBS - Free Access to the World thru Usenet
Data: 1-416-249-5366 (3 Lines)
Shell Accounts Available - Contact marc@r-node.gts.org

4443. Re: Surface mounted 68030?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 05:43:25 UTC
From: bull@vaxc.cc.monash.edu.au
Message-ID: <1992Nov23.164325.90681@vaxc.cc.monash.edu.au>
Source record: 41848

wmagro@uiuc.edu (William Magro) writes:
> I've read here that the 68030 in the Falcon is surface mounted. Does
> anyone know of a good reason for that? Wouldn't it be reasonably cheap
> and forward thinking to put it in a socket?

Not really. When you use surface mount components, you cut down
on the number of individual components required to assemble the Falcon
and the number of seperate assembly operations. This makes the process
of making Falcons (or any other electronic equipment) faster and cheaper.
Surface mount also tends to be more reliable (the drawback is that when
a surface mount component is faulty, it's more expensive to repair or
replace it). Fewer warrantee repairs mean more satisfied customers and
lower operating costs for Atari.

I can see that a socketed 030 would let you add Page Mode 32 bit
ram by plugging a ram board into the 030 socket and the 030 on top of the
ram board, but Atari seem to have other priorities.

Bull@vaxc.cc.monash.edu.au OR bull@monu1.cc.monash.oz
DOD# 251 '84 VF 750 Closet Ducatisto
Disclaimer. If you love your llama, let it lambada.

4444. Re: Co-operating processors on the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 07:20:08 UTC
From: monnier+@cs.cmu.edu
Message-ID: <By5r1K.M2E.2@cs.cmu.edu>
Source record: 41844

In article <1992Nov13.212206.15649@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Ben Gilbert) writes:
>
>They have mentioned this, and it probably will be able to do these in real
>time. Like I said, the DSP can't access main memory, I think it has to
>request a DMA transfer or something to get to memory. A previous poster
>said that the DSP-68030 bus interface was capable of 1 MB/sec or so, but
>this spec could be off. At any rate, it will be fast enough to allow the
>things you were mentioning. (JPEG, virtual FAX, etc)
>
>
>Cheers,
>--
>Ben Gilbert e-mail : bgilbert@cs.washington.edu
>Department of Computer Science
>University of Washington

What do you mean by real-time ?
JPEG in real-time is not so easy (unless working on VERY small images,
or slow animation). Specialized hardware can do it, but it involves
some tricks (the C-Cube chip is told to use more than 200 pipelining
levels to achieve a 1MB to 25MB decompression per second).

Oh, well, anyway, the output stream can't be much more than 1MB/s so this
could be the limiting factor (10 100k images/s).

Stefan 'I still can't believe Atari was stupid enough to complicate
the Falcon's design in using 16bits-CPU-ram-access and
32bits-Video-ram-access' Monnier

4445. What is the secret of Software Overscan?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 08:02:22 UTC
From: plate@cdsmn.mn.org
Message-ID: <By5szy.7vy@cdsmn.mn.org>
Source record: 41847

Ok friends! I've seen many demos that are able to fill the entire screen with graphics. What is the secret to doing this in software?

I have an STe and I'd like to be able to simply display images in an overscan mode for video titling, etc. Does anyone know how it's done?

Regards,
Doug Sr.
--
()(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)*(*)(*)(*)(*)(*)(*)(*)(*)(*)()
/ plate@cdsmn.mn.org \
/ / Doug Plate Sr. | "Assume no malice!" \ \
(*)

4446. VGA monitor on 1040STf

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 09:31:50 UTC
From: laverman@cs.rug.nl
Message-ID: <1992Nov23.093150.20135@cs.rug.nl>
Source record: 41850

I subscribed to c.s.a.st.tech just for this question, so sorry if it is
an old one. (wasn't here the last 5 days, but anyways)

I have an 1040STf, with next to it an Olivetti PCS286. The olivetti
has a VGA color monitor, so naturally I'm wondering about getting the
color tube on the atari. I could buy an off the shelf cable, but that
would cost me allmost a 100 Dutch guilders, which is more than I
can afford at the moment.
Anyone have a diagram on how to connect this? any pitfalls? dangers?

Greetings, Bert

--
#include <std/disclaimer>

Bert Laverman, Dept. of Computing Science, Groningen University
Friendly mail to: laverman@cs.rug.nl The rest to: /dev/null

4447. ICD host adapter info

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 11:58:26 UTC
From: rh0083b@medtronic.COM
Message-ID: <1992Nov23.115826.17491@medtron.medtronic.com>
Source record: 41852

Hello Atari gurus!

I have an ICD Advantage Plus ST host adapter in my ST disk system. I want to develop a driver for a tape drive, but I have no documentation of the host adapter (I do have the tape drive's OEM manual).

Does anybody have such documentation? Where can I get it? Or order a manual?

Specifically I am interested in:
- how does the ICD host adapter handle SCSI messages?
- how can I generate a SCSI reset without messing up the ST system?
My guess is that I cannot use the RST instruction...

Note: I live in The Netherlands (Europe), so European ordering info is preferred!

Thanks in advance,
-Roger

4448. Gem programming

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 12:19:23 UTC
From: richard@star.ic.ac.uk
Message-ID: <1992Nov23.121923.16446@sol.ctr.columbia.edu>
Source record: 41849

Some of these questions might have been floating around a couple of months
ago, but I've forgotten the solutions, so...

1) NEWTOP message: This can be used to disable scroll bars when sent to
a window which is about to be deactivated. Does it work? I mean does
multitos/gem send this message to an applications top window which isn't
the desktops top window? Also is there a simple command to disable
scroll bars or should I just set the slider size to 1000 and ignore any
scroll messages not sent to the top window. Some people might think I
should leave the bars active - but I learnt to program gui's on a mac,
and scroll bars in the active window only is the convention used. This
makes sense since a click in a deactiveated window only has one operation...
to bring it to the top... how can you scroll something you can't see??
Obviously on large screens you can have windows next to each other - but
most macs and st's don't have these.

2) Bezier curves. (I think): I'd like to be able to produce cirlces
ellipses, etc. using curves with dragable handles. I've seen this done
with four curves per circle etc. (a) is v_pline the
best way to draw them (lots of points in array for definition) and (b)
(not really gem but...) what's the equation/algorithm for these curves.

3) Menus: There was an argument going on about which key to use to cycle
windows... (can some one mail me the standard key bindings for menu
options??) Something I've seen and like is a list of an applications
open windows in a menu, selecting the item brings that window to the top.
What's the best way to implement these "growing menus"? I could have a load
of blank entries and change the text as required - but that's ugly, or
possibly a user defined object, but that'd highlight wrong. The only other
solution I can think of is to copy the menu tree, and change it on the fly,
this would involve keeping track of the box which contains all the items
as well as farting about with the object pointers to allow more space for the
new line. Is there an easy way to do this??

4) Key bindings: I was using ORCS and noticed a "key..." button in some of
the editing windows. Playing about with this (I've only ever had access to
"mkrsc" before, so I don't know how standard this is), I've discovered that
bits in the type and state fields of the object structure are set to represent
the modifiers and key press (extra numbered bits at bottom of lists).
A small routine can process a key press by
comparing relevant bits in the key varaibles returned from event_multi
and the fields in all the objects in the menu tree. When a match is found
you know you've got the right item... but is the item a child of the title???
Of course not, so what's the best way of finding an items title...
(another mac hang over - my menu handler requires title and item). I've got

one method, but it requires that the titles be in order. Not very flexible. Obviously the same key bits could be used to add the short hand text to each menu item at the time the resource is loaded, is there a standard way of doing this and what is the normal character used to denote <ALT> in a menu item? This method will save any arguments on which key bindings are best since you can just change them if you don't like what you're given.

If you're still reading, thanks for your interest, now post/mail replies, even if they're not code related but just your point of view on scroll bars etc.

Since I've spent the last three hours catching up with last weeks news, I'd better get down to some work... maybe a quick rescan first.

Richard

4449. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 12:41:12 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov23.124112.18189@email.tuwien.ac.at>
Source record: 41851

```
DXB132@psuvm.psu.edu () writes:
: [...]
: Good. Too bad that the Falcon is yet another closed Atari box, while C=
: has managed to put in a decent level of expandability for a low-end
: machine (PCMCIA plus a -complete- expansion connector for anything from
: simple fast RAM cards to '030/'040 accelerators).
:
PCMCIA? What's that? Some kind of standard? I don't think so.
The Falcon at least has a built-in SCSI-2 connector, which you have to
pay for if you want to use even plain SCSI drives, as well as a
"-complete- expansion connector", whatever you mean by that.

-MY
```

4450. Re: Hard disk with ADSCSI.....Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 15:36:27 UTC
From: grier@bnr.ca
Message-ID: <1992Nov23.153627.25067@bnr.ca>
Source record: 41856

[... message deleted ...]

Actually, it sounds like you are at the perfect place to run ICDs hard disk formatter. The first thing that the program will show you is all of the devices it can find. It will display the name of the device next to the SCSI ID. Since it obtains the name from the devices itself will be testing your cable at that time.

Unless this drive was formatted on an ST/STe/TT you most likely will not get a hard drive icon until you have formatted and partitioned the drive.

Again it sounds like you need to run the formatting program to start verifying your setup.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC
bjgrier@bnr.ca

4451. Re: GFA Basic Manual Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 17:01:07 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov23.170107.27988@newshost.lanl.gov>
Source record: 41854

In article g8mmuB1w165w@comtch.spk.wa.us, mhughes@comtch.spk.wa.us (Mark Hughes) writes:

<< stuff deleted >>

> Is there a review of GFA 3.7? I'd like to keep
>straight compatibility with the DOS/Windows/Amiga (and someday Mac and
>OS/2) versions... The C-translator is a great concept, if it works right

No, GFA 3.7 has not even been offcially announced yet. Well, it's been
"mentioned" by GFA, I guess, but release won't be until the end of December
at the earliest (and that's ambitious, IMHO).

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4452. Gem programming (reply mail address)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 17:01:29 UTC
From: richard@op.ph.ic.ac.uk
Message-ID: <1992Nov23.170129.21766@sol.ctr.columbia.edu>
Source record: 41853

```
Stupid program gets my mail address wrong (xrn), so
any replies to my gem questions will fail.
The mail address for this posting has been changed, so
you can reply to it. I'll get around to fixing xrn soon, maybe.

Thanks for any help you care to give me

Richard
```

4453. Re: VIDEO questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 17:16:07 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Nov23.171607.22683@Informatik.TU-Muenchen.DE>
Source record: 41855

In article <18NOV92.10087717.0081@UNBVM1.CSD.UNB.CA>, Alan Edwards <EDWR@UNB.CA> writes:
|> I have been using Ataris for years to do MIDI things, but
|> recently have decided to get into using video projection
|> in my concerts.
|> I need to know a few things:
|> 1. is unmodulated video available from the Mega? (this is what
|> I need to give to the projector)

the Mega has no unmodulated-video ... but you can mix it with some resistors

|> 2. what is required to do external genlock. The Mega is capable
|> of this...but I have not seen any boxes that hook up to
|> do it.

only with changing the internal clock-rate ... the STEs are capable with
external sync ..(from the monitor-jack)

|> Thanks to anyone who can answer these for me.
|> Alan
|>

Greetings,
Jackintosh
--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

4454. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 17:38:37 UTC
From: grier@bnr.ca
Message-ID: <1992Nov23.173837.26912@bnr.ca>
Source record: 41857

> But how can this be? The 68030 has a 32bit data bus or are Atari using an
> adapted version?

> Ta!

The 68030 has a flexible bus architecture. It can happily live on
an 8 bit, 16 bit or 32 bit bus.

The 68040 requires a 32 bit bus, unless the design team wants to add
a lot of hardware to do it. :^(

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC
bjgrier@bnr.ca

4455. MiNT distribution version 2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 19:58:30 UTC
From: sjg@phwoof.ph.kcl.ac.uk
Message-ID: <1992Nov23.195830@phwoof.ph.kcl.ac.uk>
Source record: 41858

Hi,
Well, after lots of late-night hacking (I've fallen out with virtually everybody in our house!), I've got a set of 9 disks that I've put in the ftp-able dir.

You'll find them in the pub/MiNT directory, with documentation (a PostScript file) in Docs/, the disks themselves in Distribution/, and an atari, a Sun, and a Dec binary of Zoo in Zoo/

This is the first release of this set, so there are almost certainly some problems that need to be sorted out. If you feel brave, or if you fancy helping me out, please have a go at installing it. I need some feedback as to how I should go about improving it. I got *no* mail back about the last kit, (though I think that was more to do with my mail being screwed at the time), so any info gratefully recieved.

If you do want to mail me, then the address that seems to work is ...

sjg@phlim.ph.kcl.ac.uk

although the address of preference (which ought to be working RSN) is

sjg@dogmatix.ph.kcl.ac.uk

Simon.

4456. Re: MiNT distribution version 2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 21:46:22 UTC
From: sjg@phwoof.ph.kcl.ac.uk
Message-ID: <1992Nov23.214622@phwoof.ph.kcl.ac.uk>
Source record: 41859

Whoops. Suppose I'd better tell you all where the machine with the ftp service is

It's actually at dogmatix.ph.kcl.ac.uk

Sorry about that,

Simon.

4457. Re: TOS 2.05 vs 2.06 ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 22:14:40 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.l_nd5H5Nv&M@nasim.sta.sub.org>
Source record: 41865

hutch@bellman.lanl.gov (John Hutchinson) writes:

>OK, here's an easy one. Someone asked me the other day what the differences
>between TOS 2.05 and 2.06 were. I understood there were just a couple of
>minor bug fixes but is there more? Does 2.05 support the 1.44Mb format?
>Just curious so I'll have the right answers the next time.

You do not need any serial patch for the RTS/CTS bug in earlier
TOS Versions!

Question: Does anybody use TURBOCTS with the MUPFEL CLI? With the
TURBOCTS in the AUTO folder, MUPFEL doesn't execute any command?! The
problem was fixed using RS232ENC from the RUFUS package. But why?

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

4458. IMG file structure

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 22:49:18 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov23.224918.18210@newshost.lanl.gov>
Source record: 41861

Does anyone have any code samples to show how a screen image may be saved as an IMG file?

Thanks,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4459. Thanks for Sozobon Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-23 23:00:05 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1992Nov23.230005.15980@oz.plymouth.edu>
Source record: 41860

Hello,

Thanks to everyone who replied about compiling ACCs with
Sozobon.
I had in fact been using sozo 2.0, but am now using 1.33, it is
much better. I have not compiled an ACC yet, but I can tell from
the better workings of the GEM stuff I've been doing that I
should have no trouble with 1.33.

Stephan

--
\/\/\/

4460. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 01:04:20 UTC
From: ins739l@lindblat.cc.monash.edu.au
Message-ID: <1992Nov24.010420.21456@monu6.cc.monash.edu.au>
Source record: 41862

Marinos Yannikos (nino@vmars.tuwien.ac.at) wrote:
: DXB132@psuvm.psu.edu () writes:
: : [...]
: : Good. Too bad that the Falcon is yet another closed Atari box, while C=
: : has managed to put in a decent level of expandability for a low-end
: : machine (PCMCIA plus a -complete- expansion connector for anything from
: : simple fast RAM cards to '030/'040 accelerators).
: :
: PCMCIA? What's that? Some kind of standard? I don't think so.

Yes, PCMCIA is a standard. It is used for plug-n-play modems, fax cards,
NFS lan cards, RAM, etc for lap-top computers. IBM, Apple, HP, Amstrad, Sharp
and a plethora of other portable clone makers support this standard.

: The Falcon at least has a built-in SCSI-2 connector, which you have to
: pay for if you want to use even plain SCSI drives, as well as a
: "-complete- expansion connector", whatever you mean by that.

If you're talking about the processor direct slot on the Falcon, it's not
a "-complete- expansion connector" in the sense it's only 16bit where as
the Amiga 1200 slot is 32 bits and a bit more flexible with regards to
peripherals attached.

As for SCSI-2, yes it would be nice on the Amiga1200. The 2.5" IDE connector
is okay for home use as most people don't need more than two hard-drive.

: -MY

Regards,

Jim Fang

4461. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 01:15:41 UTC
From: ins739l@lindblat.cc.monash.edu.au
Message-ID: <1992Nov24.011541.22871@monu6.cc.monash.edu.au>
Source record: 41863

Joern Moe (jornmoe@fredrik.atari.no) wrote:
[quotation deleted]
: Are you trying to convince yorself not to buy a Falcon or what?
: A1200 more expandable than the falcon?

It has two slots for hardware - PCMCIA and the trapdoor slot.

: Oh, well it has to be (though i doubt that it realy is), because it does NOT
: have SCSI II, 16 mips DSP, 8 channels of 16Bit/50Khz sound and bultin 16 bit
: stereo AD/DA, and is further crippled by a upper limit of only 2MB of
: videoram!

Well, thats two more megs of video ram than the Falcon, and the bus is twice
as wide as the "crippled" falcon.
:
: The 'new' Amiga 1200 is O N L Y a souped up A600, whilst the Falcon 030
: is a totaly new concept in homecomputing!!!

New concept in what respect? The biggest piece of Vapour? If you call
a 24bit palette, 32bit processor, 32bit bus, 2x clock speed, greater
bandwidth for blitter operations souping up, then the Falcon could easily
be called a souped a Atari 520 ST.

: I like development of new abilities better than just speeding up old and
: well known abilities, howewer when both are combined, as in Falcon, i realy
: get enthusiastic!!
:
I do to. The only evolutionary things I see on the falcon is the dsp. This
coupled with the sound chips and processors will allows for some really good
music and effects generation.

: ____
: / Joern F. Moe / All above is my own personal opinion! \

From someone who seems to speaking with inside information and works at
Atari, you seem very rude or ignorant. This type of marketing reminds me
of the Amiga 1000 vs Atari 520 arguments. Atari tried to sell itself by
making all sorts of extravagant claims or hide that their machine does even
more poorly without this feature. Like the blitter steals processor speed,
(wheras the processor has to do all the work on the ST), interlace flicker (in
screen modes that the ST didn't have), we don't need a pre-emptive multitasking
operating system (something you still don't have)... etc...

If you compare the posts from staff at Commodore to Atari, we see that the
Commodore people are much more diplomatic...

Regards,

Jim Fang

4462. Re: DSP not as good as we thought?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 02:00:31 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov24.020031.10135@elroy.jpl.nasa.gov>
Source record: 41866
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st.tech

In article <37211@cbmvax.commodore.com> grr@cbmvax.commodore.com (George Robbins) writes:
>In article <1992Nov20.184901.15161@dcs.warwick.ac.uk> mashton@dcs.warwick.ac.uk (M.S. Ashton) writes:
>> Am I to understand (from reading a review of the Falcon) that the DSP chip
>> is not capable of reproducing digital sound at variable frequency (like Paula
>> can) and is, in fact, limited to fixed rates such as 12.5,25,50KHz.
>> If this is the case then all the nice DMA sound is completely unusable for
>> computer generated music (soundtracker/Med etc.) and only useful from replaying
>> a sample at the frequency it was sampled at.
>> Am I to understand that to get round this, one needs to use masses of
>
>The DSP *should* have to computational capabilites to do real-time
>sample rate conversion and filtering as it "plays" the sounds.
>
>The variable sample rate in the Amiga is one of those things that
>is intended to minimize memory/computational requirements when
>used with a simple DAC scheme, but given a farily powerful DSP,
>there are other ways of getting the same job done.

The sound hardware in the Falcon can use one of three different clocks - 32MHz, 25 MHz, or external clock input. Additionally, the clock can be divided down by one of about 16 different standard prescale values. This is what's given in the standard sound system calls. However, it seems that the built-in codec is only allowed to be used with the 25 MHz clock. I don't know why that is... It's not a problem for the DSP, though. Regardless, the codec supports more speeds than just 12.5, 25 and 50 khz, those are just the common speeds that were also supported on the STe.

As long as this is going to be a topic of discussion, please remember that there are several independent elements of the Falcon audio system that can be interconnected in a variety of ways. You can use all, some, or none of them as you see fit. In fact there are so many different elements available it's difficult to choose where to start, in a system description.

You have the codec with stereo 16-bit ADC and DAC, DMA record channels, DMA playback channels, external inputs and outputs, etc. The codec's ADC can be connected to the mic input or to the Yamaha PSG output. (Independent left and right channel control there.) You can independently activate any of the 4 stereo audio tracks, and select any one of those tracks to be monitored by the internal speaker/DAC/stereo headphone jack. You can record or playback in any of 8-bit mono, 8-bit stereo, or 16-bit stereo. At system bootup I believe the ADC gets both channels from the PSG, and everything else is bypassed. For the voicemail software that I wrote (that was running all week at Comdex) on the Falcon, I had the audio matrix connecting the ADC to the

DMA record channels, using only a single track. For the next version I'll have the ADC feeding the DSP, do some compression in the DSP, and feed the DSP output to the DMA record channel instead. The Falcon audio system is incredibly flexible, I only need to add two system calls to my existing code to add this functionality. (Oh, and load my compression routine into the DSP, but that's really a separate issue. That's the total impact on my code, tho.)

One of the quirks I've noted is that the PSG doesn't have a hardwired connection to the speaker, and the system bell and keyclick are still generated there. If you have sound software that wants to record thru the microphone input, those system sounds disappear (unless you only set one channel to the mic, and leave one channel for the PSG...).
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4463. Re: IBM CGA moniter on ST (?) // connector source (?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 03:12:12 UTC
From: tpearson@titan.trl.OZ.AU
Message-ID: <1992Nov24.031212.10951@trl.oz.au>
Source record: 41864
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

lcoe@convex.com (Loren Coe) writes:
> i want to connect a CGA moniter to my 520ST. has anyone done this?
>
> there seems to be two points of concern:
>
>
> 1. the plug is not common, it appears to be din. is there
> a name for this type of plug? can anyone suggest sources?
> it has 13 pins and is the same shell as din.
>
> 2. the CGA has no 'intensity' input. i assume that i can
> do without it, possibly forsaking the best display on
> some software. am i going to have problems here? is it
> required?
>
> the polarity of the ttl outputs is not spec'd, hopefully this is going
> to be okay.
>
> assuming that someone has done this, how did you deal with the audio?
> i am planning to just wire in a small external speaker, from the sound
> pin to one of the grounds.
>
> thanks,
>
>
> loren
>
Yes i have done it, but I would not recommend it to you as you do not
seem to be aware of the problem.
A CGA monitor is TTL input, an Atari computer is Analog output. You need
to make an analog to digital converter to connect them. There was a
circuit published in Elector a few years ago to do this, but I found it
needed extensive modification to be acceptable. Overall it was not worth
the effort. I now use a multisync, but that's another story. The sound
output on the Atari will not drive a speaker directly. Use an amplified
speaker of the type available for
walkmans.

****
* Trevor Pearson * Telephone : +61 3 253 6128 *
* Telecom Research Laboratories * Facsimile : +61 3 253 6144 *
* Clayton, Australia * Email : tpearson@trl.oz.au *

4464. Megas/1040 st motherboards, inquiry?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 06:02:19 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Nov24.010219.1@vaxc.stevens-tech.edu>
Source record: 41867
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

It seems that the only viable solution to getting enhanced graphics in my ST tower system is to replace my 1040ST motherboard with one from an old Mega, thus giving me a MegaBus expansion slot. This seems like a good option but the tower case I have is manufactured by a German company called LightHouse and it is designed for a 1040/520.

Does anyone out there know how the 1040ST motherboard compares with the Mega ST motherboard? Some key questions,

1. Are the external (rear) connectors of a 1040 and a Mega in the same locations on the motherboard.

2. Are the two motherboards the same size.

3. Does a Mega motherboard have the same plug in connector on it for its keyboard that the 1040 has. On the motherboard of a 1040 there is a small connector that consists of a number of pins sticking staight out of the motherboard vertically, that a keyboard cable pushes down on.

Many thanks,
Scott Kolodzieski.
scott@dmi.stevens-tech.edu
scott@sparc1.stevens-tech.edu
scott@vaxa.stevens-tech.edu

4465. Z*NET Issue 9219

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 07:54:37 UTC
From: znet@status.gen.nz
Message-ID: <gate.q2uquB1w165w@status.gen.nz>
Source record: 41869
Cross-posted to: alt.znet.pc,comp.sys.atari.st.tech,alt.bbs

Issue 9219 of Z*NET International has been released into alt.znet.pc

Newsgroups: alt.znet.pc
Date: 24 Nov 92 07:42:19 GMT

Z*NET: ATARI ONLINE MAGAZINE

"Special Comdex Issue"
TOS Birthday - 11/20/85

November 20, 1992 Issue #19 Volume 7, Number 19

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PowerDos.....Kevin J. Conway

- Issue released 24 Novemeber 1992 into alt.znet.pc

4466. Re^2: MiNT Distribution Kit V2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 09:31:36 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <By7rso.Ey4@hermes.hrz.uni-bielefeld.de>
Source record: 41868

Oh,oh, got a problem:
When trying to ftp from "dogmatrix.ph.kcl.ac.uk" I get a message like
"Connected to phwoof.ph.kcl.ac.uk" and "User ftp unknown".
What's this?

TeSche
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D-W4800 Ciudad de Bielefeld
****
paper mail: Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
internet e-mail : itschere@techfak.uni-bielefeld.de
**(EOT)*

4467. Re: MiNT & GEM programs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 13:51:00 UTC
From: Christof_Stadler@s.maus.de
Message-ID: <A6304@S.maus.de>
Source record: 41836

rep@informatik.tu-chemnitz.de am Fr, 20.11.92 18:40 in CS.ST.TECH

r>If MiNT installs a cookie, it should be a very easy task.

MiNT does install a cookie. The following function (by ers himself) stores
MiNT's version number into the global variable __mint.

```
extern int __mint;

static void getMINT()
{
long *cookie;

cookie = *((long **)0x5a0L;
if( !cookie )
__mint = 0;
else
{
while( *cookie )
{
if( *cookie == 0x4d694e54L )
{
__mint = (int) cookie[1];
return;
}
cookie += 2;
}
}
__mint = 0;
return;
}
```

Bye

Christof

4468. Re: What is the secret of Software Overscan?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 14:08:52 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <By84Mt.15o@newcastle.ac.uk>
Source record: 41870

STWORLD (we all miss it don't we...) published the code to at least achieve part part of the full screen ideal by extending the display into the bottom border.

I don't have the article here, but if anyone is interested, I'll dig it out & post the sources (it's only a short program).

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

4469. Re: DSP not as good as we thought?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 14:18:35 UTC
From: jhh@cwi.nl
Message-ID: <7989@charon.cwi.nl>
Source record: 41872
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st.tech

In article <37211@cbmvax.commodore.com> grr@cbmvax.commodore.com (George Robbins) writes:
>In article <1992Nov20.184901.15161@dcs.warwick.ac.uk> mashton@dcs.warwick.ac.uk (M.S. Ashton) writes:
>> Am I to understand (from reading a review of the Falcon) that the DSP chip
>> is not capable of reproducing digital sound at variable frequency (like Paula
>> can) and is, in fact, limited to fixed rates such as 12.5,25,50KHz.
>> If this is the case then all the nice DMA sound is completely unusable for
>> computer generated music (soundtracker/Med etc.) and only useful from replaying
>> a sample at the frequency it was sampled at.
>> Am I to understand that to get round this, one needs to use masses of
>
>The DSP *should* have to computational capabilites to do real-time
>sample rate conversion and filtering as it "plays" the sounds.
>
>The variable sample rate in the Amiga is one of those things that
>is intended to minimize memory/computational requirements when
>used with a simple DAC scheme, but given a farily powerful DSP,
>there are other ways of getting the same job done.

Using only fixed sampling frequencies is no drawback whatsoever. If you look at resent samplers, you will notice that many of them use fixed sampling rates. The reason is that if you use variable sampling rates, for instance to change the pitch of your sampler, you will need very sofisticated DA conversion techniques with accurately ajustable output filters to avoid alias distortion.

Changing the pitch of a sampled sound (and stretching or shrinking its length along with it) is very easy, and can be pretty accurate if you use some quadratic interpolation techniques. The same ideas apply to sample rate conversion: with a bit of interpolation you will get along quite well.
Changing the pitch without changing the length, or the other way around, is much harder. But that is not any simpler on variable sample rate architectures.

--
Jaap-Henk Hoepman "Yes, we've eaten up the silver when even food was
jhh@cwi.nl against us" Nick Cave

4470. Atari: TOS 2.06 -> STE (not)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 14:24:23 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Nov24.142423.8667@digi.lonestar.org>
Source record: 41876

You are gonna find this one interesting:

My 1040STE is at Atari for service work. (Atari and I are currently carrying on a dialog about whether or not the machine is under warranty and what is wrong with it. It is in because the internal drive fails to reliably track beyond track 68 or so - appears to me to be a mechanical drive problem.)

Anyhow, the Atari service rep that called me says that the TOS 2.06 ROMs do not belong in an STE. (It was working perfectly fine for me for approximately 6 months or so. :-) He went on to say that their engineers couldn't figure out how it was working, that 2.06 only goes in a MegaSTE, and that the only ROM upgrade for a 1040STE is *2.07* (which I have never heard of).

Really gives me a warm, fuzzy feeling about the capability of the hands that are going to care for my machine. :-(

Roy C. Gosewehr
--

| GEnie: R.C.Gosewehr | rgoseweh@digi.lonestar.org | uunet!digi!rgoseweh |

4471. V.32bis modems and ST/Spectre

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 15:06:18 UTC
From: jthomas@kolanut.mitre.org
Message-ID: <1992Nov24.150618.21821@linus.mitre.org>
Source record: 41873

Has anyone had any experience using V.32bis (14,400 bps) modems with the ST either in ST or Spectre Mac emulation mode? Is the serial port fast enough to handle the data at full speed (I know a standard IBM's serial port is not). Does the ST handle Xon/Xoff signaling correctly? Does Spectre? Does any ST or Mac FAX software work?

I'm probably going to get either a Supra or a Zoom. Zoom has the slight price advantage. Any advice?

Joe

4472. IBM CGA moniter on ST (?), answer = no

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 15:10:28 UTC
From: lcoe@convex.com
Message-ID: <1992Nov24.151028.1022@news.eng.convex.com>
Source record: 41871

Xref: convex comp.sys.atari.st.tech:9301 comp.sys.atari.st:50567
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st
Path: convex!convex!darwin.sura.net!spool.mu.edu!uunet!munnari.oz.au!titan!titan!tpearson
From: tpearson@titan.trl.OZ.AU (Trevor Pearson)
Subject: Re: IBM CGA moniter on ST (?) // connector source (?)
Message-ID: <1992Nov24.031212.10951@trl.oz.au>
Sender: root@trl.oz.au (System PRIVILEGED Account)
Organization: Telecom Research Labs, Melbourne, Australia
References: <1992Nov23.142715.4047@news.eng.convex.com>
Date: Tue, 24 Nov 1992 03:12:12 GMT
Lines: 42

lcoe@convex.com (Loren Coe) writes:
> i want to connect a CGA moniter to my 520ST. has anyone done this?
>
Yes i have done it, but I would not recommend it to you as you do not
seem to be aware of the problem.
A CGA monitor is TTL input, an Atari computer is Analog output. You need
to make an analog to digital converter to connect them. There was a
* Trevor Pearson * Telephone : +61 3 253 6128 *
* Telecom Research Laboratories * Facsimile : +61 3 253 6144 *
* Clayton, Australia * Email : tpearson@trl.oz.au *

---

i have several repsonses, thanks to all. i should have guessed that a
procedure would be in the FAQ if this was a viable option.

regards,

loren

4473. Re: What is the secret of Software Overscan?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 15:31:23 UTC
From: mapmh@gdr.bath.ac.uk
Message-ID: <1992Nov24.153123.17456@gdr.bath.ac.uk>
Source record: 41874

Well on the STFM at least the trick is too 'fool' the video chip into drawing more than it was supposed to by 'at the right time' flicking between 50 and 60hz display.

When I set this up originally I found that there were two possible display types, we could have just extra display at the bottom and the top stays at the normal position, or the top could be expanded as well giving around 34 rows instead of the normal 25.

The problem is that the timing is a little critical so in addition to using something like timer B I found I had to check from the current screen write address which area was currently being traced.

Anyway I expect it is a little different on an STe, but after writing a game in this 'bigscreen' mode it was awful to come back to a standard size desktop. My best attempt at setting up a bigscreen that ran in the background taking minimal CPU time still just about noticably slowed things down - the problem was that if I cut things too tight then I ran the risk of 'missing' the critical point and everything hung, and the other problem is of course that damn keyboard chip losing data on the way through, if it was interupted by the timer.

Still do any STe owners out there know anything more about this?

Mark

4474. Fonts and Font editors

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 17:35:28 UTC
From: jmb8302@cs.tamu.edu
Message-ID: <1etp50INNfs3@tamsun.tamu.edu>
Source record: 41875

I've tried to make and load up my own fonts for a program that I am making but all I get are bombs. I've used the regular GDOS and AMCGDOS plus different font editors(FONTZ! FED etc) but no luck. Are there any font editors out there that actually work? Also, could someone post the address for the low and med res font location? One more thing, there must be a way to hardcode a font into a program, how is this done?

thanks in advance

--
[%%]==[%%]
[%%] Jeffrey Bilger jmb8302@photon.tamu.edu InterMilan [%%]
[%%] Texas A&M University College Station Tx Serie A * [%%]
[%%]==[%%]

4475. Re: Does Gulam use TERMCAP?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 17:45:23 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.92Nov24104523@hpbeo82.bbn.hp.com>
Source record: 41881

The termcap entries in the Gulam manual are meant for using Gulam as a terminal
emulator (i.e., wou would put them in the *other* computer's termcap file).
Gulam itself doesn't use termcap.

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-4308 TELNET : 778-4308
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

4476. Re: DSP not as good as we thought?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 18:25:50 UTC
From: grier@bnr.ca
Message-ID: <1992Nov24.182550.21093@bnr.ca>
Source record: 41880

>In article <1992Nov20.184901.15161@dcs.warwick.ac.uk> mashton@dcs.warwick.ac.uk (M.S. Ashton) writes:
>> Am I to understand (from reading a review of the Falcon) that the DSP chip
>> is not capable of reproducing digital sound at variable frequency (like Paula
>> can) and is, in fact, limited to fixed rates such as 12.5,25,50KHz.
>> If this is the case then all the nice DMA sound is completely unusable for
>> computer generated music (soundtracker/Med etc.) and only useful from replaying
>> a sample at the frequency it was sampled at.
>> Am I to understand that to get round this, one needs to use masses of
>
>The DSP *should* have to computational capabilites to do real-time
>sample rate conversion and filtering as it "plays" the sounds.
>
>The variable sample rate in the Amiga is one of those things that
>is intended to minimize memory/computational requirements when
>used with a simple DAC scheme, but given a farily powerful DSP,
>there are other ways of getting the same job done.

The 12.5,25,50KHz rates are what the DMA sound subsystem can record/playback at, they have nothing to do with the sample rate of the PCM sample you are trying to play. Sound Blaster cards have 11kHz sampling rates, and Sound Blaster Pro cards have 22kHz sampling rates. No one sees this as a limitation.

What the DSP chip will need to do is run an algorithm to change a sample from rate XkHz to a rate the Atari dma sound subsystem can play. These algorithms range from disgutingly simple to amazingly complex depending upon the desired quality, and how close the original sample rate is to the desired sample rate.

And unless I read incorrectly the DMA sound subsystem can accept an external clock to play at rates that are not STe/TT compatible.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC
bjgrier@bnr.ca

4477. MiNT distribution, the mistakes rectified (hopefully)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 19:18:50 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1992Nov24.191850@phlim.ph.kcl.ac.uk>
Source record: 41878

Ok people, I guess I got it wrong again.

This one will work. Trust me. I'm almost a doctor!

The ftp machine is NOT (as I said in the last post) dogmatix.ph.kcl.ac.uk - I typed my own machine name instead of - it is phlim.ph.kcl.ac.uk.

The machine will NOT be available for ftp (even I can't get at it) for the next 24 hours. We've just taken delivery of some new DECstation 5000/133's (one of which is mine :-)))) so the system is just recovering. The data disk will (unfortunately) be the last thing to be put onto the network, so I would wait until about 4.00 British time until you try and ftp the stuff.

In answer to the questions I've received by email,

1. yes I will put it on a.a but since I can't get at it yet, I'll do it asap.
2. My internet email address swill change to (hopefully this one will work) sjg@unhygienix.ph.kcl.ac.uk OR sjg@phlem.ph.kcl.ac.uk
These are the same machine. If you have problems getting through, then it probably hasn't filtered through to you yet. In this case, please try the sjg@phlam.ph.kcl.ac.uk - which people have been mailing me at recently, so I know it works.
3. The TT-specific code I will try to integrate asap. I haven't got a TT, so I can't test it, but if it is similar to the ST stuff, there ought to be no problems...
(crosses fingers)

Simon - hoping that THIS time he's got it right....

4478. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 19:31:16 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.ZtQqJHWscxE@fredrik.atari.no>
Source record: 41879

In <1992Nov24.011541.22871@monu6.cc.monash.edu.au>, William Fang writes:
>Well, thats two more megs of video ram than the Falcon, and the bus is twice
>as wide as the "crippled" falcon.

Get seriouse! The falcon have 14Meg of 'videoram'. How then can you figure
out that the A1200 with only 2 Meg have 2 Meg more than 14Meg???????

And in 4 months (their own estimate), GE soft will have a 32Bit fastram
upgrade ready for the falcon 030 for those who need the speed. The 6030
in the Falcon have ful external 32 bit bus. Theoreticaly you could
upgrade to ~4GB, but in the A1200 (EC020) there will be a maximum of
16MB because of the limited 24 bit addressbus.

And before you start talking about cripled bus on the F030; do you know
ANYTHING about the TIMING and SHARING of the bus in EITHER of the F030
and A1200?? I know a bit about the F030, but nothing on th A1200.

>: I like development of new abilities better than just speeding up old and
>: well known abilities, howewer when both are combined, as in Falcon, i realy
>: get enthusiastic!!
>:
>I do to. The only evolutionary things I see on the falcon is the dsp. This
>coupled with the sound chips and processors will allows for some really good
>music and effects generation.

The DSP is a part of the sound subsystem. The sound subsystem is a 8 channel,
16 bit, 50kHz DMA-driven recording system. The DSP 'just' adds realtime
manipulating capabilities of the sound. The DSP can work on non sound related
tasks while the sound DMA takes care of playing sound. So the whole sound
subsystem is quite evolutionary, not only the DSP. Name any homecomputer at
under 1000$ that have CD quality 16bit sound.....

>: ____
>: / Joern F. Moe / All above is my own personal opinion! \
>
>From someone who seems to speaking with inside information and works at
>Atari, you seem very rude or ignorant. This type of marketing reminds me
I do NOT work at Atari. I used to, but we were 'rightsized'.......
(Regarding the 'atari.no' address: I was alowed to keep it until the account
expired 1/1-93. After that I'll have to change 'domain' name)!

>of the Amiga 1000 vs Atari 520 arguments. Atari tried to sell itself by
>making all sorts of extravagant claims or hide that their machine does even
>more poorly without this feature. Like the blitter steals processor speed,
>(wheras the processor has to do all the work on the ST), interlace flicker (in
>screen modes that the ST didn't have), we don't need a pre-emptive multitasking

>operating system (something you still don't have)... etc...
I remember C= claiming to have 3 coprocessors in the Amiga(s), and I was a bit surprised when I saw that the videoshifter was one of them, and the soundshifter the second. Even the blitter hardly counts as a coprocessor IMHO!!

>If you compare the posts from staff at Commodore to Atari, we see that the
>Commodore people are much more diplomatic...

There are no Atari officials on this net. And I don't recal to have seen to many C= officials in comp.sys.atai.* either, so I wouldn't have anny background to comment your statement.....

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

4479. Micropolis Hard disk drive - help !

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 21:03:40 UTC
From: geoffc@zebedee.uucp
Message-ID: <H.1sqnrhhONfE@zebedee.uucp>
Source record: 41884
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone help me get a hard disk drive I have recently acquired working.
The drive is a Micropolis 330Mb Half-height drive, Model no 1684-7
manufactured in 1988.

On the back of the hard disk drive is the power connection, the SCSI
connection and 12 jumper connections. On the circuit board by the
jumper connections are labelled:

<nothing> ID1 ID2 <nothing> TP3 <nothing> .... <P4>

The drive spins up OK but the ICD software doesn't recognise the drive
as being present on the bus at all - I know I have the SCSI cable in
the correct way around because the ICD clock is there OK.

The only instructions I have are for setting the SCSI address which involves
putting jumpers accross the first 3 connections in various combinations.
I've got no jumpers on so it should be SCSI ID 0. The drive does have the
terminating resistor pack in OK.

I have tried putting jumpers in the TP3 and 24 positions but the drive still
wasn't recognised.

I know the drive is OK because it used to work OK on a friends PC.

I suspect that I need to change the parity setting but I don't know which
one it is - any ideas or can someone give me contact details for Micropolis
(preferably in the UK)

AdvThanks

Geoffrey
--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!uunet!ibmpcug!jshark!zebedee!geoffc

4480. Re: Soldering to the shifter ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 21:14:56 UTC
From: rincewind@discworld.oche.sub.org
Message-ID: <H.Z9G3fpo3c&2@discworld.oche.sub.org>
Source record: 41882

In <Bxx0y7.J64@dcs.ed.ac.uk>, Christopher Walton writes:
>I am considering doing a memory upgrade on my STFM and it will involve
>soldering a socket on top of my shifter. Can anyone tell me how vulnerable
>this chip is as I am not very experienced with a soldering iron ...

I would not recommend this - it can be done, when using ESD
precautions, but there is a much easier way:

get one 40-pin IC socket (the better ones which the round contacts)
and solder the wires to the thicker part of the pins on the bottom
side of the socket. This can be done in a way so that you can insert
this socket between the shifter and the ST pcb, with the benefit that
it can be easily removed and that the shifter is still exchangeable
if it should fail some time.

Or is the problem that your shifter is not socketed ?

cu
Michael

--
Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.sub.org Maus: Michael Schwingen@AC3
IRC: Rincewind
"The only way housework could be done in this place was with a shovel or, for
preference, a match." Terry Pratchett, Witches Abroad

4481. (IBM) 1.44 drives - am I silly or what??

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-24 21:22:21 UTC
From: wsbusr3@rw6.urc.tue.nl
Message-ID: <wsbusr3.722640141@rw6.urc.tue.nl>
Source record: 41754

Hi ST - boys & girls,

I've got a major problem with my 1040ST's internal 720K drive.
It's broke.

It has rumour that most internal IBM-drives can replace it
effortless - with some modifications to the ST's cover that is.

So I tried a TEAC 1.44 (internal) drive.
Without a HD-kit an/or different controller it would act like a 720K-
drive, and I could always upgrade it later with a kit/controller.
So I'm told by several people.

<CLICK> ST ON
TEAC 1.44 drive starts spinning, yet fails to read my 720K bootfloppy.
After 30 sec's the dektop shows up anyhow.
The drive simply continues spinning !! (without reading anything.)
<CLICK> ST OFF
I tried the same with the big black connector upside-down
(as was the power-connector, so "who knows..", I figured)
The drive then didn't do a thing, though. (which was better than
exploding in my face, ofcourse).

QUESTIONS:

* My dealer offered me to try his Mitsumi 1.44 and Y-E-Data 1.44
drives as well. If they don't do the job,
I'll get a 80% refund :-(.
Will they be any good?
What brands usually would?

* Can a 1.44 plugged into the ST as is indeed perform like a 720K drive?

* The black connector is way to the right compared to my ST-drive.
Should I solve this with more flat-cable?
Are those cables available with pins on one end,
and holes on the other?
(otherwise I can't even build those drives in properly)

* These IBM-drives are also 1/2 an inch lower than the usual
internal ST-drive.
How does one normally go about building them in neatly?

Suggestions, shared experiences, solutions and sheer laughter
with respect to some, most or all of these 4 questions
please to this group or else to: at073@cleveland.freenet.edu

Thanks in advance!

Already regretting this IBM-drives circus,
cheers,

Rowdy Blokland,
The Netherlands.

Manual .sig: Keep Granny Off the streets - Legalize Bingo!

4482. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 00:52:12 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11166@uqcspe.cs.uq.oz.au>
Source record: 41883

ins739l@lindblat.cc.monash.edu.au (William Fang) writes:

>As for SCSI-2, yes it would be nice on the Amiga1200. The 2.5" IDE connector
>is okay for home use as most people don't need more than two hard-drive.

Funny, I've never heard of 2.5" IDE tape drives...

Or 2.5" 250M drives.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4483. Re: V.32bis modems and ST/Spectre

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 04:29:58 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.U5Gf2h8y_9k@nasim.sta.sub.org>
Source record: 41806

jthomas@kolanut.mitre.org (Joe Thomas) writes:

>Has anyone had any experience using V.32bis (14,400 bps) modems with the
>ST either in ST or Spectre Mac emulation mode? Is the serial port fast
>enough to handle the data at full speed (I know a standard IBM's serial
>port is not). Does the ST handle Xon/Xoff signaling correctly? Does
>Spectre? Does any ST or Mac FAX software work?

The Spectre and the ST both work fine with 19200 baud at the serial
port. The MEGA STE is able to use 38400 on Serial 1(?). 19200 will work
fine with packed data and V.32bis/V.42bis and ZModem.
The Mac Terminal program ZTerm (the only one I know) is often to slow
for the 19200 and 'eats' data in Terminal Mode (not during ul/dl). 9600
is recommended then and before using ZModem you can increase the rate.
Type '+++', switch your serial port to 19200 and type 'ato'.

Fax Software is available for the ST. QFax/Pro and Junior Office for
example work fine. I don't know of any PD/Shareware fax program for the
ST. I was never interested in fax programms running with Spectre, sorry.

>I'm probably going to get either a Supra or a Zoom. Zoom has the slight
>price advantage. Any advice?

I'm *very* happy with my ZyXEL U-1496 E! If you are able to connect to
another ZyXEL you can connect at 16800/V.42bis. Maybe the ZyXEL plus
will be the best deal now, because it will support V.fast (28800). Just
take a look in comp.scom.modems!

>Joe

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

4484. Re: Megas/1040 st motherboards, inquiry?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 06:56:00 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70277@cup.portal.com>
Source record: 41877
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Scott Kolodzieski asked:

>1. Are the external (rear) connectors of a 1040 and a Mega in the same
> locations on the motherboard.

No.. every model Atari has ever released has been different.

>2. Are the two motherboards the same size.

No.. the 1040 motherboard is the full width of the integrated CPU/keyboard case, while the Mega ST is several inches narrower.. actually, the Mega ST motherboard looks like it would fit in a mini-tower case much easier.

>3. Does a Mega motherboard have the same plug in connector on it for its
> keyboard that the 1040 has.

Yes.. I believe the later ST models all had the same internal connector to the keyboard (six or so connections versus something like 16 in the original 520ST)

Sorry.. there's no easy answer for upgrading an ST...

BobR

4485. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 06:56:47 UTC
From: ins739l@lindblat.cc.monash.edu.au
Message-ID: <1992Nov25.065647.17200@monu6.cc.monash.edu.au>
Source record: 41885

Warwick Allison (warwick@cs.uq.oz.au) wrote:
: ins739l@lindblat.cc.monash.edu.au (William Fang) writes:
:
: >As for SCSI-2, yes it would be nice on the Amiga1200. The 2.5" IDE connector
: >is okay for home use as most people don't need more than two hard-drive.
:
: Funny, I've never heard of 2.5" IDE tape drives...
:
: Or 2.5" 250M drives.

Hmm. I'm pretty sure some people at Comdex saw 250M 2.5" ide drives. They're pretty pricey compared to the 3.5" equivalent. But you do pay a premium for cutting edge technology rather than last years new-toys.

IDE components are mainly for portables, where small size and lower power consumption are a top priority.

Just one question. Is this SCSI-2 hard-drive and tape-drive meant to fit inside the falcon?

Regards,

JF

4486. Re: DSP not as good as we thought?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 07:07:15 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70279@cup.portal.com>
Source record: 41805

For anyone who'd like a good look at just what a DSP *is*, and what kinds of things it can do, there's a very nice overview in the November 1992 issue of Byte Magazine.

Real world examples of existing and announced hardware and software utilizing various models of DSPs are given, as well as some background about the capabilities (and shortcomings) of DSPs in general.

Several manufacturers are mentioned specifically as having DSP products already available, or announced for "RSN" release, with one particular computer company conspicuous by its absence from the article.

BobR

4487. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 07:11:39 UTC
From: ins739l@lindblat.cc.monash.edu.au
Message-ID: <1992Nov25.071139.18219@monu6.cc.monash.edu.au>
Source record: 41887

Joern Moe (jornmoe@fredrik.atari.no) wrote:
: In <1992Nov24.011541.22871@monu6.cc.monash.edu.au>, William Fang writes:
: >Well, thats two more megs of video ram than the Falcon, and the bus is twice
: >as wide as the "crippled" falcon.
:
: Get seriouse! The falcon have 14Meg of 'videoram'. How then can you figure
: out that the A1200 with only 2 Meg have 2 Meg more than 14Meg???????

The Amiga 1200 has 2 megs of chip ram. This memory is the only portion of
memory where the graphic and sound co-processors can read and write information
from.

If you have fast ram, the processor will run programs excusively from this
area if you wish. This means if you have a large graphic screen with a lot of
bit-planes, the graphic processor may require more than one cycle to complete
an operation. So as long as the main-processor has some of its own memory
it will continute operating asynchronously.

Can the falcon's main processor and graphics processor operate at the same time
and have access to memory.

: And in 4 months (their own estimate), GE soft will have a 32Bit fastram
: upgrade ready for the falcon 030 for those who need the speed. The 6030
: in the Falcon have ful external 32 bit bus. Theoreticaly you could
: upgrade to ~4GB, but in the A1200 (EC020) there will be a maximum of
: 16MB because of the limited 24 bit addressbus.

Do you mean that the 68030 has a full 32 bit data bus to the main memory on
the Falcon? From what I've read, this is not the case.
Yes the A1200 has a limited 24 bit address bus, just like the Falcon.

: And before you start talking about cripled bus on the F030; do you know
: ANYTHING about the TIMING and SHARING of the bus in EITHER of the F030
: and A1200?? I know a bit about the F030, but nothing on th A1200.

Are you saying that 16 data lines are better than 32?

Regards,

JF

4488. why isn't there a completely recompiled TOS around?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 07:12:18 UTC
From: wilsont@rahul.net
Message-ID: <By9G0I.6rF@rahul.net>
Source record: 41886

With all the talk in c.s.a.st about how poor the original compiler for
TOS was... why isn't there a say... 2.09 version or something
(one that runs in all machines), compiled with a good compiler?

was 2.06 _just_ a new desktop, and a minor serial port fix?

does atari's TOS dev directory look like this?:

gemdos.o 23452 11-04-85
bios.o 14522 10-09-85
vdi.o 32450 02-09-85
newdesk.o 45234 07-05-90
misc.o 32304 04-30-87

Darek M. was saying that a simple recompile of VDI could speed stuff up 10-15
percent. (using a good compiler)

is this not physically possible?

how about 4.0?

--
Timothy Wilson <wilsont@rahul.net>

4489. Re: What is the secret of Software Overscan?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 09:26:30 UTC
From: clausb@hpbeo20.bbn.hp.com
Message-ID: <By9M86.AD4@hpbeo20.bbn.hp.com>
Source record: 41799

Doug Plate (plate@cdsmn.mn.org) wrote:
:
: Ok friends! I've seen many demos that are able to fill the entire
: screen with graphics. What is the secret to doing this in software?

In a nutshell, software overscan is done by fooling the MMU
into thinking that it should not stop sending video data although
the standard 200/400 raster lines already have been displayed.
Try toggling the external sync and screen refresh rate bits at the end
of the last regular raster line; with the correct timing, this
opens up the lower border. Similar things can be done for the
upper border and even for the left and right borders. Opening
the left and right borders, however, is a very time-consuming trick.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

4490. Re: Micropolis Hard disk drive - help !

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 12:17:55 UTC
From: meulenbr@ce.philips.nl
Message-ID: <1992Nov25.121755.26721@philce.ce.philips.nl>
Source record: 41888
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have the address of micropolis in the UK at home.
If you do not have it yet, I can look it up for you.

--
Frans Meulenbroeks Philips Research Laboratories
preferred email address: meulenbr@prl.philips.nl

4491. Re: Fonts and Font editors

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 13:11:48 UTC
From: jansteen@cwi.nl
Message-ID: <7998@charon.cwi.nl>
Source record: 41890

In comp.sys.atari.st.tech you write:

> I've tried to make and load up my own fonts for a program that I am
> making but all I get are bombs. I've used the regular GDOS and AMCGDOS
> plus different font editors(FONTZ! FED etc) but no luck. Are there any
> font editors out there that actually work? Also, could someone post the
> address for the low and med res font location? One more thing, there
> must be a way to hardcode a font into a program, how is this done?

I've incorporated fonts succesfully in C programs using FED fonts.
One of the output options of the FED font editor ("fontedit.arc" on
atari.archive.umich.edu) is to emit C code containing the offset
tables and bitmap descriptions of the font.

I've included the source of font.c which defines two functions:

```
function description
-------------------------------------------
loadfont() loads a font
restore_font() restores previous font
```

The function loadfont() checks the resolution to decide on the font.
To keep this message brief I've deleted many lines in both the offset
table and bitmap table.

Some questions by myself:
1. I've noticed that the notion of the previous font is not always
correct as it seems. Is the restore code incorrect or should I
get the current font address in a different way?
2. Any additional info on font editors and/or loading of fonts will
be greatly appreciated.

kind regards,
Jan van der Steen

```
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-= font.c =-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
/* #[include: */

#include <vdi.h>
#include <linea.h>
#include <stdio.h>

/* #]include: */
/* #[extern: */

extern int vdi_handle; /* The physical workstation handle */
```

```
/* #]extern: */
/* #[static: */

static FONT_HDR * cur_font = (FONT_HDR *) 0;

/* #]static: */

/* #[offset table: */

static int ot[] = {
0x0000,0x0008,0x0010,0x0018,0x0020,0x0028,0x0030,0x0038,0x0040,0x0048,
[24 lines deleted]
0x07D0,0x07D8,0x07E0,0x07E8,0x07F0,0x07F8,0x0800
};

/* #]offset table: */
/* #[font data: */
/* #[high: */

static int lfdar[] = {
0x0000,0x0000,0x0000,0x0000,0x0000,0x0000,0x0000,0x0000,0x0000,0x0000,
[many lines deleted]
0x0000,0x0000,0x0000,0x0000,0x0000,0x0000
};

/* #]high: */
/* #[low: */

static int sfdar[] = {
0x0018,0x3C18,0x183C,0xFFE7,0x017E,0x1818,0xF0F0,0x05A0,0x7C06,0x7C7C,
[many lines deleted]
0x0000,0x0000,0x0000,0x0000,0x0000,0x0000,0x0000,0x0000
};

/* #]low: */
/* #]font data: */
/* #[font: */

FONT_HDR lfont = {
2463, /* face identifer */
10, /* font size in points */
"LFONT", /* face name */
0, /* lowest ADE value in face */
255, /* highest ADE value in face */
13, /* top line distance */
11, /* ascent line distance */
8, /* half line distance */
2, /* descent line distance */
2, /* bottom line distance */
7, /* width of widest character */
8, /* width of widest char cell */
1, /* left offset */
7, /* right offset */
1, /* thickening */
```

```
1, /* underline size */
0x5555, /* lightening mask */
0x5555, /* skewing mask */
{12}, /* flags */
(char *) 0L, /* ptr to horiz offset table */
(int *) ot, /* ptr to char offset table */
(void *) lfdar, /* pointer to font data */
0x0100, /* form width */
16, /* form height */
(FONT_HDR *) 0L, /* ptr to next font */
};

FONT_HDR sfont = {
3755, /* face identifer */
9, /* font size in points */
"SFONT", /* face name */
0, /* lowest ADE value in face */
255, /* highest ADE value in face */
6, /* top line distance */
6, /* ascent line distance */
4, /* half line distance */
1, /* descent line distance */
1, /* bottom line distance */
7, /* width of widest character */
8, /* width of widest char cell */
1, /* left offset */
3, /* right offset */
1, /* thickening */
1, /* underline size */
0x5555, /* lightening mask */
0x5555, /* skewing mask */
{12}, /* flags */
(char *) 0L, /* ptr to horiz offset table */
(int *) ot, /* ptr to char offset table */
(void *) sfdar, /* pointer to font data */
0x0100, /* form width */
8, /* form height */
(FONT_HDR *) 0L, /* ptr to next font */
};

/* #]font: */

/* #[loadfont: */

void loadfont()
{
FONT_HDR * font;

if (cur_font == (FONT_HDR *) 0) {
/*
* First time we enter this library...
* Initialise linea library
```

```
*/
linea_init();
}

/*
* Get the currently loaded font
*/
cur_font = (FONT_HDR *) Vdiesc->cur_font;

/*
* Load the font
*/
switch (Getrez()) {
case 0: printf("This program needs medium or high resolution\n");
exit(1);
case 1: font = &sfont; break;
case 2: font = &lfont; break;
}

v_fontinit(vdi_handle,
(int) ((((long) font) >> 16) & 0xffff),
(int) ((((long) font) ) & 0xffff));
}

/* #]loadfont: */
/* #[restorefont: */

void restorefont()
{
if (cur_font != (FONT_HDR *) 0) {
/*
* No font to restore
*/
return;
}

v_fontinit(vdi_handle,
(int) ((((long) cur_font) >> 16) & 0xffff),
(int) ((((long) cur_font) ) & 0xffff));
}

/* #]restorefont: */
-=-=-=-=-=-=-=-=-=-=-=-=-=-= font.c =-=-=-=-=-=-=-=-=-=-=-=-=-=-

--
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands
```

4492. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 13:56:06 UTC
From: marks@castle.ed.ac.uk
Message-ID: <28651@castle.ed.ac.uk>
Source record: 41889

jornmoe@fredrik.atari.no (Joern Moe) writes:

>In <1992Nov24.011541.22871@monu6.cc.monash.edu.au>, William Fang writes:
>>Well, thats two more megs of video ram than the Falcon, and the bus is twice
>>as wide as the "crippled" falcon.

>Get seriouse! The falcon have 14Meg of 'videoram'. How then can you figure
>out that the A1200 with only 2 Meg have 2 Meg more than 14Meg???????

I agree that Mr Fang was quite wrong on the Falcon's video memory, but
having 14 Mb is not strictly an advantage, given that the Falcon uses a
shared bus between processor and video.

>And in 4 months (their own estimate), GE soft will have a 32Bit fastram
>upgrade ready for the falcon 030 for those who need the speed. The 6030
>in the Falcon have ful external 32 bit bus. Theoreticaly you could
>upgrade to ~4GB, but in the A1200 (EC020) there will be a maximum of
>16MB because of the limited 24 bit addressbus.

Fast ram? As in ram only the processor can access? Good - It ought to
speed the Falcon up a bit. I am still curious as to how the 030 will
have 32 bit access to this ram though. Given that the 030 only has 16
bit access to the rest of the system, the only option I can see is to
remove the (surface mounted) processor. The suggestion about plugging
the memory into the maths coprocessor socket was interesting, but the
030 would still only have 16 bit access.

>And before you start talking about cripled bus on the F030; do you know
>ANYTHING about the TIMING and SHARING of the bus in EITHER of the F030
>and A1200?? I know a bit about the F030, but nothing on th A1200.

I know a little about both. The Falcon has no provision for processor
only memory, which the processor can access no matter what the custom
chips may be doing. The A1200 does, though it is shipped without any.
An 68ec020 with full 32 bit access to memory will out perform a 68030
with only 16 bit access. This has been the case on the Apple Macs which
use 030's with a 16 bit bus, and is a proven fact.

Either system without any fast ram will suffer in performance as
graphically intensive screen modes are used, as the processor will be
able to access memory far less frequently. A system with fast ram
however will not suffer.

Those who think that the processor 16 bit bus will reduce contention in
graphically intensive situation are very much mistaken. The 030 in the
Falcon will have to access memory twice as often than if it ran on a 32
bit bus, given that it will have to make 2 16 bit accesses to memory

rather than being able to make 1 32 bit access. This could hamper
things a little in 'graphically intensive situations'.

[stuff deleted]

>The DSP is a part of the sound subsystem. The sound subsystem is a 8 channel,
>16 bit, 50kHz DMA-driven recording system. The DSP 'just' adds realtime
>manipulating capabilities of the sound. The DSP can work on non sound related
>tasks while the sound DMA takes care of playing sound. So the whole sound
>subsystem is quite evolutionary, not only the DSP. Name any homecomputer at
>under 1000$ that have CD quality 16bit sound.....

Name any homecomputer at under 1000$ that have CD quality 16bit sound
and a processor with a 32 bit data bus?

The Falcons sound is it's strength and I can see it doing very well,
But there is more to any personal computer than a good sound chip.

[more stuff deleted]

>I remember C= claiming to have 3 coprocessors in the Amiga(s), and I was a bit
>surprised when I saw that the videoshifter was one of them, and the
>soundshifter the second. Even the blitter hardly counts as a coprocessor
>IMHO!!

Well, that is in your opinion. Others may vary.

>>If you compare the posts from staff at Commodore to Atari, we see that the
>>Commodore people are much more diplomatic...

>There are no Atari officials on this net. And I don't recal to have seen
>to many C= officials in comp.sys.atai.* either, so I wouldn't have anny
>background to comment your statement.....

I seem to recall a post or two by Goerge Robbins a few days ago.
Perhaps you should look more carefully :-)

Hmm, no time to go back and correct any mistakes I may have made.
Ah well.

>--
> ____
> / Joern F. Moe / All above is my own personal opinion! \
>/ Oslo, Norway / Any lack of opinion above is also mine! \
>---

Mark

--
"A little nonsense now and then, \ Mark Steyn : \
Is relished by the wisest men" \ marks@castle.ed.ac.uk \
Willy Wonka \ mpjs@dcs.ed.ac.uk \

4493. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 14:31:11 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov25.143111.10352@email.tuwien.ac.at>
Source record: 41791

marks@castle.ed.ac.uk (Mark Steyn) writes:
:[...]
: I agree that Mr Fang was quite wrong on the Falcon's video memory, but
: having 14 Mb is not strictly an advantage, given that the Falcon uses a
: shared bus between processor and video.

The Falcon does NOT use a shared bus between processor and video!
How many times does this have to be said???

:[...]
: I know a little about both. The Falcon has no provision for processor
: only memory, which the processor can access no matter what the custom
: chips may be doing. The A1200 does, though it is shipped without any.
: An 68ec020 with full 32 bit access to memory will out perform a 68030
: with only 16 bit access. This has been the case on the Apple Macs which
: use 030's with a 16 bit bus, and is a proven fact.

An 68EC020 however can only address a MAXIMUM of 16 Mb RAM, it can NOT
provide virtual memory (like the 68030 with built-in PMMU) so you will
never be able to use more than 16Mb of memory! The Falcon will be
able to use any amount of virtual memory up to 4 Gb. In my opinion, the
A1200 is seriously crippled, since it is limited to only 16Mb.

: Either system without any fast ram will suffer in performance as
: graphically intensive screen modes are used, as the processor will be
: able to access memory far less frequently. A system with fast ram
: however will not suffer.

Wrong. Since the Falcon has separate buses for CPU and video system
memory accesses, graphically intensive modes will not even slow the
Falcon down to half its speed - The A1200 has been said to stand
STILL at 640x480x256...

: Name any homecomputer at under 1000$ that have CD quality 16bit sound
: and a processor with a 32 bit data bus?
:
: The Falcons sound is it's strength and I can see it doing very well,
: But there is more to any personal computer than a good sound chip.

Yes, for example virtual memory, 16 bit/pixel graphics (I won't even call
it True Colour), GEM, a lot of software (which still runs, as opposed to
the A1200), D/A and A/D converters (this is NOT part of the sound chip)...
And last but not least the DSP which is capable of much more than just
realtime sound effects - for example video phones, software modems with
integrated FAX, and of course serious number-crunching...

-MY

PS: Will this discussion ever end?

4494. Re: why isn't there a completely recompiled TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 15:24:43 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov25.152443.22819@newshost.lanl.gov>
Source record: 41792

Well, rather like the marines, Atari is looking for a few good TOS engineers. The notice was on GEnie last night so here's your chance to fix TOS. Send your resume`s to Bill Rehbock at Atari Corporation, 1196 Borregas Ave, Sunnyvale, CA, 94089 and he will forward it on to Sam and Jack.

Hey. Don't shoot the messenger. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4495. Help w/ Timeworks DataManager ST program needed

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 15:39:09 UTC
From: lch3e@holmes.acc.Virginia.EDU
Message-ID: <1992Nov25.153909.22976@murdoch.acc.Virginia.EDU>
Source record: 41793
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello. we're using Timeworks DataManager ST on a 1040 STf.
We've run out of room for records at 3000, saving to a single
DS floppy. So we bought a hard drive.

Question is:
Will the 1 meg of memory be the next limit?
Is there a way to combine two data files w/ same format?

Your answers appreciated if you have experience w/ TDM-ST. No
guesses, please.

thanx in advance. Please reply email to lch3e@virginia.edu

4496. Atari STFM - Blitterised?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 17:04:18 UTC
From: amh15@cus.cam.ac.uk
Message-ID: <1992Nov25.170418.21079@infodev.cam.ac.uk>
Source record: 41795

This is probably a bit banal for this forum, but does anyone know whether the STFM ever had a blitter at any time during its life (as standard)? As I understand it, the STE's main advances were the blitter, new TOS, and large palette, and my parents' STFM from 1988-9 has no blitter. Yet a friend of mine swears that his earlier STFM with single-sided FD drive has a blitter as standard. Can we put this straight please?

(e-mail preferred!)

Alan
amh15@cus.cam.ac.uk

4497. Omikron+TOS1.0 = troubles?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 17:11:30 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.722711490@groucho.phil.ruu.nl>
Source record: 41794

I wrote a program in Omikron basic (yeah... I switched to C since then :)
which runs OK on all STs and STEs -- except for machines with TOS 1.0.
Leaving the program gives a 10-bomb crash when returning in the desktop
(= line-A exception), the file-selector has serious problems, etc.
The program uses Omikron's GEMLIB and is a full GEM program. Compiled
with the Omikron compiler v3.0 (I think)

Anybody experienced the same problems? Anybody any clues, workarounds,
patches for TOS 1.0, suggestions of any kind, etc., etc...
I know nothing about TOS 1.0 and don't have it either (fortunately :).
Any help, comments or whatever appreciated, either thru email or in
this group (which I read daily).

Thanks in advance,
Hendrik "glad I moved to C" Jan

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

4498. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 18:47:34 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.95LIo96Zj76@fredrik.atari.no>
Source record: 41796

In <28651@castle.ed.ac.uk>, Mark Steyn writes:
**** some stuff deleted *****
>Fast ram? As in ram only the processor can access? Good - It ought to
>speed the Falcon up a bit. I am still curious as to how the 030 will
>have 32 bit access to this ram though. Given that the 030 only has 16
>bit access to the rest of the system, the only option I can see is to
>remove the (surface mounted) processor. The suggestion about plugging
>the memory into the maths coprocessor socket was interesting, but the
>030 would still only have 16 bit access.

No, the 68030 and the 68881/68882 have full databus between them.
That is: all 32bits of the 030 is directly wired to the coprocessor socket,
this is why a fastram upgrade will (probably) be easy to implement.

>>I remember C= claiming to have 3 coprocessors in the Amiga(s), and I was a bit
>>surprised when I saw that the videoshifter was one of them, and the
>>soundshifter the second. Even the blitter hardly counts as a coprocessor
>>IMHO!!
>
>Well, that is in your opinion. Others may vary.

If you accept the videoshifter in the Amiga to be a coprocessor, then also the
videoshifter in the ST must qualify as a coprocessor.....

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

4499. Sozobon dLibs 1.2 realloc() bug...help!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 18:50:06 UTC
From: dickia@rpi.edu
Message-ID: <DICKIA.92Nov25135006@aix02.rpi.edu>
Source record: 41797

Hey -

Does anyone know of a bug in the dLibs 1.2 realloc() routine?
It seems to choke intermitently in a program I'm writing... I call the
routine and it never returns -- the machine doesn't crash, it just
hangs.

Part of the problem may be that I'm not casting the types
correctly that I'm passing. The docs I have say it is defined as:

char *realloc(char *ptr, unsigned int *size)

but I've actaully had more success passing signed int's and long's for
the size. Different castings have had different results.

Anyone know anything about this? I'm using TOS 1.0, if that's
any help...

It's weird... the program I'm trying to compile has compiled and run
just fine on about three different Unix platforms.. ugh!

Help!

Andy Dickinson [----------------------------] dickia@rpi.edu [{<---+++--->}]
271 Lark St. #3, Albany, NY 12210 [--------] (518) 426 - 7907 *#*#*#*#*#*#*#*
<><><><> This .sig left intentionally uninteresting due to the lack of anything
really clever or unique I could think of to put in its place..... =+=+=+=+=+=+

4500. inquiry: "Matix Datensystem-Germany"

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 19:57:35 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Nov25.145735.1@vaxc.stevens-tech.edu>
Source record: 41798
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello World,

I found after much inquiriy that I cannot put a mega motherboard into my 1040-designed tower case. The reason I wanted this is so that I would have a megabus slot to add a third party graphics card to my system. Well I also found out that one can add a megabus to a 1040 via JRI's FPU upgrade, but a number of people that I have spoken with (all extremely competent hardware guru's), have told me that the megabus added this way works only marginally and cannot be trusted to fully function.

Rio/Datel advertised the reSOLUTION graphics card for a plain 1040, but alas I have found that it is not yet (maybe never will be) produced. So the only option that I see right now that does not require me to buy a new mega STE or TT (this would mean scraping a most incredible Tower Case!) is a graphics card manufactured in germany that is supposedly made for the original ST's.

This graphics card if manufactured by "Matrix Datensystem" and is called the "C32 board" it supposedly does 800x600 in 256 colors. Ideally I would like a resolution of 1280x1024 (i don't care if it is monochrome), but 800x600 would be acceptable.

If there is anyone who has any experience with this card or company could you please pass some information my way. They apparently have over 15 different graphics cards for the ST. I have not found one place in the US that stocks these cards. Perhaps a kind german could give them a call and find out about thereselection of graphics cards for stock ST's, I am sure that there are other interested parties besides myself in the US. If they have someone who would not mind a call from a ignorant american who only speaks english, then I would be happy to call them myself, but again I do not have a number for them.

Thanks to all the folks who responed to my ealiar posts about the megaST Motherboard, and Megabuss inquiries. If I get some information on these graphics cards my "Matrix Datensystem" I will post to the net.

Cheers,
Scott J Kolodzieski
skolodzieski@vaxc.stevens-tech.edu

4501. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 22:49:02 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Nov25.224902.1931@exu.ericsson.se>
Source record: 41800

Aaaaaaggggggghhhh! Twenty or thirty posts back in this
thread John Hutchinson wrote:

>C'mon folks, let's get real here, OK?
>
>Personally, I don't give a twit if the Falcon has a 32, 16, 8 or 2-3/4 data
>bus... as long as it performs and performs well in consideration of its cost!

Now there's some sense! "Modern" hardware has reached the point
where, save some ray-tracing fanatics and power-hungry collectors,
any machine is capable of doing just about anything you could
possibly want a home computer for. I perceive the latest trend
of "gotta be faster, gotta be bigger, gotta be at the absolute
cutting edge of technology" to simply be a way of running away
from real problem: poorly designed software which doesn't do
what you want.

The Falcon will be a damn good machine if some developers jump
on it and come out with some Really Great Software. That's the
bottom line.

But back to the techno-quibbling.

--
James Hague
exuhag@exu.ericsson.se

4502. Help with ASCI-SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 22:54:07 UTC
From: costello@tolsun.oulu.fi
Message-ID: <1992Nov25.225407.20171@ousrvr.oulu.fi>
Source record: 41801

I've got my hands to ADAPTEC A4000 SCSI-MFM adapter that
allows MFM hard disks to be used with a SCSI controller
and I'm willing to use it with my ST. Atari has quite
SCSI-like hard disk connector called ASCI - am I right?
If yes, can anyone tell what kind of cable I should
build between ST's 23-pin connector and SCSI-plug?

My native language is finnish so please forgive spelling errors etc.

--
Copy this .sig and just say noe to big-brother's monitoring of public bandwidth
Bush Quayle conspiracy JFK cocaine LSD heroin marijuana AK-47 Iran Iraq Libya
*Sandinista Contras Panama Noriega FBI CIA NSA Secret Service fixed-elections *
*Neil Bush S&L coverup potatoe wiretaps search & seizure bill of rights dead *

4503. Re: Sozobon dLibs 1.2 realloc() bug...help!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-25 23:08:35 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <722732914@macbeth.cs.duke.edu>
Source record: 41802

From the Holy Book of <DICKIA.92Nov25135006@aix02.rpi.edu>
as spake by dickia@rpi.edu (Andrew B. Dickinson) :

> Part of the problem may be that I'm not casting the types
>correctly that I'm passing. The docs I have say it is defined as:

> char *realloc(char *ptr, unsigned int *size)

Yow! That's way wrong. What you want is:

char *realloc(char *ptr, unsigned int size)

or better, if dLibs 1.2 supports it:

char *realloc(char *ptr, size_t size)

[of course, you can't actually use these prototypes, unless there's
something Ian hasn't told us ;)]

BTW, what version of Sozobon are you using? If it's not 1.33i, you
should _seriously_ consider upgrading. Look for
/atari/Languages/sozo133i.zoo at atari.archive.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@romeo.cs.duke.edu | (c) 1992 Hacker Ltd. and cannot be
bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

4504. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 00:17:06 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11176@uqcspe.cs.uq.oz.au>
Source record: 41803

ins739l@lindblat.cc.monash.edu.au (William Fang) writes:
>Warwick Allison (warwick@cs.uq.oz.au) wrote:
>: ins739l@lindblat.cc.monash.edu.au (William Fang) writes:
>:
>: >As for SCSI-2, yes it would be nice on the Amiga1200. The 2.5" IDE connector
>: >is okay for home use as most people don't need more than two hard-drive.
>:
>: Funny, I've never heard of 2.5" IDE tape drives...

>Just one question. Is this SCSI-2 hard-drive and tape-drive meant to fit
>inside the falcon?

Pretty pointless question - of course not. Point is, how are you going to
hook up a SCSI Tape Drive to your A1200? You seem to think that SCSI is
only for Hard drives, with your "most people don't need more than two
hard-drives" statement.

I am VERY glad the Falcon has a SCSI port. Most Amiga owners will admit
that not having a SCSI port on the A1200 is a MAJOR failing, especially
since the A3000 has one.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4505. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 00:32:46 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <XT98ETK@heaven7.in-berlin.de>
Source record: 41804

nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
> PCMCIA? What's that? Some kind of standard? I don't think so.

You'll have to reconsider, I'm afraid. PCMCIA is getting a major standard
fast. I'd love to see a PCMCIA slot in a Falcon.
--
( ) ____ Martin Ibert/Westendallee 100 d/D-1000 Berlin 19/+4930-3056541
| |_^_|O |_ --
(Starlight| Looks and youth aren't everything/Experience is a quality that
/_Express_| counts for a lot/The sad thing 'bout experience is by the time
//o ()()() o you got it/It's usually all you've got. ------ Richard Stilgoe

4506. Re: V.32bis modems and ST/Spectre

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 01:24:58 UTC
From: ken@isgtec.com
Message-ID: <3754@isgtec.isgtec.com>
Source record: 41809

In article <1992Nov24.150618.21821@linus.mitre.org> jthomas@kolanut.mitre.org (Joe Thomas) writes:
> Has anyone had any experience using V.32bis (14,400 bps) modems with the
> ST either in ST or Spectre Mac emulation mode? Is the serial port fast
> enough to handle the data at full speed (I know a standard IBM's serial
> port is not). Does the ST handle Xon/Xoff signaling correctly?

v32bis and v32 can be made to work fine on an ST/STe etc., but you have to get the utility TURBOCTS 1.32 or SERIALFX 1.1. These fix bugs in various Atari ROMS in handling the RTS/CTS handshaking required for high-speed modems. You have to use RTS/CTS for high-speed, XON/XOFF is no good (can cause overrun problems at high speed). You have to realize how high speed modems work, you set your serial port as fast as it can go (19.2K on a regular ST/STe) and the modem<->computer side will go at that speed. The modem<->modem side will go at 14.4K for v32bis. The modem can use real-time compression to get faster than 14.4K on the modem<->computer side. In fact if you could set the computer side to 38.4K there are types of files you could transmit that could cause actual throughput at this speed.

The Spectre is another story. As far as I can tell XON/XOFF works fine under Spectre, I've used Zterm and Red Ryder at 2400 bps. But high-speed modems screw up completely under Spectre. I posted a question about this a while ago and got no replies. I was unable to get TURBOCTS to work when in Mac mode, which I assume is the problem. Anyway, using Flash 1.6 in ST mode is so much faster than anything you could run in Mac mode, why bother? There are ways of downloading Mac software in ST mode, and then transferring it into Mac mode. That's what I do.

> I'm probably going to get either a Supra or a Zoom. Zoom has the slight
> price advantage. Any advice?

The Supra's are very popular and seem very reliable. I've used them, we have several at work.

> Does any ST or Mac FAX software work?

ST FAX software, yes. I think there's a package called Straight Fax that works well with Supra modems.

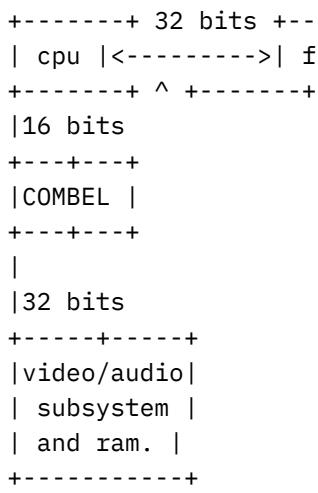
--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

4507. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 03:49:26 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Nov26.034926.3013@solace.hsh.se>
Source record: 41807

This is what I have puzzled together of all the discussion that has been here recently, but also by talking to people who have falcons.



I don't know if this is right, but it's the best I could do with the information at hand, and it's looks resonable.

Does anyone have any comments on this?

hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

4508. Re: Help with ASCI-SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 03:54:12 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Nov26.035412.3106@solace.hsh.se>
Source record: 41808

In <1992Nov25.225407.20171@ousrvr.oulu.fi> costello@tolsun.oulu.fi (Antti Jarvinen) writes:

> I've got my hands to ADAPTEC A4000 SCSI-MFM adapter that
> allows MFM hard disks to be used with a SCSI controller
> and I'm willing to use it with my ST. Atari has quite
> SCSI-like hard disk connector called ASCI - am I right?
> If yes, can anyone tell what kind of cable I should
> build between ST's 23-pin connector and SCSI-plug?

> My native language is finnish so please forgive spelling errors etc.

Well, what you need is a hostadaptor. It converts the SCSI to ACSI, wich is not compatible. (god knows why Atari made it so)

There is a good adaptor around that ICD sells that's called The Link.
I have unfortunatley no information where you can get hold of one. Maybe my fellow netters can supply that information for you. :)

hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

4509. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 06:06:14 UTC
From: Marco_Fris@p11.f202.n281.z2.fidonet
Message-ID: <15963c00@p11.f202.n281.z2.fidonet>
Source record: 41782

In a message of <Tue 24 Nov 92 02:04>, William Fang (2:281/202.33) writes:

> If you're talking about the processor direct slot on the Falcon, it's
> not a "-complete- expansion connector" in the sense it's only 16bit
> where as the Amiga 1200 slot is 32 bits and a bit more flexible with
> regards to peripherals attached.

It is a "complete" connector in the sense that it has jast as wide (I
should say narrow) a databus as the processor. Not much use in giving the
expansion slot 32 bits when there are only 16 available.

- Marco -

---
* Origin: ... and no one likes a stranger here... (2:281/202.11)

4510. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 07:38:35 UTC
From: grr@cbmvax.commodore.com
Message-ID: <37312@cbmvax.commodore.com>
Source record: 41812

In article <1992Nov25.143111.10352@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
> marks@castle.ed.ac.uk (Mark Steyn) writes:
> :[...]
> : I agree that Mr Fang was quite wrong on the Falcon's video memory, but
> : having 14 Mb is not strictly an advantage, given that the Falcon uses a
> : shared bus between processor and video.
>
> The Falcon does NOT use a shared bus between processor and video!
> How many times does this have to be said???

Please elucidate!

Both the Amiga and the traditional Atari ST design timeshare the display RAM between the processor and video accesses. For 68000 7/8 MHz systems, this can be done (nearly) transparently depending on the video bandwidth required, since the 68000 cycles are typically twice as long as that required for DRAM access.

This transparency is typically lost as you go to 68020/68030 processors, since running these processors with no-wait states requires a memory cycle time 3/8's that of the slower processors. DRAM technology simply hasn't mproved enough to allow random cycle times this short.

So, unless there is some very efficient access to the display RAM for the video subsystem, there will be contention between the processor and the display accesses. If there is a separate bus for RAM expansion and other processor activities then is possible to attain higher performance.

So far, I've several different stories about the Falcon video bus and display subsystem, most of which are probably confusion. On one hand, people are asserting that there isn't a shared bus and on the other, they are asserting that all 14M-byte of RAM on the Falcon can be used for dipslay memory. Unless there is some kind of configurable bank switching, this seems to offer a contradiction. It may be that the processor and diplay busses are separate, but leave the question open as to whether you have also have expansion memory that isn't subject to display access contention.

If you can answer the following questions:

1) What is the basis for sharing display memory between the processor and the display subsytem.

2) How many clocks are memory access to the the display memory.

3) Is there or is there not provision for adding expansion memory
that is not shared or display memory?

4) If so, how the expansion space partitioned? Is it really up to
14 M-byte of display memory or is there some split?

> : I know a little about both. The Falcon has no provision for processor
> : only memory, which the processor can access no matter what the custom
> : chips may be doing. The A1200 does, though it is shipped without any.
> : An 68ec020 with full 32 bit access to memory will out perform a 68030
> : with only 16 bit access. This has been the case on the Apple Macs which
> : use 030's with a 16 bit bus, and is a proven fact.
>
> An 68EC020 however can only address a MAXIMUM of 16 Mb RAM, it can NOT
> provide virtual memory (like the 68030 with built-in PMMU) so you will
> _never_ be able to use more than 16Mb of memory! The Falcon will be
> able to use any amount of virtual memory up to 4 Gb. In my opinion, the
> A1200 is seriously crippled, since it is limited to only 16Mb.

You may be missing the point that the A1200 expansion connector has full
access to the system internals and it is a trivial excercise to implement
an expansion board that includes a 68030. It is not much harder to do
one which would incorporate a >> 14/16 MHz processor. Such a board would
probably also include fast memory tightly coupled to the processor which
would provide much higher performance than the base unit.

As a result, the 16M-byte limitation and lack of VM support you cite
are not architectural limitations, the are simply features that, while
not included in the base unit, can be added via expansion provisions.

More questions:

1) Are there really 32-bit addresses carried between the processor
and the expansion memory connector, or either only 24-bits
or some pre-multiplexed addresses?

2) Is there decoding of the high order 8 address bits or other
for distinguishing the > 16 M-byte space from the = 16M byte
space nominally supported by the system archtecture?

3) Does the memory expansion provide a full 32-bit databus, or is
it limited to the 16-bit system/processor bus?

4) Can memory cycles on the RAM expansion be faster than the shared
display memory or is the memory control logic and timing
in common between the two?

4) Is the ROM 16-bits or 24-bits?

5) Is there any connector for adding a "processor expansion"
connector that gives accesses to full 32-bit adddress and
32-bit data busses?

I would point out that the Atari COMDEX spec sheet makes no mention at
all of a "memory expansion" connector, only an expansion port said to

support x86 compatibility boards. According to postings here, this
connector seems to say that it is only 24-bit addresss, 16-bit data.

> : Either system without any fast ram will suffer in performance as
> : graphically intensive screen modes are used, as the processor will be
> : able to access memory far less frequently. A system with fast ram
> : however will not suffer.
>
> Wrong. Since the Falcon has separate buses for CPU and video system
> memory accesses, graphically intensive modes will not even slow the
> Falcon down to half its speed - The A1200 has been said to stand
> STILL at 640x480x256...

Non-interlaced, 640*480*256 will slow down the A1200 considerably -
interlaced or with some intermediate number of bit-planes, far less so.
With the addition of some fast memory expansion, there would be little
overall processor slow-down, though there would still be contention
when accessing display memory.

1) How much does 640*480*256 non-interlaced slow down the Falcon?

2) Is there any relief available for the "graphically intense"
modes that make the Falcon "stand STILL"?

Another factor not really mentioned is how much access to display
memory is required to animate the display of typical games. The
8 64-bit sprites in the A1200 and their hardware prioritization
with one 256-color or two 16-color "playfields" can implement many
game displays with less byte-bashing than the Falcon "dumb frame
buffer" video subsystem.

> : Name any homecomputer at under 1000$ that have CD quality 16bit sound
> : and a processor with a 32 bit data bus?
> :
> : The Falcons sound is it's strength and I can see it doing very well,
> : But there is more to any personal computer than a good sound chip.

I would point out here that the A1200 has two possible expansion
points for adding DSP/16-bit sound. One is the industry-standard
PCMCIA port, which lends itself to DSP's which use the SRAM buffer
model used by the Falcon. It is also possible to add a DSP via
the processor expansion slot, which would provide full/width high
bandwidth access to the DSP subsystem, which could also be a bus
master.

> Yes, for example virtual memory, 16 bit/pixel graphics (I won't even call
> it True Colour)

1) What resolutions are supported by the 16 bit/pixel graphics?

2) Is it true that the 16-bit/pixel mode slows down the Falcon to a crawl?

Though the HAM-8 mode isn't "true-color", the 1280*480 HAM-8 interlaced
display mode effectively provides a 420*480 image with 18 bits of

arbitrary color per-pixel, and gets better where gradual shading of
real-world images allows the base-register/color-increment nature of
HAM to come into play.

While 16-bit "true-color" is a step beyond the 256 color modes, it
will be interesting to see how A1200 HAM-8 images compare to the
Falcon images.

I shouldn't even mention the Falcon's 18-bit palette vs. the A1200's
24-bit palette, but...

Also, there are those hardware sprites, which still operate in the
HAM mode and can be manipulated to provide either 8 independent
64-bit overlay images of placed end-to-end for up to 512 bit wide
overlay graphics - up to the full screen length of course.

And the ability to change resolution and video mode in mid-screen
in system-supported, user-control ways, which allows the user to mix
graphics and text displays on the same monitor, transparent to the
software involved.

> .., GEM, a lot of software (which still runs, as opposed to
> the A1200), D/A and A/D converters (this is NOT part of the sound chip)...
> And last but not least the DSP which is capable of much more than just
> realtime sound effects - for example video phones, software modems with
> integrated FAX, and of course serious number-crunching...

With respect to your other points:

1) Has Atari made any noises about supporting VM in Multi-TOS? It's
kind of pointless to boast a feature for which there is no
system/software support.

2) GEM...

3) "Most Software" runs on the A1200. The software that doesn't is
exactly the same class of stuff that will either die on the
Falcon or take no advantage of the new capabilities of the
system - namely the cheap Game software that ignores the OS
and manipulates the hardware directly.

4) DSP - all of the things you mention are possibilities, but so far
DSP's seem to serve mostly as audio-output engines and the
rest is all either un-realized potential or things that work
better when you buy a "black box" and plug it in.

> PS: Will this discussion ever end?

I could aplogize for getting technical, but I have a certain degree
of knowledge about the A1200 internals. Some of the questions raised
above are sincere requests for information, since I have no access
to a Falcon or the developer documentation, others are intended more
to prick at some of the assertions or contradictory claims made by
Falcon adherents.

A while back, I might have admitted that the Falcon would give the A1200 (as it comes out of the box) some competition performance-wise, but the 16-bit memory makes me wonder. I can state that the A1200 expansion provisions allow it to transcend the somewhat limited capabilities included, but it isn't clear if this is also true of the Falcon.

The Falcon does have some nice features built-in, notably the SCSI port, the 16-bit sound/DSP system, and (maybe) the LocalTalk port, but I think that these capbilities can all be added via the A1200 expansion provisions if the user needs them, and in some cases the add-on expansion will provide better solutions - a PCMCIA Etherent adapter would be more useful (for me) than an Apple'ish LocalTalk port.

It should also stand for something that the A1200 has a big-brother, already shippping, the A4000. This *68040* system is available today, and while highly compatible with the A1200 and other Amiga's offers a multi-slot expansion bus, 2 M-bytes of display memory and up to 16 M-bytes of fast memory (SIMMS) on the motherboard, with available memory cards providing at least 64 M-bytes memory per card.

--
George Robbins - now working for, work: to be avoided at all costs...
but no way officially representing: uucp: {uunet|pyramid|rutgers}!cbmvax!grr
Commodore, Engineering Department domain: grr@cbmvax.commodore.com

4511. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 08:00:32 UTC
From: grr@cbmvax.commodore.com
Message-ID: <37313@cbmvax.commodore.com>
Source record: 41813

In article <H.95LIo96Zj76@fredrik.atari.no> jornmoe@fredrik.atari.no writes:
> In <28651@castle.ed.ac.uk>, Mark Steyn writes:
> **** some stuff deleted *****
> >Fast ram? As in ram only the processor can access? Good - It ought to
> >speed the Falcon up a bit. I am still curious as to how the 030 will
> >have 32 bit access to this ram though. Given that the 030 only has 16
> >bit access to the rest of the system, the only option I can see is to
> >remove the (surface mounted) processor. The suggestion about plugging
> >the memory into the maths coprocessor socket was interesting, but the
> >030 would still only have 16 bit access.
>
> No, the 68030 and the 68881/68882 have full databus between them.
> That is: all 32bits of the 030 is directly wired to the coprocessor socket,

Of course the 68881 socket has only a half-dozen address lines connected
to it, so if it is the *only* place that the other 16 data-lines are available,
it will make for interesting devices.

Are they also present on a memory expansion connector and are "all 32"
address lines also on a memory expansion connector?

> this is why a fastram upgrade will (probably) be easy to implement.
> >>I remember C= claiming to have 3 coprocessors in the Amiga(s), and I was a bit
> >>surprised when I saw that the videoshifter was one of them, and the
> >>soundshifter the second. Even the blitter hardly counts as a coprocessor
> >>IMHO!!
> >
> >Well, that is in your opinion. Others may vary.
>
> If you accept the videoshifter in the Amiga to be a coprocessor, then also the
> videoshifter in the ST must qualify as a coprocessor.....

These terms are arguable. I've never seen the Amiga "video shifter" called
a co-processor and wouldn't argue that it was one even though it contains
far more "intelligence" than the Atari equivalent. Sprites, Playfields
and Collision detect logic are non-trivial...

The Amiga chipset does contain several co-procesors/DMA engines of varying
degrees of intelligence:

1) Blitter - this is a data manipulation engine, not stored program but
operates on masses of data after setup by the processor.

2) Copper - this is a beam synchonous processor, with a stored program but
with rather limited data manipulation capbilites - it can load
Amgia chip registers controlling (among others) display formats

and the color lookup table.

3) Sprites - stored program and data, though the program amounts to little more than the control bits for each sprite and it's position.

4) Audio and Video - these are basically sequencers to establish a flow of data to their respective output devices, complex but with no real intelligence.

5) Floppy - similar to Audio and Video.

The first three of these could be considered as co-processors since they operate largely independent of the processor and perform task that would otherwise require processor activity or intervention. The others might be better described as "DMA channels", though they are a bit more sophisticated that that might suggest.

--
George Robbins - now working for, work: to be avoided at all costs...
but no way officially representing: uucp: {uunet|pyramid|rutgers}!cbmvax!grr
Commodore, Engineering Department domain: grr@cbmvax.commodore.com

4512. Re: What is the secret of Software Overscan?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 08:46:48 UTC
From: kbad@netcom.com
Message-ID: <1992Nov26.084648.18489@netcom.com>
Source record: 41810

clausb@hpbeo20.bbn.hp.com (Claus Brod) writes:

|Doug Plate (plate@cdsmn.mn.org) wrote:
|:
|: Ok friends! I've seen many demos that are able to fill the entire
|: screen with graphics. What is the secret to doing this in software?

|In a nutshell, software overscan is done by fooling the MMU
|into thinking that it should not stop sending video data [...]

1) Purchase a Falcon030.
2) Hook it up to a TV or ST Color monitor.
3) Set overscan mode using the standard BIOS call.
4) Draw lots of pretty graphics which cover your entire screen
(guess what -- you can even use the VDI to draw 'em!)

hehe... I couldn't resist.
We put a LOT of work into those new video modes!

--
Ken Badertscher I need something...
kbad@taligent.com, kbad@netcom.com ...I just don't know what it is.

4513. Atari parts available in UK?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 08:51:02 UTC
From: em09@uxb.liv.ac.uk
Message-ID: <ByBF92.1v5@compsci.liverpool.ac.uk>
Source record: 41839

Does anyone know a source of Atari spare parts in the UK?

I need a LOPT for an SM125 monitor. Is there an equivalent?

John Boyes em09@uxb.liverpool.ac.uk

4514. Re: why isn't there a completely recompiled TOS around?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 08:58:21 UTC
From: kbad@netcom.com
Message-ID: <1992Nov26.085821.19221@netcom.com>
Source record: 41811

wilsont@rahul.net (Timothy Wilson) writes:

|With all the talk in c.s.a.st about how poor the original compiler for
|TOS was... why isn't there a say... 2.09 version or something
|(one that runs in all machines), compiled with a good compiler?

The main limiting factor is engineer-hours. There's a lot of weird code
in the guts of the OS that relies on compiler-specific things.
Significant progress has been made, in that by now, all of the AES and
Desktop have been rewritten with compiler portability in mind. A big
problem for the VDI and BIOS is that every assembler available for the
ST uses different syntax for different features.

Incidentally, Falcon TOS has a new GEMDOS which was compiled using
the Lattice compiler. The resulting code is considerably tighter
and faster than the older Alcyon-generated GEMDOS. And, of course,
the multitasking kernel will most definitely not be Alcyon-compiled.
--
Ken Badertscher I need something...
kbad@taligent.com, kbad@netcom.com ...I just don't know what it is.

4515. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 10:36:20 UTC
From: clausb@hpbeo20.bbn.hp.com
Message-ID: <ByBK4K.Ksv@hpbeo20.bbn.hp.com>
Source record: 41824

Marinos Yannikos (nino@vmars.tuwien.ac.at) wrote:
: The Falcon does NOT use a shared bus between processor and video!

So you're suggesting that video access in the Falcon does _never_
slow down the processor? I'm confused.

: An 68EC020 however can only address a MAXIMUM of 16 Mb RAM, it can NOT
: provide virtual memory (like the 68030 with built-in PMMU) so you will
: _never_ be able to use more than 16Mb of memory! The Falcon will be
: able to use any amount of virtual memory up to 4 Gb.

Apart from that, you can have 32 bit memory in the Falcon's RAM expansion
slot which will work much like the TT's (or Amiga's) fast memory,
i.e. this will be memory that the video chip cannot slow down
because it cannot access it.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

4516. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 10:39:36 UTC
From: clausb@hpbeo20.bbn.hp.com
Message-ID: <ByBKA0.Kto@hpbeo20.bbn.hp.com>
Source record: 41825

Joern Moe (jornmoe@fredrik.atari.no) wrote:
: No, the 68030 and the 68881/68882 have full databus between them.
: That is: all 32bits of the 030 is directly wired to the coprocessor socket,
: this is why a fastram upgrade will (probably) be easy to implement.

Did I miss something here? Does the Falcon actually have a 68881 slot?

: If you accept the videoshifter in the Amiga to be a coprocessor, then also the
: videoshifter in the ST must qualify as a coprocessor.....

That's not quite correct. The Amiga's Copper can really be thought of
as a coprocessor since it even can execute small programs on its
own.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

4517. Re: why isn't there a completely recompiled TOS around?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 10:43:31 UTC
From: clausb@hpbeo20.bbn.hp.com
Message-ID: <ByBKGJ.Kun@hpbeo20.bbn.hp.com>
Source record: 41826

John Hutchinson (hutch@bellman.lanl.gov) wrote:
: Well, rather like the marines, Atari is looking for a few good TOS engineers.
: The notice was on GEnie last night so here's your chance to fix TOS.

: Hey. Don't shoot the messenger. :)

Why should we - this is good news because it shows that Atari wants
to speed up TOS development again! Let's hope they find some good
people for this task.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

4518. More than 4mb on ST !?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 11:27:12 UTC
From: ebeling@theo.physik.uni-bremen.de
Message-ID: <ebeling.5.0@theo.physik.uni-bremen.de>
Source record: 41814

I have an idea how to get more than 4 mb meomory on a conventional ST, that I would like to share with the ST community. Maybe I don't know some details about the ST memory system and someone can tell me if I am completely wrong.

The idea is the following: If the GLUE chip does not recognize an adress above 4 MB, because he doesn't see A22 and counts on during startup, the GLUE would count 8 MB memory.
Now the MMU needs to adress above 4 MB using Ras,Cas etc.. With a GAL logic swichting to the higher 4 MB bank, if A22 is high, it should be possible to put additional 4MB in the system.

Sounds like a very simple idea, it must be wrong, but why ?????

There are as far as I know two ways to get more than 4 MB in the ST.
One is using the ADDMEM instruction of TOS 2.06 and put some more memory on an VME bus card, which is supposed to be not a good way of doing it.
A second way is to use a additional MMU that was devolped in Austria and let this chip do the work of addressing memory above 4 MB. The chip is very expensive ($450), but seems to deliver a clean way to get more memory without using the VME bus.

With all the multitasking ideas around, there is an need to get more than 4 MB on the ST machines. So everybody with ideas about a hardware realisation of more memory in an ST should write about it in this group. Maybe we are able to find a way.

Now don't tell me to buy a Falcon to get more memory. I haven't seen one and I bought my MEGA STE 1 year ago and I don't want to buy a new computer again.

QUESTIONS TO BE ANSWERED:

How is determined how much memory is available in an ST ???
What does the MMU, besides generating Ras,Cas etc. ??
Are there problems to get a VideoBase above 4MB, if there is more than 4MB ??
How would the cheapest hardware solution look like ??

Okay folks, let's get going..

Walter

4519. Re: Help with ASCI-SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 11:56:54 UTC
From: clausb@hpbeo20.bbn.hp.com
Message-ID: <ByBnuv.LIE@hpbeo20.bbn.hp.com>
Source record: 41827

```
Antti Jarvinen (costello@tolsun.oulu.fi) wrote:
: I've got my hands to ADAPTEC A4000 SCSI-MFM adapter that
: allows MFM hard disks to be used with a SCSI controller
: and I'm willing to use it with my ST. Atari has quite
: SCSI-like hard disk connector called ASCI - am I right?
: If yes, can anyone tell what kind of cable I should
: build between ST's 23-pin connector and SCSI-plug?

A simple cable won't help you much. You need an ACSI to SCSI
host adaptor. Such interfaces are widely available.

--
--clausb@hpbeo79.bbn.hp.com-----------------------------------------------
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>----------------------------------------------
```

4520. Re: Megas/1040 st motherboards, inquiry?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 12:24:22 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.722780662@groucho.phil.ruu.nl>
Source record: 41817
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Bob_BobR_Retelle@cup.portal.com writes:

>>2. Are the two motherboards the same size.
>
>No.. the 1040 motherboard is the full width of the integrated CPU/keyboard
>case, while the Mega ST is several inches narrower.. actually, the Mega ST
>motherboard looks like it would fit in a mini-tower case much easier.

If you mean a PC-minitower: Mega motherboards do *not* fit in this kind of
mini-towers -- it's even a pain to stuff them in big towers. And then...
all the re-wiring, (expensive) cables, floppy&HD placement... Yack...

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

4521. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 12:38:13 UTC
From: spisser@ghost.dsi.unimi.it
Message-ID: <1992Nov26.123813.25960@ghost.dsi.unimi.it>
Source record: 41815

jornmoe@fredrik.atari.no (Joern Moe) writes:
>I remember C= claiming to have 3 coprocessors in the Amiga(s), and I was a bit
>surprised when I saw that the videoshifter was one of them, and the
>soundshifter the second. Even the blitter hardly counts as a coprocessor
>IMHO!!

The Amiga has 3 custom chips (Agnus, Denise & Paula). The blitter is only
a part of the Agnus chip. This 3 chips ar coprocessors, since they
make the work that the CPU usually does in other computers.
>

>--
> ____
> / Joern F. Moe / All above is my own personal opinion! \
>/ Oslo, Norway / Any lack of opinion above is also mine! \
>---

4522. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 12:44:35 UTC
From: spisser@ghost.dsi.unimi.it
Message-ID: <1992Nov26.124435.26336@ghost.dsi.unimi.it>
Source record: 41816

ins739l@lindblat.cc.monash.edu.au (William Fang) writes:
>Do you mean that the 68030 has a full 32 bit data bus to the main memory on
>the Falcon? From what I've read, this is not the case.
>Yes the A1200 has a limited 24 bit address bus, just like the Falcon.

The A1200 has a 24-bit adress bus, that means that you can have max.
10MB (2MB Chip+8MB FAst) Ram. The data-bus is full 32 bit.

>: And before you start talking about cripled bus on the F030; do you know
>: ANYTHING about the TIMING and SHARING of the bus in EITHER of the F030
>: and A1200?? I know a bit about the F030, but nothing on th A1200.

The Amiga has 2 types of RAM: Chip and FAst. The custom chips have priority
on the Chip RAm, but the CPU can access to it.

The fast RAM is CPU-only.

this is the main difference: The Atari has only ``Chip-ram'', so the
CPU is always slowed down when the RAM is accessed by other chips.
>Are you saying that 16 data lines are better than 32?

>Regards,

>JF

4523. Re: Soldering to the shifter ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 13:28:18 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <722784497.912@minster.york.ac.uk>
Source record: 41564

In article <H.Z9G3fpo3c&2@discworld.oche.sub.org> rincewind@discworld.oche.sub.org writes:
>In <Bxx0y7.J64@dcs.ed.ac.uk>, Christopher Walton writes:
>>I am considering doing a memory upgrade on my STFM and it will involve
>>soldering a socket on top of my shifter. Can anyone tell me how vulnerable
>>this chip is as I am not very experienced with a soldering iron ...
>
>I would not recommend this - it can be done, when using ESD
>precautions, but there is a much easier way:

I think Christopher's problem is that his shifter is not socketed. Mine wasn't either, neither was the MMU... as I found out when attempting to install a Frontier (now Marpet) Xtra-RAM board.

Frontier promptly supplied a 40-pin socket, which you solder on top of the shifter. You need a low wattage soldering iron (you don't need a lot of heat to make the joints, and there's a lower chance of you frying the chip).

The technique is to fit the socket onto the shifter (the socket legs grip it a little) and apply the iron to the first pin. Simultaneously apply multicored solder to the pin (not the iron) and remove solder and iron as soon as the solder has melted. Repeat for the other 39 pins!

If you are not experienced with a soldering iron, then get some soldering practice on an old PCB / chip / some wires.

For socketed MMUs, Frontier supplied a socket that fits over the top of the MMU. Unfortunately that didn't work for me, as I have an MMU that doesn't support uneven memory banks (the Frontier upgrade was to take my 1040STFM to 2.5MB -- 0.5MB in bank 0 and 2MB in bank 1). I therefore had to cut tracks and make connections on the MMU socket, and clip resistors on the STFM circuit board. Hopefully you won't have to do this (!), and the Frontier Xtra-RAM deluxe board has features to solve the problem in a simpler manner.

>cu
>Michael
>
>--
>Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
>Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
>Home: rincewind@discworld.oche.sub.org Maus: Michael Schwingen@AC3

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

4524. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 14:21:25 UTC
From: marks@castle.ed.ac.uk
Message-ID: <28715@castle.ed.ac.uk>
Source record: 41818

nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:

>marks@castle.ed.ac.uk (Mark Steyn) writes:

[stuff deleted]

>The Falcon does NOT use a shared bus between processor and video!
>How many times does this have to be said???

It will have to be said many, many times since it is not true.
The old ST/E's did not have a shared video/memory bus. The Falcon does.
If you have any evidence to the contrary, please post it. Everything
I have seen and read, however, points to the shared bus situation.

>:[...]
>: I know a little about both. The Falcon has no provision for processor
>: only memory, which the processor can access no matter what the custom
>: chips may be doing. The A1200 does, though it is shipped without any.
>: An 68ec020 with full 32 bit access to memory will out perform a 68030
>: with only 16 bit access. This has been the case on the Apple Macs which
>: use 030's with a 16 bit bus, and is a proven fact.

>An 68EC020 however can only address a MAXIMUM of 16 Mb RAM, it can NOT
>provide virtual memory (like the 68030 with built-in PMMU) so you will
>_never_ be able to use more than 16Mb of memory! The Falcon will be
>able to use any amount of virtual memory up to 4 Gb. In my opinion, the
>A1200 is seriously crippled, since it is limited to only 16Mb.

Did nobody ever tell you that it is RUDE TO SHOUT :-) Wrong on a couple
of counts there. A: The A1200 is in fact limited to 10 MB of memory,
not 16. B: Never say never. It is quite easy to add an 030 processor
to the 1200 via the trapdoor expansion slot. This processor will quite
happily be able to access any memory up to the 4Mb limit. Whilst you
may not consider this to be particularly viable, you would do well to
consider how you propose to add 4Gb of memory to your Falcon.
Which bings us neatly to point C: The Falcon has a Surface Mounted 030
on a 24 bit address bus. Or to translate the Falcon has a 14Mb memory
limit (Since 2Mb is reseved by the system). Does this now mean that the
Falcon is even more crippled than you originally supposed that A1200 to
be? Which finally brings us to D: People who need 16Mb's of memory are
unlikely to by either an A1200 or A Falcon 030. That is why there
exists an Amiga 4000 and will exist a Falcon 040.

As for virtual memory does MultiTos support it?

>: Either system without any fast ram will suffer in performance as
>: graphically intensive screen modes are used, as the processor will be

>: able to access memory far less frequently. A system with fast ram
>: however will not suffer.

>Wrong. Since the Falcon has separate buses for CPU and video system
>memory accesses, graphically intensive modes will not even slow the
>Falcon down to half its speed - The A1200 has been said to stand
>STILL at 640x480x256...

I will maintain that you are wrong about the shared bus.
As for slowing the Falcon down to 1/2 it's speed, you already have a 16
bit data bus for that :-)

However, standing still is relative. If you were to go back and read
the discussions about this in c.s.amiga.advocacy, you would find that
the new 640x480x256 was nearly identical in speed to the old amigas
640x480x16. Personally I consider that a great improvement. Coupled
with the improved OS routines some graphic operations were up to 6 times
faster. The overall result is a machine that is far faster.

Oh wait, "said to stand STILL at 640x480x256..."
^^^^
Objection your Honour, Heresay.
Objection Upheld.

We still have no information about the Falcons graphics performance.
Perhaps we should suspend this argument until then.

>: Name any homecomputer at under 1000$ that have CD quality 16bit sound
>: and a processor with a 32 bit data bus?
>:
>: The Falcons sound is it's strength and I can see it doing very well,
>: But there is more to any personal computer than a good sound chip.

>Yes, for example virtual memory, 16 bit/pixel graphics (I won't even call
>it True Colour), GEM, a lot of software (which still runs, as opposed to
>the A1200), D/A and A/D converters (this is NOT part of the sound chip)...
>And last but not least the DSP which is capable of much more than just
>realtime sound effects - for example video phones, software modems with
>integrated FAX, and of course serious number-crunching...

Ok lets start at the beginning

1: Virtual memory - The Falcons OS does not support it, hence it is
left to 3rd party developers. The exists already a 3rd party VM
solution for those Amigas with MMU's, which as I am sure you will be
quick to point out, does not include the A1200. The 4000 in the other
hand...

2: Your 16bit graphics consists of 32768 colours. The true colour mode
is not available in 640x480 VGA modes. The maximum resolution for
the true colour mode is 768x480 interlaced and overscanned.
The A1200 hundred can display 640x480 (+overscan) in 262144 colours.
This is in Ham8, and from a 24bit palette. Alternatively, and more

comparable to the Falcon, it can support 1280x400 interlaced (+overscan). This mode is in theory capable of displaying over 700 000 colours, again from a 24bit palette. This mode, incidentally, has been shown running an amination at 25 frames per second, with the rest of the system still multitaking.

3: Gem and lots of software. :-)

4: A lot of software which still runs? Perhaps you are thinking of the 3 games ST Format managed to get running, after the rest of their games failed. Obviously you _are_ thinking of games, since to my knowledge only one 'serious' application has failed to run on the new Amigas. Even then tests by UK Amiga magazines have shown that about 85% of games released over the last year run quite happily on an A1200. Let he who is without sin cast the first stone?

5: The A/D and D/A. I fail to see what possible difference it could make if these were integrated in to the sound chip. With regard to the sound chip, as far as I have been able to gather, what it lacks in flexibility, it gains in the dsp :-)

6: Software modems - Yes, the DSP could handle that quite happily, but at the same time as compressing/decompressing data in realtime for your video phone and integrated fax? I think you grossly over estimate the abilities of the 56001.

>PS: Will this discussion ever end?

As you can see, no. And I do not believe I even mentioned the Falcons 16 bit data bus. Perhaps it is time to rename this thread?

Mark
--
"A little nonsense now and then, \ Mark Steyn : \
Is relished by the wisest men" \ marks@castle.ed.ac.uk \
Willy Wonka \ mpjs@dcs.ed.ac.uk \

4525. Re-upgrading an STFM520/1040

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 14:29:28 UTC
From: malcolm@logcam.co.uk
Message-ID: <malcolm-261192142529@158.234.41.244>
Source record: 41820

A friend(?) of mine upgraded my STFM520 to 1 meg memory a couple of years ago (using one of those chip-only kit's). Ever since I have had problems (patterns of equally spaced dots appearing on screen after 30 mins or so). Turning the extra half meg off with a bit of software clears this up.

My problem is this:
I'm now going to be using my ST a bit more and so would like to fix this problem properly. If I install one of the 'solderless' upgrades for 0.5 meg to 2 meg will this bypass the faulty upgrade ? Are there any other solutions ? I'm a bit dubious of parcelling up my ST to send to a repair service.

Thanks for your help,

Malcolm.

****
* Malcolm Windsor,
*
* Logica Cambridge Ltd, Betjemam House, 104 Hills Rd, Cambridge, CB2 1LQ.
*
* email : malcolm@logcam.co.uk
*
* Tel : (0223) 66343 x 4849
*
****

4526. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 14:30:54 UTC
From: marks@castle.ed.ac.uk
Message-ID: <28717@castle.ed.ac.uk>
Source record: 41819

jornmoe@fredrik.atari.no (Joern Moe) writes:

>In <28651@castle.ed.ac.uk>, Mark Steyn writes:

[stuff deleted]

>>>I remember C= claiming to have 3 coprocessors in the Amiga(s), and I was a bit
>>>surprised when I saw that the videoshifter was one of them, and the
>>>soundshifter the second. Even the blitter hardly counts as a coprocessor
>>>IMHO!!
>>
>>Well, that is in your opinion. Others may vary.

>If you accept the videoshifter in the Amiga to be a coprocessor, then also the
>videoshifter in the ST must qualify as a coprocessor.....

I did not, but I did not want to be drawn into an argument over what
qualifies as a coprocessor. Too late for that now...

I assume that the original poster was refering to the Amiga's blitter
when he mentioned the "videoshifter". Given that it is capable of
performing 256 logical operations on source data to procuce and output I
believe that the term "coprocessor" is justified. As for the ST's
"videoshifter" it probably does qualify, though few developers seem to
believe it is powerful enough to merit that title.

The video chip in the Amiga also contains a coprocessor called the
copper, which, you may be interested to hear, stands for copprocessor
:-)

As for the sound chip - who knows? Perhaps Commodore just got their
marketing right for once :-)

Mark

>--
> ____
> / Joern F. Moe / All above is my own personal opinion! \
>/ Oslo, Norway / Any lack of opinion above is also mine! \
>---
--
"A little nonsense now and then, \ Mark Steyn : \
Is relished by the wisest men" \ marks@castle.ed.ac.uk \
Willy Wonka \ mpjs@dcs.ed.ac.uk \

4527. Re: More than 4mb on ST !?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 15:31:05 UTC
From: andi@mips.complang.tuwien.ac.at
Message-ID: <1992Nov26.153105.23977@email.tuwien.ac.at>
Source record: 41821

Walter Ebeling writes

>A second way is to use a additional MMU that was devolped in Austria and
>let this chip do the work of addressing memory above 4 MB. The chip is very
>expensive ($450), but seems to deliver a clean way to get more memory
>without using the VME bus.

Walter Ebeling writes that the additional MMU is very expensive. The price of a chip is not so bad compared to the capabilities and the development cost. Memory boards based on this chip work fast and reliable. The people who developed the chip are flexible. If you buy the chip in quantities you can get very good discounts.

Andi

P.S.: If somebody is interested to get in contact with the developers of the Austrian MMU, i can mail him the address.

--
Andreas Krall, andi@mips.complang.tuwien.ac.at
+431 58801/4462 fax +431 5057838
Technische Univ. Wien, Inst.f. Computersprachen E185/1
Argentinierstr.8/4, A-1040 Wien Austria

4528. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 15:34:32 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov26.153432.16239@elroy.jpl.nasa.gov>
Source record: 41822

In article <37312@cbmvax.commodore.com> grr@cbmvax.commodore.com (George Robbins) writes:
>In article <1992Nov25.143111.10352@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
>> The Falcon does NOT use a shared bus between processor and video!
>> How many times does this have to be said???

>Please elucidate!

I'm quite convinced that Marinos Yannikos is wrong here...
>
>If you can answer the following questions:
>
>1) What is the basis for sharing display memory between the processor
> and the display subsytem.

All 16MB of the valid address space is accessible to all devices,
including video, just like in older STs.
>
>2) How many clocks are memory access to the the display memory.

Dunno. Let's see though, my timings show around a 50% decrease in system throughput between the fastest/cheapest video mode (384x240x4, 15.75khz) and the slowest mode (768x480x65536, 15.75khz, interlaced). These figure at 1.3MB/sec vs 21.1MB/sec, respectively. In order for the video system to consume that much bandwidth and still leave *anything* left over for the CPU, it *must* be operating via a 32 bit data bus, at least. (We know the TT uses 64 bit video access, so it's not out of the question for wider than 32 on the Falcon.) Given that the system throughput is approximately halved, that pretty much nails it at 32 bits.
>
>3) Is there or is there not provision for adding expansion memory
> that is not shared or display memory?

Nope. Adding fast RAM is purely a 3rd-party venture, not something explicitly provided for in the system.
>
>4) If so, how the expansion space partitioned? Is it really up to
> 14 M-byte of display memory or is there some split?

I guess that was answered in (1).
>
>More questions:
>
>4) Is the ROM 16-bits or 24-bits?

Eh? The ROM lives at a 24 bit address, if that's what you mean.
>
>5) Is there any connector for adding a "processor expansion"
> connector that gives accesses to full 32-bit adddress and
> 32-bit data busses?

The 68882 socket, for one.
>
>I would point out that the Atari COMDEX spec sheet makes no mention at
>all of a "memory expansion" connector, only an expansion port said to
>support x86 compatibility boards. According to postings here, this
>connector seems to say that it is only 24-bit addresss, 16-bit data.

Right, the so-called processor-direct-slot is A24/D16.
>
>Non-interlaced, 640*480*256 will slow down the A1200 considerably -
>interlaced or with some intermediate number of bit-planes, far less so.
>With the addition of some fast memory expansion, there would be little
>overall processor slow-down, though there would still be contention
>when accessing display memory.
>
>1) How much does 640*480*256 non-interlaced slow down the Falcon?

50%
>
>2) Is there any relief available for the "graphically intense"
> modes that make the Falcon "stand STILL"?

Relief? Like what, besides private RAM? If one could make a fast RAM
expansion that only excluded video access (i.e., allowed all other
peripherals to have access) that would be sufficient, eh?
>
>> Yes, for example virtual memory, 16 bit/pixel graphics (I won't even call
>> it True Colour)
>
>1) What resolutions are supported by the 16 bit/pixel graphics?

On the broadcast-video displays (TV and old Atari-RGB) all resolutions
are supported, with interlace and overscan available.
>
>2) Is it true that the 16-bit/pixel mode slows down the Falcon to a crawl?

Not quite crawling, more like walking instead of running, tho. }-)
>
>And the ability to change resolution and video mode in mid-screen
>in system-supported, user-control ways, which allows the user to mix
>graphics and text displays on the same monitor, transparent to the
>software involved.

Sounds nice, but the ST line doesn't have "text" modes in the first
place, so ... Ah, for a display-list based graphics system...
>
>With respect to your other points:

>
>1) Has Atari made any noises about supporting VM in Multi-TOS? It's
> kind of pointless to boast a feature for which there is no
> system/software support.

Not certain. I guess memory-protection is half the battle, and that's
already in place. Since Atari isn't currently pushing their Unix port,
I'd expect them to add that kind of Unix functionality to MultiTOS. We've
had abit of discussion about this in MiNT but nothing yet.
>
>2) GEM...

Would you prefer X11? Gack.
>
>4) DSP - all of the things you mention are possibilities, but so far
> DSP's seem to serve mostly as audio-output engines and the
> rest is all either un-realized potential or things that work
> better when you buy a "black box" and plug it in.

Well, Atari is creating a lot of incentive for developers to try to
realize that potential. I think it'll show...
>
>It should also stand for something that the A1200 has a big-brother,
>already shippping, the A4000. This *68040* system is available
>today, and while highly compatible with the A1200 and other Amiga's
>offers a multi-slot expansion bus, 2 M-bytes of display memory and
>up to 16 M-bytes of fast memory (SIMMS) on the motherboard, with
>available memory cards providing at least 64 M-bytes memory per card.

Sounds nice. I wanted to play with the one at the Motorola booth at
Comdex but didn't really have a chance, was too short on time.

For the curious, here's a relatively complete table of timings showing
video modes' impact on Falcon performance.

ARC file extract times for various Falcon graphics modes...

Display Frequency Rez Colors Time in Difference from
TV/RGB 15.75khz clock ticks Best Time
640x240x65536 9955 68.0% longer
256 7658 29.2%
16 6565 10.8%
4 6085 2.7%
2 6026 1.7%

320x240x65536 7475 26.1%
256 6638 12.0%
16 6124 3.3%
4 5927 0 <- best time
2 n/a

(interlaced) 640x480x65536 12579 112.2%
256 8917 50.5%

16 7141 20.5%
4 6370 7.5%
2 5996 1.2%

(interlaced) 320x480x65536 8580 44.8%
256 7284 22.9%
16 6435 8.6%
4 6021 1.6%
2 n/a

VGA 31.5khz
(double-line) 640x240x65536 n/a
256 9963 68.1%
16 7358 24.1%
4 6422 8.4%
2 6023 1.6%

(double-line) 320x240x65536 9682 63.4%
256 7441 25.5%
16 6462 9.0%
4 6041 1.9%
2 n/a

640x480x65536 n/a
256 11965 101.9%
16 8133 37.22%
4 6768 14.2%
2 6192 4.5%

320x480x65536 11434 92.9%
256 8286 39.8%
16 6846 15.5%
4 6220 4.9%
2 n/a

Mono 35khz 640x480x2 6140 3.6%

Mega, Turbo-16, 640x200x4 10129 70.9%

These are the times to extract the contents of a 350K ARC file using a RAMdisk for all file operations. The times are given in clock ticks, (5ms per tick on all Ataris) with a percentage factor showing the ratio of a given time compared to the best time. I also show the timing for my Mega ST with Turbo-16 accelerator (16MHz 68000 w/32k cache) for comparison.

Whoever said the Falcon video and CPU didn't share bus access is definitely mistaken. While these timings don't reflect pure CPU/Memory performance, (the output from ARC caused text to be scrolled across the screen, after all, which adds scrolling overhead into the figures) it does reflect a pretty realistic use of the system (some computation plus some screen activity).

As for true color graphics bringing the system to a complete stop - well, that's obviously an exaggeration, but not too far from the truth. The CPU is obviously getting only half as much bandwidth as it got compared to the "cheapest" video modes.

Finally, it appears that the 16 MHz 68030 Falcon is around 60% faster than the 16 MHz 68000 in my Mega ST, which in turn is about 40% faster than a stock ST. That would seem to imply that the total performance is just around twice that of an 8 MHz 68000, which can only mean the CPU has 16 bit access toe system RAM, and the difference in clock speed accounts for the observed performance. (Of course, I could be pretty far off base here; the Falcon's TOS is much different from the TOS 1.4 in my Mega, etc...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4529. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 16:05:20 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov26.160520.17502@elroy.jpl.nasa.gov>
Source record: 41823

In article <28715@castle.ed.ac.uk> marks@castle.ed.ac.uk (Mark Steyn) writes:
>It will have to be said many, many times since it is not true.
>The old ST/E's did not have a shared video/memory bus. The Falcon does.
>If you have any evidence to the contrary, please post it. Everything
>I have seen and read, however, points to the shared bus situation.

Um, actually, to my knowledge, the TT is the only model that provides a
private memory bus for the CPU, all other STs use shared bus.

>to the 1200 via the trapdoor expansion slot. This processor will quite
>happily be able to access any memory up to the 4Mb limit. Whilst you
>may not consider this to be particularly viable, you would do well to
>consider how you propose to add 4Gb of memory to your Falcon.

4G of virtual memory is easy, that's what SCSI-2 is for...

>Which bings us neatly to point C: The Falcon has a Surface Mounted 030
>on a 24 bit address bus. Or to translate the Falcon has a 14Mb memory
>limit (Since 2Mb is reseved by the system). Does this now mean that the

Hm. I have one ripped open at this very moment, and I see that it has a
PGA socketed 68030 ("MC68030RC16B" fyi). Unfortunately I can't seem to
count how many address and data lines are connected to the socket... }-)

>Falcon is even more crippled than you originally supposed that A1200 to
>be? Which finally brings us to D: People who need 16Mb's of memory are
>unlikely to by either an A1200 or A Falcon 030. That is why there
>exists an Amiga 4000 and will exist a Falcon 040.

Not sure about that, but probably true. Never wise to buy a system in an
already-maxed-out configuration, eh? Still, I can see a lot of folks
buying 'em and getting 3rd party expansions in the future.
>
>As for virtual memory does MultiTos support it?

Nope. Existing docs don't mention it either, I guess it's not planned
for the initial release, anyway.
>
>We still have no information about the Falcons graphics performance.
>Perhaps we should suspend this argument until then.

See my other posting for a table of performance timings...
>
>Ok lets start at the beginning
>
>1: Virtual memory - The Falcons OS does not support it, hence it is
> left to 3rd party developers. The exists already a 3rd party VM

> solution for those Amigas with MMU's, which as I am sure you will be
> quick to point out, does not include the A1200. The 4000 in the other
> hand...

There is also at least one existing 3rd party 68030 VM system for Atari,
from Fast Technologies.
>
>2: Your 16bit graphics consists of 32768 colours. The true colour mode

65536 colors, but who's counting. (*We* are! }-)

> is not available in 640x480 VGA modes. The maximum resolution for
> the true colour mode is 768x480 interlaced and overscanned.

The video controller can be tweaked into giving 800x600, actually.

>5: The A/D and D/A. I fail to see what possible difference it could
> make if these were integrated in to the sound chip. With regard to
> the sound chip, as far as I have been able to gather, what it lacks
> in flexibility, it gains in the dsp :-)

Hm, I can't figure what to point to as "the sound chip" now. Too many
notes.... }-)
>
>6: Software modems - Yes, the DSP could handle that quite happily,
> but at the same time as compressing/decompressing data in realtime
> for your video phone and integrated fax? I think you grossly over
> estimate the abilities of the 56001.

Uh, if you have only one phone line, you only need to do one of those
at a time - data modem, fax modem, or videophone, eh? All easily within
the realm of possibility. And since the Falcon030 is aimed at the home/
consumer market, multi-line phone service isn't really an issue. (Nor is
it completely ruled out, either...)

>>PS: Will this discussion ever end?
>
>As you can see, no. And I do not believe I even mentioned the Falcons
>16 bit data bus. Perhaps it is time to rename this thread?

Nah, you mentioned it at least twice, that still counts....
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.
QUIT
Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4530. Re: Help with ASCI-SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 16:53:04 UTC
From: clausb@hpbeo20.bbn.hp.com
Message-ID: <ByC1KG.MHE@hpbeo20.bbn.hp.com>
Source record: 41743

Hans Holmberg (hasse@solace.hsh.se) wrote:
:
: Well, what you need is a hostadaptor. It converts the SCSI to ACSI, wich is not
: compatible. (god knows why Atari made it so)

You don't have to be God to explain why they implemented ACSI :)
If you look at the ACSI interface, it is nothing more than a
slightly souped-up external 8-bit DMA interface which is both
very easy to implement in hardware _and_ offers a relatively cheap
way to "upgrade" to SCSI using a host adaptor. In some respects,
ACSI even has a slight edge over pure SCSI: The command overhead
is very low, and it is quite easy to program an ACSI transfer.
ACSI just suffered from some flaws: The hardware interface was
not very stable (no buffering etc.) and the DMA chip cannot handle
transfer speeds exceeding ~1.5 MB/s and transfer sizes > 255*512
bytes. Remember that at the time of ACSI's design, most affordable
hard drives were small (~20 MB) and slow (~500 KB/s).

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

4531. Re: why isn't there a completely recompiled TOS around?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 18:49:35 UTC
From: jmcrmack@unix2.tcd.ie
Message-ID: <jmcrmack.722803775@unix2.tcd.ie>
Source record: 41829

In <By9G0I.6rF@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:

>With all the talk in c.s.a.st about how poor the original compiler for
>TOS was... why isn't there a say... 2.09 version or something
>(one that runs in all machines), compiled with a good compiler?

>was 2.06 _just_ a new desktop, and a minor serial port fix?

Does this serial port bug happen to be in TOS 1.62 machines
by any chance?
I have had incredible problems with my printer and my brand new
modem _sniff_ _sniff_ it's a Smart One 2400x
if that isn't the problem could someone email me a copy of a
good comms package from the archives (i never get replies)

Cheers
Sean.

Yet another no .sig person

>--
>Timothy Wilson <wilsont@rahul.net>

4532. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 18:55:26 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov26.185526.29342@email.tuwien.ac.at>
Source record: 41828

It seems quite strange that Commodore officials find it necessary to
ask questions in comp.sys.atari.st about the Falcon design...

grr@cbmvax.commodore.com (George Robbins) writes:
: In article <1992Nov25.143111.10352@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
: > [...]
: > The Falcon does NOT use a shared bus between processor and video!
: > How many times does this have to be said???
:
: Please elucidate!
:
: [...]
: So, unless there is some very efficient access to the display RAM for
: the video subsystem, there will be contention between the processor and
: the display accesses. If there is a separate bus for RAM expansion and
: other processor activities then is possible to attain higher performance.
:
: So far, I've several different stories about the Falcon video bus and
: display subsystem, most of which are probably confusion. On one hand,
: people are asserting that there isn't a shared bus and on the other,
: they are asserting that all 14M-byte of RAM on the Falcon can be used
: for dipslay memory. Unless there is some kind of configurable bank
: switching, this seems to offer a contradiction. It may be that the
: processor and diplay busses are separate, but leave the question open
: as to whether you have also have expansion memory that isn't subject
: to display access contention.
:
: If you can answer the following questions:
:
: 1) What is the basis for sharing display memory between the processor
: and the display subsytem.

Have a look at the previous posting by hasse@...

:
: 2) How many clocks are memory access to the the display memory.

I have no idea. But they are full 32 bit accesses, so this depends on
the RAM speed I'd say...

: 3) Is there or is there not provision for adding expansion memory
: that is not shared or display memory?

As in the TT, fast RAM may not be accessed by the video-shifter...

: 4) If so, how the expansion space partitioned? Is it really up to
: 14 M-byte of display memory or is there some split?

Yes, the shifter can access 24 bit (the upper 2 mb are used by the ROM
and hardware registers) so there can be 14MB of video memory.

What about the A1200? Can you answer the same questions?

: > [...]
: > An 68EC020 however can only address a MAXIMUM of 16 Mb RAM, it can NOT
: > provide virtual memory (like the 68030 with built-in PMMU) so you will
: > _never_ be able to use more than 16Mb of memory! The Falcon will be
: > able to use any amount of virtual memory up to 4 Gb. In my opinion, the
: > A1200 is seriously crippled, since it is limited to only 16Mb.
:
: You may be missing the point that the A1200 expansion connector has full
: access to the system internals and it is a trivial excercise to implement
: an expansion board that includes a 68030. It is not much harder to do

So why didn't commodore use a 68030 right away? To make it a bit cheaper
and sell more expansion boards later, eh?

: one which would incorporate a >> 14/16 MHz processor. Such a board would
: probably also include fast memory tightly coupled to the processor which
: would provide much higher performance than the base unit.

So all you need to get what the F030 already has, is an expansion board
with 68030/PMMU, new memory and some other "minor" changes to make the
whole system run at 16MHz. Right? Now add the cost of such a board to
the price of the A1200, and compare with the F030. (And you don't even get
a DSP and falcon sound-system)

: As a result, the 16M-byte limitation and lack of VM support you cite
: are not architectural limitations, the are simply features that, while
: not included in the base unit, can be added via expansion provisions.

And extra cost, eh?

: More questions:
:
: [..]

better ask some hardware-guru... :)

: I would point out that the Atari COMDEX spec sheet makes no mention at
: all of a "memory expansion" connector, only an expansion port said to
: support x86 compatibility boards. According to postings here, this
: connector seems to say that it is only 24-bit addresss, 16-bit data.

Well, on the other hand, I don't think commodore mentioned the additional
cost to get more than 2Mb video ram into the A1200 - or more than 16Mb
RAM total for that matter! :)

: [...]

: Non-interlaced, 640*480*256 will slow down the A1200 considerably -

How much is considerably? :) 90% perhaps?

: interlaced or with some intermediate number of bit-planes, far less so.

And how much is "far less so"?

: With the addition of some fast memory expansion, there would be little
: overall processor slow-down, though there would still be contention
: when accessing display memory.

Well, I think what people are interested in most is what they get
with the A1200, without having to spend a lot of money for expansions.

: 1) How much does 640*480*256 non-interlaced slow down the Falcon?

That information was posted a while ago (by Howard Chu I think).

: 2) Is there any relief available for the "graphically intense"
: modes that make the Falcon "stand STILL"?

I don't think there are any such modes for the Falcon! :)

: Another factor not really mentioned is how much access to display
: memory is required to animate the display of typical games. The
: 8 64-bit sprites in the A1200 and their hardware prioritization
: with one 256-color or two 16-color "playfields" can implement many
: game displays with less byte-bashing than the Falcon "dumb frame
: buffer" video subsystem.

Wow! The perfect game console, eh? And btw, the Falcon does have a
fast blitter.

: > : Name any homecomputer at under 1000$ that have CD quality 16bit sound
: > : and a processor with a 32 bit data bus?
: > :
: > : The Falcons sound is it's strength and I can see it doing very well,
: > : But there is more to any personal computer than a good sound chip.
:
: I would point out here that the A1200 has two possible expansion
: points for adding DSP/16-bit sound. One is the industry-standard
: PCMCIA port, which lends itself to DSP's which use the SRAM buffer
: model used by the Falcon. It is also possible to add a DSP via
: the processor expansion slot, which would provide full/width high
: bandwidth access to the DSP subsystem, which could also be a bus
: master.

Oh, it's expansion time again... How about OS support for that DSP?
Anything that developers can RELY on that it is available? Most
developers are probably only interested in writing programs for
ther broadest market possible, so you can't expect them to support
such 3rd party DSP boards (if they'll ever exist).

: > Yes, for example virtual memory, 16 bit/pixel graphics (I won't even call
: > it True Colour)
:

: 1) What resolutions are supported by the 16 bit/pixel graphics?

Up to 768x576 as far as I know (haven't tried it myself)

: 2) Is it true that the 16-bit/pixel mode slows down the Falcon to a crawl?

No, as I said, look at the information posted some time back by H.Chu.

: Though the HAM-8 mode isn't "true-color", the 1280*480 HAM-8 interlaced
: display mode effectively provides a 420*480 image with 18 bits of
: arbitrary color per-pixel, and gets better where gradual shading of
: real-world images allows the base-register/color-increment nature of
: HAM to come into play.

Oh yeah? What about the restrictions of all HAM modes? How much processor
time do they leave for the programs? What about a genlocking bit?
HAM=Hold And Modify... Haha...

: While 16-bit "true-color" is a step beyond the 256 color modes, it
: will be interesting to see how A1200 HAM-8 images compare to the
: Falcon images.

Yes, and it would be interesting to see how useable these modes are.
The 16bit mode on the Falcon has NO restrictions whatsoever, what
about the A1200 HAM modes?

: [...]

: With respect to your other points:
:
: 1) Has Atari made any noises about supporting VM in Multi-TOS? It's
: kind of pointless to boast a feature for which there is no
: system/software support.

Does Atari have to make noises about it? What about memory protection
in the A1200?

: 2) GEM...

Yes? What about it?

: 3) "Most Software" runs on the A1200. The software that doesn't is
: exactly the same class of stuff that will either die on the
: Falcon or take no advantage of the new capabilities of the
: system - namely the cheap Game software that ignores the OS
: and manipulates the hardware directly.

Oh yes... this means about 90% of all Amiga games for example...

: 4) DSP - all of the things you mention are possibilities, but so far
: DSP's seem to serve mostly as audio-output engines and the
: rest is all either un-realized potential or things that work
: better when you buy a "black box" and plug it in.

Well, the DSP is already being used by several companies for other things
than audio-output - eg. phong shading in a game.

: > PS: Will this discussion ever end?
:
: I could aplogize for getting technical, but I have a certain degree
: of knowledge about the A1200 internals. Some of the questions raised
: above are sincere requests for information, since I have no access
: to a Falcon or the developer documentation, others are intended more
: to prick at some of the assertions or contradictory claims made by
: Falcon adherents.

Fine. If you find it necessary to post to comp.sys.atari.st to
flame back (at least that's what it looks like) no problem!
So much about the Commodore officials being more diplomatic...
(someone claimed that in an earlier posting)

: A while back, I might have admitted that the Falcon would give the
: A1200 (as it comes out of the box) some competition performance-wise,
: but the 16-bit memory makes me wonder. I can state that the A1200
: expansion provisions allow it to transcend the somewhat limited
: capabilities included, but it isn't clear if this is also true of
: the Falcon.

There is no 16-bit memory... *sigh*
"somewhat limited", eh? I wonder why commodore designs such systems,
just to claim they'd be better than the falcon if you added a bunch
of expansions...

: The Falcon does have some nice features built-in, notably the SCSI
: port, the 16-bit sound/DSP system, and (maybe) the LocalTalk port,

SCSI-2 port.

: but I think that these capbilities can all be added via the A1200
: expansion provisions if the user needs them, and in some cases
: the add-on expansion will provide better solutions - a PCMCIA
: Etherent adapter would be more useful (for me) than an Apple'ish
: LocalTalk port.

For you. Fine. For me a SCSI-2 port is more useful than IDE, and
a DSP and falcon sound subsystem is more useful than the poor A1200
sound system, and the Falcon's 14Mb RAM accessible by both video
system and CPU are nice too.

: It should also stand for something that the A1200 has a big-brother,
: already shippping, the A4000. This *68040* system is available
: today, and while highly compatible with the A1200 and other Amiga's

Haha! If it's "highly compatible" with the A1200, I wonder how
compatible it is with the A500...

: offers a multi-slot expansion bus, 2 M-bytes of display memory and

2 Mb? Isn't that great.

: up to 16 M-bytes of fast memory (SIMMS) on the motherboard, with
: available memory cards providing at least 64 M-bytes memory per card.

And the poor old Amiga soundchip I think? Hmmm... I saw one A4000 at the PC-Expo here in Vienna... Not many other people did... :) Some rather simple demo was running, didn't really impress me...

-MY

4533. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 19:20:50 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov26.192050.29903@email.tuwien.ac.at>
Source record: 41830

marks@castle.ed.ac.uk (Mark Steyn) writes:
: nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
: [stuff deleted]
: >The Falcon does NOT use a shared bus between processor and video!
: >How many times does this have to be said???
:
: It will have to be said many, many times since it is not true.
: The old ST/E's did not have a shared video/memory bus. The Falcon does.
: If you have any evidence to the contrary, please post it. Everything
: I have seen and read, however, points to the shared bus situation.

Well... depends on what you mean by "shared video/memory bus".
If you look at the posting by hasse@... you can see, that both
the CPU and video system access memory through the COMBEL.
There is a 16 bit bus from the COMBEL<->CPU and a 32bit bus
to the video system. So there are separate buses for CPU and
video memory accesses until the COMBEL, then of course the
same 32 bit bus is used.

: [...]
: >An 68EC020 however can only address a MAXIMUM of 16 Mb RAM, it can NOT
: >provide virtual memory (like the 68030 with built-in PMMU) so you will
: >_never_ be able to use more than 16Mb of memory! The Falcon will be
: >able to use any amount of virtual memory up to 4 Gb. In my opinion, the
: >A1200 is seriously crippled, since it is limited to only 16Mb.
:
: Did nobody ever tell you that it is RUDE TO SHOUT :-) Wrong on a couple
: of counts there. A: The A1200 is in fact limited to 10 MB of memory,
: not 16. B: Never say never. It is quite easy to add an 030 processor

SORRY FOR SHOUTING! If you enforce my statement, fine with me! :)

: to the 1200 via the trapdoor expansion slot. This processor will quite
: happily be able to access any memory up to the 4Mb limit. Whilst you
: may not consider this to be particularly viable, you would do well to
: consider how you propose to add 4Gb of memory to your Falcon.

Well... You'll have to pay a lot of money for a 68030 (OS support?)
I'm talking about built-in features, not expansions. Who knows what
expansions will be available in 2 years for either of the 2 machines?
There is even a 68040/66 expansion for the good old ST around now...

: Which bings us neatly to point C: The Falcon has a Surface Mounted 030
: on a 24 bit address bus. Or to translate the Falcon has a 14Mb memory
: limit (Since 2Mb is reseved by the system). Does this now mean that the

What about virtual memory on the falcon? quite easy to add, with NO
additional cost (except for software).

: Falcon is even more crippled than you originally supposed that A1200 to
: be? Which finally brings us to D: People who need 16Mb's of memory are
: unlikely to by either an A1200 or A Falcon 030. That is why there
: exists an Amiga 4000 and will exist a Falcon 040.

I don't need more than 16Mb, but 14Mb are still very useful. Especially
with multi-tasking. A lot better than 8Mb haha... (and 2 MB video ram...)

: As for virtual memory does MultiTos support it?

I'm no developer, so don't ask me.

: [...]
: I will maintain that you are wrong about the shared bus.

I will not.

: As for slowing the Falcon down to 1/2 it's speed, you already have a 16
: bit data bus for that :-)

Simple calculations for simple minds, eh? There is not much slow-down
from that 16 bit bus, since video ram is accessed much more frequently
the sharing of memory accesses (note: not of one bus) is much more
"fair" in the falcon. BTW, you can slow down the A1200 to more than
1/2 easily! :) Just switch to 640x480x256! It's no point in comparing
the Falcon and A1200 speeds, we both know the Falcon is faster in
ALL modes. Just try it...

: However, standing still is relative. If you were to go back and read
: the discussions about this in c.s.amiga.advocacy, you would find that

Sorry, I don't read that mindless bashing group... I already feel
guilty for answering all these postings in c.s.a.st ...

: the new 640x480x256 was nearly identical in speed to the old amigas
: 640x480x16. Personally I consider that a great improvement. Coupled
: with the improved OS routines some graphic operations were up to 6 times
: faster. The overall result is a machine that is far faster.

FAR faster... :) How about some real world tests, not theory?

: Oh wait, "said to stand STILL at 640x480x256..."
: ^^^^
: Objection your Honour, Heresay.
: Objection Upheld.
:
: We still have no information about the Falcons graphics performance.
: Perhaps we should suspend this argument until then.

We have... *sigh* (3rd time) Howard Chu posted information about this
(speed relative to the 8MHz ST) a few days ago...

: [..]
: Ok lets start at the beginning

OK. (Do I have to answer everything twice?)

: 1: Virtual memory - The Falcons OS does not support it, hence it is
: left to 3rd party developers. The exists already a 3rd party VM
: solution for those Amigas with MMU's, which as I am sure you will be
: quick to point out, does not include the A1200. The 4000 in the other
: hand...

How do you know the Falcon's OS doesn't support it? Have you seen it?
Do you have a falcon? And why do you always refer to the A4000 when
you find out the A1200 is lacking something the Falcon has? So you admit
the A1200 is no match for the Falcon? (030)
BTW, there are enough 3rd party VM solutions for the TT already.
(I don't know about the Falcon, but I guess there are too)

: 2: Your 16bit graphics consists of 32768 colours. The true colour mode

65536 or 32768 with 1 overlay bit.

: is not available in 640x480 VGA modes. The maximum resolution for

It is in 768x576 PAL mode.

: The A1200 hundred can display 640x480 (+overscan) in 262144 colours.
: This is in Ham8, and from a 24bit palette. Alternatively, and more
: comparable to the Falcon, it can support 1280x400 interlaced
: (+overscan). This mode is in theory capable of displaying over
: 700 000 colours, again from a 24bit palette. This mode,
: incidentally, has been shown running an amination at 25 frames per
: second, with the rest of the system still multitaking.

At what speed? With what HAM restrictions?

: 3: Gem and lots of software. :-)

Why do you Amiga owners all complain about GEM? It's a very powerful
Environment - just have a look at some commercial programs which make
use of most of its features!

: 4: A lot of software which still runs? Perhaps you are thinking of the
: 3 games ST Format managed to get running, after the rest of their
: games failed. Obviously you _are_ thinking of games, since to my
: knowledge only one 'serious' application has failed to run on the

Yes, and by 'serious' you probably mean applications which you were hoping
they'd run...

: new Amigas. Even then tests by UK Amiga magazines have shown that
: about 85% of games released over the last year run quite happily on
: an A1200. Let he who is without sin cast the first stone?

Huh... I wonder how hard it was to find these games so they could test them...

: 5: The A/D and D/A. I fail to see what possible difference it could
: make if these were integrated in to the sound chip. With regard to
: the sound chip, as far as I have been able to gather, what it lacks
: in flexibility, it gains in the dsp :-)

Have a look at the sound subsystem specs for the Falcon and answer
that yourself. It's far more flexible than the naive sounchip/DMA sound
combination.

: 6: Software modems - Yes, the DSP could handle that quite happily,
: but at the same time as compressing/decompressing data in realtime
: for your video phone and integrated fax? I think you grossly over
: estimate the abilities of the 56001.

Am I? So why were those applications demonstrated at the Comdex then?
I wasn't there, so I apologize if I was wrong. I read in an earlier
posting about that.

: >PS: Will this discussion ever end?
:
: As you can see, no. And I do not believe I even mentioned the Falcons
: 16 bit data bus. Perhaps it is time to rename this thread?

Or take it to comp.sys.amiga.advocacy or what it's called...
I'm SOOOO bored.

-MY

4534. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 19:27:46 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov26.192746.172@email.tuwien.ac.at>
Source record: 41831

```
clausb@hpbeo20.bbn.hp.com (Claus Brod) writes:
: Marinos Yannikos (nino@vmars.tuwien.ac.at) wrote:
: : The Falcon does NOT use a shared bus between processor and video!
:
: So you're suggesting that video access in the Falcon does _never_
: slow down the processor? I'm confused.

Err... no.. I meant that at least from the CPU <-> COMBEL and
video system <-> COMBEL the buses are separate.. Sorry if this
was misunderstood (or I used the wrong words for that matter).

: : An 68EC020 however can only address a MAXIMUM of 16 Mb RAM, it can NOT
: : provide virtual memory (like the 68030 with built-in PMMU) so you will
: : _never_ be able to use more than 16Mb of memory! The Falcon will be
: : able to use any amount of virtual memory up to 4 Gb.
:
: Apart from that, you can have 32 bit memory in the Falcon's RAM expansion
: slot which will work much like the TT's (or Amiga's) fast memory,
: i.e. this will be memory that the video chip cannot slow down
: because it cannot access it.
:
: --
: --clausb@hpbeo79.bbn.hp.com-----------------------------------------------
: Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
: --#include <std_disclaimer>-----------------------------------------------

-MY
```

4535. Re: What is the secret of Software Overscan?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 19:29:57 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov26.192957.272@email.tuwien.ac.at>
Source record: 41832

```
kbad@netcom.com (Ken Badertscher) writes:
: clausb@hpbeo20.bbn.hp.com (Claus Brod) writes:
:
: |Doug Plate (plate@cdsmn.mn.org) wrote:
: |:
: |: Ok friends! I've seen many demos that are able to fill the entire
: |: screen with graphics. What is the secret to doing this in software?
:
: |In a nutshell, software overscan is done by fooling the MMU
: |into thinking that it should not stop sending video data [...]
:
: 1) Purchase a Falcon030.
: 2) Hook it up to a TV or ST Color monitor.
: 3) Set overscan mode using the standard BIOS call.
: 4) Draw lots of pretty graphics which cover your entire screen
: (guess what -- you can even use the VDI to draw 'em!)
:
: hehe... I couldn't resist.
: We put a LOT of work into those new video modes!
:
: --
: Ken Badertscher I need something...
: kbad@taligent.com, kbad@netcom.com ...I just don't know what it is.

Yeah... not much left for demo coders to do... :)
I wonder how long it'll take for them (us? :)) to find out the
graphics hardware registers since Atari is giving no info on
them... :-)

-MY
```

4536. The latest version of GCC?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 20:40:13 UTC
From: chu@acsu.buffalo.edu
Message-ID: <ByCC32.B7K@acsu.buffalo.edu>
Source record: 41833

(After going through the messages, I felt like I should post a
messages that really has nothing to do with "Which computer is
better?", a discussion which, incidentally, fits better on an
*.advocacy group rather than in a *.tech group.)

Is the latest version of GCC ported to the Atari version 2.2.2 ?
Also, what is the latest version of MiNTlib (and is it compatible with
whatever the latest version of GCC is)?

john
chu@acsu.buffalo.edu

4537. DSP applications

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 20:56:06 UTC
From: cstadbs@csv.warwick.ac.uk
Message-ID: <1f3dl6lNNjjd@clover.csv.warwick.ac.uk>
Source record: 41835

A few days ago I read in a UK ST mag that the DSP was capable of very
fast maths calculations such as vector, scalar and matrix calculations. These
functions seem to be ideal for 3D graphics applications(including phong
shading and ray tracing) and games.
I have had a quick look at the FAQ for comp.dsp and it seems that all
of the above is true. Can anyone give more details and answer the following
questions:-

1) Will the DSP have to be programmed separately or can the above functions
be controlled by the 68030?
2) What languages/compilers support the DSP so far?
3) Can anyone give a list of current DSP projects (including graphics
and games?

Thanks,

Paul

4538. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 23:18:27 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov26.231827.229@elroy.jpl.nasa.gov>
Source record: 41837

In article <ByBKA0.Kto@hpbeo20.bbn.hp.com> clausb@hpbeo20.bbn.hp.com (Claus Brod) writes:
>Joern Moe (jornmoe@fredrik.atari.no) wrote:
>: No, the 68030 and the 68881/68882 have full databus between them.
>: That is: all 32bits of the 030 is directly wired to the coprocessor socket,
>: this is why a fastram upgrade will (probably) be easy to implement.
>
>Did I miss something here? Does the Falcon actually have a 68881 slot?

Yes. Mine has a 16 MHz 68882 in the socket. It doesn't look like you can
up the speed by any jumper settings, but you never know
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4539. Re: The latest version of GCC?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-26 23:54:57 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov26.235457.1036@elroy.jpl.nasa.gov>
Source record: 41838

In article <ByCC32.B7K@acsu.buffalo.edu> chu@acsu.buffalo.edu (John C. Chu) writes:
>(After going through the messages, I felt like I should post a
>messages that really has nothing to do with "Which computer is
>better?", a discussion which, incidentally, fits better on an
>*.advocacy group rather than in a *.tech group.)
>
>Is the latest version of GCC ported to the Atari version 2.2.2 ?
>Also, what is the latest version of MiNTlib (and is it compatible with
>whatever the latest version of GCC is)?

Finally an easy question to answer... The latest version is 2.3.1, you
can find it in Gnustuff/Tos/Gcc on atari.archive. The latest version of
MiNTlib is patchlevel 24, and you can find a copy of GCC 2.3.1 linked with
that in Mint/Gcc on atari.archive as well. The MiNT version is much the
same as the TOS version but has been compiled with PC-relative and base-
relative code, making it a little more compact, slightly faster, and
sharable under MiNT 0.96. (Thanks to Thomas Schulze for packaging it up.)
Both versions will run fine under both MiNT and TOS, the MiNTlib version
handles signal trapping differently, (uses MiNT facilities, obviously)
and so on.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4540. Do programs really use XBIOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 01:23:38 UTC
From: andrewr@vast.unsw.edu.au
Message-ID: <1992Nov27.012338.21623@usage.csd.unsw.OZ.AU>
Source record: 41742

[No readable article body recovered]

4541. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 02:43:25 UTC
From: grr@cbmvax.commodore.com
Message-ID: <37320@cbmvax.commodore.com>
Source record: 41840

In article <1992Nov26.153432.16239@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
> In article <37312@cbmvax.commodore.com> grr@cbmvax.commodore.com (George Robbins) writes:
> >2) How many clocks are memory access to the the display memory.
>
> Dunno. Let's see though, my timings show around a 50% decrease in system
> throughput between the fastest/cheapest video mode (384x240x4, 15.75khz)
> and the slowest mode (768x480x65536, 15.75khz, interlaced). These figure at
> 1.3MB/sec vs 21.1MB/sec, respectively. In order for the video system to consume
> that much bandwidth and still leave *anything* left over for the CPU, it
> *must* be operating via a 32 bit data bus, at least. (We know the TT uses
> 64 bit video access, so it's not out of the question for wider than 32 on
> the Falcon.) Given that the system throughput is approximately halved,
> that pretty much nails it at 32 bits.

That's pretty good, better than the un-expanded A1200.

> >3) Is there or is there not provision for adding expansion memory
> > that is not shared or display memory?
>
> Nope. Adding fast RAM is purely a 3rd-party venture, not something
> explicitly provided for in the system.

OK.

> >4) Is the ROM 16-bits or 24-bits?
>
> Eh? The ROM lives at a 24 bit address, if that's what you mean.

Oops, I though I had corrected that before it went out. The ROM in the A1200 is 32-bit/3-clock/no video contention to speed up the system routines in ROM. Unless otherwise stated, I would guess that the Falcon ROM isn't subject to video contention, but is probably only 16-bit.

> >5) Is there any connector for adding a "processor expansion"
> > connector that gives accesses to full 32-bit adddress and
> > 32-bit data busses?
>
> The 68882 socket, for one.

Leaves a hardware hacker/3-rd party escape if the CPU is also socketed in production systems or it's possible/easy to line up an expansion board to bridge the memory connector and FPU socket...

> >2) Is there any relief available for the "graphically intense"
> > modes that make the Falcon "stand STILL"?
>
> Relief? Like what, besides private RAM? If one could make a fast RAM
> expansion that only excluded video access (i.e., allowed all other
> peripherals to have access) that would be sufficient, eh?

Yes, that's the solution supported in the A1200.

> >2) Is it true that the 16-bit/pixel mode slows down the Falcon to a crawl?
>
> Not quite crawling, more like walking instead of running, tho. }-)

OK

> >And the ability to change resolution and video mode in mid-screen
> >in system-supported, user-control ways, which allows the user to mix
> >graphics and text displays on the same monitor, transparent to the
> >software involved.
>
> Sounds nice, but the ST line doesn't have "text" modes in the first
> place, so ... Ah, for a display-list based graphics system...

Well the Amiga doesn't have "text" mode either, but a screen that is
used primarily for text can use only maybe 1-3 bitplanes, where one
used for image display might use 8 or the HAM modes.

Is the "true-color" display mode fully supported by the system graphics/
text rendering/windowing routines in some seamless manner or is it
support as a special "full screen" image display mode?

> >2) GEM...
>
> Would you prefer X11? Gack.

Well, I don't mind X11 on my unix systems, but keep it away
from any attempts to get good price/performance ratios...

> >4) DSP - all of the things you mention are possibilities, but so far
> > DSP's seem to serve mostly as audio-output engines and the
> > rest is all either un-realized potential or things that work
> > better when you buy a "black box" and plug it in.
>
> Well, Atari is creating a lot of incentive for developers to try to
> realize that potential. I think it'll show...

Only time will tell.

> For the curious, here's a relatively complete table of timings showing
> video modes' impact on Falcon performance.

thanks!

> Finally, it appears that the 16 MHz 68030 Falcon is around 60% faster than
> the 16 MHz 68000 in my Mega ST, which in turn is about 40% faster than a

> stock ST. That would seem to imply that the total performance is just around
> twice that of an 8 MHz 68000, which can only mean the CPU has 16 bit access
> toe system RAM, and the difference in clock speed accounts for the observed
> performance. (Of course, I could be pretty far off base here; the Falcon's
> TOS is much different from the TOS 1.4 in my Mega, etc...)

Sounds like perfomance issues will really need to be determined by benchmarks,
which will no doubt entail endless controversy... 8-)
--
George Robbins - now working for, work: to be avoided at all costs...
but no way officially representing: uucp: {uunet|pyramid|rutgers}!cbmvax!grr
Commodore, Engineering Department domain: grr@cbmvax.commodore.com

4542. Re: Hard disk with ADSCSI.....Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 03:43:45 UTC
From: mjuschke@tartarus.uwa.edu.au
Message-ID: <1f45hhINNsql@uniwa.uwa.edu.au>
Source record: 41744

danieldr@ecr.mu.oz.au (Daniel_Romulus CUCINELLI) writes:

>G'day peoples,

> Can someone please help me on the following problem I have with
>a hard disk which I am connecting to my 1040STFM with the AdSCSI host adapter.

>My hard disk assembly consists of the following.....
>
> 1. NEC D3861 SCSI HARD DISK.....130 Mb
> 2. 200 W P.C power supply.

>
> I have connected all the components together in a PC Case.
>And I am confident that all the connections are correct.
> Now, when I power up the hard disk and then boot the ICD disk
>utilities. I find myself (after about 20 secs.) on a gem desktop with
>no disk icons. From here I obviously cannot run the ICD Format program.
> I have noticed that the same thing happens when I completely remove
>the SCSI cable which links the adapter to the hard disk. (ie just having a
>'powered' AdSCSI board connected to the Hard Disk port of the ST. Can
>someone check for me if this is normal behaviour ?

Well, have you checked, that the parity of the drive is disabled ?
I have the AdSCSI Micro Adapter for the Mega ST and it will not work
with the drive's parity enabled, as I have found out when I connected a
60Mb Conner hard disk, which has no option to change the parity.
When I booted the driver, I got 'Cannot find adapter' and 'Clock not
present'. Hence there was no icon, and the formater would not find any
SCSI device and hence quit.

So, make sure that you disbale the parity, if you can't, bad luck, you
will need a different disk mechanism. If you already have, I have no
idea what causes your problem.

In the hope that you forgot the parity and can change it:

Good Luck
Michael

4543. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 05:03:46 UTC
From: grr@cbmvax.commodore.com
Message-ID: <37321@cbmvax.commodore.com>
Source record: 41745

In article <1992Nov26.185526.29342@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
> It seems quite strange that Commodore officials find it necessary to
> ask questions in comp.sys.atari.st about the Falcon design...

Why? I can't buy one anywhere and attempting to obtain pre-release devloper documents or similar data would be a bit under-handed, wouldn't it?

I do have access to the facts regarding the A1200, and if I want to peer through all the rumors to find out what this Falcon thing is then asking questions seems like a reasonable approach.

If you would read some of the "Falcon" postings that have showed in comp.sys.amiga.* you might see what an inaccurate or incomplete description of the machine the Atari *and* Amiga fans have been posting there.

By the way, please note that I am not a "Commodore Official", but rather a mere engineer involved in the A1200 project...

> grr@cbmvax.commodore.com (George Robbins) writes:
> : In article <1992Nov25.143111.10352@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:

> : So far, I've several different stories about the Falcon video bus and
> : display subsystem, most of which are probably confusion. On one hand,
> : people are asserting that there isn't a shared bus and on the other,
> : they are asserting that all 14M-byte of RAM on the Falcon can be used
> : for dipslay memory. Unless there is some kind of configurable bank
> : switching, this seems to offer a contradiction. It may be that the
> : processor and diplay busses are separate, but leave the question open
> : as to whether you have also have expansion memory that isn't subject
> : to display access contention.
> :
> :
> : 1) What is the basis for sharing display memory between the processor
> : and the display subsytem.
>
> Have a look at the previous posting by hasse@...

OK, shared memory bus.

> : 2) How many clocks are memory access to the the display memory.
>
> I have no idea. But they are full 32 bit accesses, so this depends on
> the RAM speed I'd say...

I was asking about processor access to display memory, which all agree
is via a 16-bit port.

> : 3) Is there or is there not provision for adding expansion memory
> : that is not shared or display memory?
>
> As in the TT, fast RAM may not be accessed by the video-shifter...

There seems to be a question about whether "TT" style Fast Ram is
supported or not. Do you have a clear answer on this? Does the memory
expansion connector provide 32-bit address/32-bit data expansion
beyond the 24-bit address limit, or does it only support added display
memory on the shared memory bus?

> : 4) If so, how the expansion space partitioned? Is it really up to
> : 14 M-byte of display memory or is there some split?
>
> Yes, the shifter can access 24 bit (the upper 2 mb are used by the ROM
> and hardware registers) so there can be 14MB of video memory.
>
> What about the A1200? Can you answer the same questions?

Sure, 2 M-byte dedicated display memory, up to 8 M-byte "fast memory"
with the internal 68EC020, ~4 G-byte with a processor/memory expansion
card.

Whether 2 M-byte of video memory is "enough" is certainly a subject
subject to discussion, as there are certainly lots of neat things
you can do by filling 14 M-bytes (if you have it) of video memory
with image data and flipping around between them. Whether this goes
beyond the ability to create cool animiated video loops for "killer
demos" is another question.

> : > An 68EC020 however can only address a MAXIMUM of 16 Mb RAM, it can NOT
> : > provide virtual memory (like the 68030 with built-in PMMU) so you will
> : > _never_ be able to use more than 16Mb of memory! The Falcon will be
> : > able to use any amount of virtual memory up to 4 Gb. In my opinion, the
> : > A1200 is seriously crippled, since it is limited to only 16Mb.
> :
> : You may be missing the point that the A1200 expansion connector has full
> : access to the system internals and it is a trivial excercise to implement
> : an expansion board that includes a 68030. It is not much harder to do
>
> So why didn't commodore use a 68030 right away? To make it a bit cheaper
> and sell more expansion boards later, eh?

No, more because our analysis showed that the 68030 wouldn't improve
performance enough to justify the additional cost. Other design options
such as providing a 32-bit processor<->memory bus, 32-bit wide ROM, the
PCMCIA port and a full-access processor expansion port did seem to
justify their cost.

The Falcon has some new "features" built in that were not present on
previous Atari systems, but still lacks some that are present in

every Amiga system. We could argue for a year or so about which are
signicant, but in the end, only the marketplace will tell whether either
Atari or Commmodore hit the right mix of features and retail price.

> : one which would incorporate a >> 14/16 MHz processor. Such a board would
> : probably also include fast memory tightly coupled to the processor which
> : would provide much higher performance than the base unit.
>
> So all you need to get what the F030 already has, is an expansion board
> with 68030/PMMU, new memory and some other "minor" changes to make the
> whole system run at 16MHz. Right? Now add the cost of such a board to
> the price of the A1200, and compare with the F030. (And you don't even get
> a DSP and falcon sound-system)

Not exactly, what I would claim is that we already have the essentials
and the expansion provisions allows those users that want to extend their
systems a "clean" way of doing so. Such expansion can go far beyond the
built-in features of the A1200 (or the Falcon) if that's what the user
wants and is willing to pay for.

> : I would point out that the Atari COMDEX spec sheet makes no mention at
> : all of a "memory expansion" connector, only an expansion port said to
> : support x86 compatibility boards. According to postings here, this
> : connector seems to say that it is only 24-bit addresss, 16-bit data.
>
> Well, on the other hand, I don't think commodore mentioned the additional
> cost to get more than 2Mb video ram into the A1200 - or more than 16Mb
> RAM total for that matter! :)

You're confusing cost with having extensibility at all...
...

> Well, I think what people are interested in most is what they get
> with the A1200, without having to spend a lot of money for expansions.

Of course, but if the user finds that that two are equivalent for
his intended use, he will certainly look at the expansion possiblities.

> : 1) How much does 640*480*256 non-interlaced slow down the Falcon?
>
> That information was posted a while ago (by Howard Chu I think).
>
> : 2) Is there any relief available for the "graphically intense"
> : modes that make the Falcon "stand STILL"?
>
> I don't think there are any such modes for the Falcon! :)

You might want to review Howards observations. Admittedly "stand STILL"
might be a bit of an exaggeration, but I was merely echoing the original
posters wording.

> : Another factor not really mentioned is how much access to display
> : memory is required to animate the display of typical games. The

> : 8 64-bit sprites in the A1200 and their hardware prioritization
> : with one 256-color or two 16-color "playfields" can implement many
> : game displays with less byte-bashing than the Falcon "dumb frame
> : buffer" video subsystem.
>
> Wow! The perfect game console, eh? And btw, the Falcon does have a
> fast blitter.

Games are one of the things it can do well. There seems to be considerable dispute as to whether the Falcon blitter is "fast" or not. Rumor has it that at best it is twice as fast as the "ST" blitter, which was not as fast as the Amiga blitter, nor capable of performing the same operations without multiple passes over the data.

> : > : Name any homecomputer at under 1000$ that have CD quality 16bit sound
> : > : and a processor with a 32 bit data bus?
> : > :
> : > : The Falcons sound is it's strength and I can see it doing very well,
> : > : But there is more to any personal computer than a good sound chip.
> :
> : I would point out here that the A1200 has two possible expansion
> : points for adding DSP/16-bit sound. One is the industry-standard
> : PCMCIA port, which lends itself to DSP's which use the SRAM buffer
> : model used by the Falcon. It is also possible to add a DSP via
> : the processor expansion slot, which would provide full/width high
> : bandwidth access to the DSP subsystem, which could also be a bus
> : master.
>
> Oh, it's expansion time again... How about OS support for that DSP?
> Anything that developers can RELY on that it is available? Most
> developers are probably only interested in writing programs for
> ther broadest market possible, so you can't expect them to support
> such 3rd party DSP boards (if they'll ever exist).

What I would say here is that every Amiga has had "good quality" sound built in. The 16-bit sound on the Falcon sounds like it is better than what we build in, but it is unique to the Falcon and only "Falcon specific" software will be able to take advantage of it. This sounds like a different version of the same problem to me.

Experience has shown that when there is a good quality expansion product avilable, be it a video card or sound card, the key players for that kind of application will support it.

> : Though the HAM-8 mode isn't "true-color", the 1280*480 HAM-8 interlaced
> : display mode effectively provides a 420*480 image with 18 bits of
> : arbitrary color per-pixel, and gets better where gradual shading of
> : real-world images allows the base-register/color-increment nature of
> : HAM to come into play.
>
> Oh yeah? What about the restrictions of all HAM modes? How much processor
> time do they leave for the programs? What about a genlocking bit?

> HAM=Hold And Modify... Haha...

Please note that the effective resolution I picked was the case where there are no "HAM restrictions", which is to say that it is the worst case where it takes "3-pixels" to effect a complete color change - take the best case 1280 pixels (a bit more with overscan) divide by 3 and you get 420.

Where you do want to take advantage of pixel-to-pixel correlations (your "HAM restrictions") you will much higher apprarent resolution and those are 18-bit (or better) colors, not 16-bit.

As far as Genlock goes, you can do it in HAM, though you "waste" some of the 64 base colors (24-bit)... If you need a technical description ask over in comp.sys.amiga.hardware.

> : While 16-bit "true-color" is a step beyond the 256 color modes, it
> : will be interesting to see how A1200 HAM-8 images compare to the
> : Falcon images.
>
> Yes, and it would be interesting to see how useable these modes are.
> The 16bit mode on the Falcon has NO restrictions whatsoever, what
> about the A1200 HAM modes?

Since the HAM-8 mode is an extension of the existing HAM-6 mode, Amiga rendering packages and paint programs already understand the HAM concepts and need only be extended to take advantage of the extended capabilities.

The utility of any of the true-color modes be they 16-bit, 24-bit or HAM for anything beyond image display is open to question...

> : 1) Has Atari made any noises about supporting VM in Multi-TOS? It's
> : kind of pointless to boast a feature for which there is no
> : system/software support.
>
> Does Atari have to make noises about it? What about memory protection
> in the A1200?

Well the spec boast the presence of the 68030 PMMU and if the Atari software does make effective use of it, I stand corrected.

> : 3) "Most Software" runs on the A1200. The software that doesn't is
> : exactly the same class of stuff that will either die on the
> : Falcon or take no advantage of the new capabilities of the
> : system - namely the cheap Game software that ignores the OS
> : and manipulates the hardware directly.
>
> Oh yes... this means about 90% of all Amiga games for example...

You should be prepared to support that assertion and also discuss whether the Falcon would fare better or not.

> : > PS: Will this discussion ever end?
> :
> : I could aplogize for getting technical, but I have a certain degree
> : of knowledge about the A1200 internals. Some of the questions raised
> : above are sincere requests for information, since I have no access
> : to a Falcon or the developer documentation, others are intended more
> : to prick at some of the assertions or contradictory claims made by
> : Falcon adherents.
>
> Fine. If you find it necessary to post to comp.sys.atari.st to
> flame back (at least that's what it looks like) no problem!
> So much about the Commodore officials being more diplomatic...
> (someone claimed that in an earlier posting)

If you think this was more of an intent to "flame back" than an
attempt to gather information and pose questions which might throw
more light on the relative merits of the two machines, then I
apologize.

> : A while back, I might have admitted that the Falcon would give the
> : A1200 (as it comes out of the box) some competition performance-wise,
> : but the 16-bit memory makes me wonder. I can state that the A1200
> : expansion provisions allow it to transcend the somewhat limited
> : capabilities included, but it isn't clear if this is also true of
> : the Falcon.
>
> There is no 16-bit memory... *sigh*

Sorry, just a 16-bit processor bus interface to a shared 32-bit
memory bus. Right or wrong? Any mitigating factors?

> : It should also stand for something that the A1200 has a big-brother,
> : already shippping, the A4000. This *68040* system is available
> : today, and while highly compatible with the A1200 and other Amiga's
>
> Haha! If it's "highly compatible" with the A1200, I wonder how
> compatible it is with the A500...

The same version of the Amiga chipset is used in the A1200 and A4000,
which makes it "highly compatible". This chipset is a superset those
used in previous Amiga systems, so they are "highly compatible" too.
How compatible is the Falcon with the existing software base? How
compatible would a Falcon040 be?

> : offers a multi-slot expansion bus, 2 M-bytes of display memory and
>
> 2 Mb? Isn't that great.

Great? Sufficient, if you consider that there's also 4 M-bytes of
Fast RAM included and provision for (much) more.

Enough for now...
--
George Robbins - now working for, work: to be avoided at all costs...

but no way officially representing: uucp: {uunet|pyramid|rutgers}!cbmvax!grr
Commodore, Engineering Department domain: grr@cbmvax.commodore.com

4544. Re: Ajax + TT problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 05:50:05 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Nov27.065005.3668@solace.hsh.se>
Source record: 41747

In <X0c00426@Kralizec.fido.zeta.org.au> michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:

>Okay, having finally found a 1.44M Epson drive, and swapped the fascia from
>my old 720 onto it, and blown $35 (ooer) on an Ajax chip, I find myself
>depressingly faced with the following problem :

>It doesn't work.

>More specifically, the Ajax controller seems to be the guilty party - I can
>format 1.44's with the 1772 (scarily enough) so I know the clock generator
>etc. is working fine.

>However, with the Ajax installed, I cannot read or write either 720 or 1.44
>disks - at startup, the drive emits a rather novel 'beeping' noise, rather
>like a very fast seek, and the non-FDC things (side select etc) seem to work
>fine.

>Is there anyone here with hardware experience on the TT that can give me
>some idea of where to start looking?? - I've already returned the Ajax once
>for a new one (the store was very kind about that) and I don't want to have
>to go thru their entire stock of them looking for one that works - accusing
>someone of having faulty stock doesn't make you many friends.

>\`miff` /|\

Have you changed the switch inside the TT that tells TOS that you have
installed a HD-drive? I can't remember wich it was, but isn't it set
the TOS wont recognize the HD-format.

Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

4545. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 05:57:30 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov27.055730.8767@elroy.jpl.nasa.gov>
Source record: 41746

In article <37320@cbmvax.commodore.com> grr@cbmvax.commodore.com (George Robbins) writes:
>That's pretty good, better than the un-expanded A1200.

Ah, I'm gonna save this one. }-) [Btw, Happy Thanksgiving. I just got back
from our big dinner bash, hope y'all had a good one...]

>> >4) Is the ROM 16-bits or 24-bits?
>>
>> Eh? The ROM lives at a 24 bit address, if that's what you mean.
>
>Oops, I though I had corrected that before it went out. The ROM in
>the A1200 is 32-bit/3-clock/no video contention to speed up the
>system routines in ROM. Unless otherwise stated, I would guess
>that the Falcon ROM isn't subject to video contention, but is
>probably only 16-bit.

It is 16 bit (on 2 8-bit ROMs, anyway, leaves little room for doubt there).
Dunno about video access. I guess a quick test would be to set the screen
pointer up into the high 2MB region and see what appears on the display.
I may give that a try this weekend.
>
>Well the Amiga doesn't have "text" mode either, but a screen that is
>used primarily for text can use only maybe 1-3 bitplanes, where one
>used for image display might use 8 or the HAM modes.

I see. Hm, if you can change modes at an arbitrary X position as well
you can use that for windows as well, eh? That would really be nice. Kind
of like the graphics board I've been dreaming up.
>
>Is the "true-color" display mode fully supported by the system graphics/
>text rendering/windowing routines in some seamless manner or is it
>support as a special "full screen" image display mode?

Yep, fully supported by the VDI; programs that use VDI calls will run without
modification. Programs that write to screen memory directly, assuming old
ST video layout will look very odd. (Too bad, my fractal program falls
into that class. It's certainly an interesting-looking screen, but it's
not a 64K color mandelbrot. It looks more like an edge-tracing of a vaguely
mandelbrot-like object.... }-) The 1, 2, 4, and 8 bit-per-pixel modes use
the same interleaving scheme that the old ST modes used though, so if a
program queries the screen dimensions in those modes (X/Y rez, # planes)
and acts accordingly, it can still write directly to the screen without
trouble.

>Sounds like perfomance issues will really need to be determined by benchmarks,
>which will no doubt entail endless controversy... 8-)

(That conclusion was based solely on the video timing stuff, btw.) Gee, endless controversy in a usenet newsgroup? Who'd ever heard of such a thing...

(ps ps: going back to a distant thread - I thought the 6502 only had 8 address lines and multiplexed to get 16 address bits. Now, as someone said elsewhere, "far be it from me to get into an argument with a Commodore engineer," particularly about something like the 6502, but ... }-)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4546. MiNT: Problems with Psignal, Pfork

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 09:18:01 UTC
From: kinzel@ibr.cs.tu-bs.de
Message-ID: <1992Nov27.091801.9394@ibr.cs.tu-bs.de>
Source record: 41748

Hello!

I've got problems with MiNT functions Pfork() and Psignal() (MiNT
version 0.95, PL 13)

- Pfork(): After splitting a process with Pfork() the child starts to
run, but the father falls asleep, why?

- Psignal(): I used the Psignal() call to install a Talarm routine. It
looks something like this:

```
func()
{
/* code */
Psigreturn()
}

Psignal(14,(*func)())
```

The problem is that Psignal causes the defined signal (here 14), and
doesn't install the signal handler (when the prcocess receives the
signal later, the default function (terminated) is executed.

Is there anyone who has an answer?

Thanx Jens

4547. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 09:38:01 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov27.093801.21982@email.tuwien.ac.at>
Source record: 41749

grr@cbmvax.commodore.com (George Robbins) writes:
: [...]
: If you would read some of the "Falcon" postings that have showed
: in comp.sys.amiga.* you might see what an inaccurate or incomplete
: description of the machine the Atari *and* Amiga fans have been
: posting there.

Why should I read comp.sys.amiga.*? :-) Give me one serious reason...

: By the way, please note that I am not a "Commodore Official", but
: rather a mere engineer involved in the A1200 project...

Fine with me...

: > What about the A1200? Can you answer the same questions?
:
: Sure, 2 M-byte dedicated display memory, up to 8 M-byte "fast memory"
: with the internal 68EC020, ~4 G-byte with a processor/memory expansion
: card.

OK, on the Falcon with a 68060 card you can probably access more than
4Gb. Who cares?

[...]
: > So why didn't commodore use a 68030 right away? To make it a bit cheaper
: > and sell more expansion boards later, eh?
:
: No, more because our analysis showed that the 68030 wouldn't improve
: performance enough to justify the additional cost. Other design options
: such as providing a 32-bit processor<->memory bus, 32-bit wide ROM, the
: PCMCIA port and a full-access processor expansion port did seem to
: justify their cost.

It must be a pretty weird design if the 68030 wouldn't improve performance
enough... I'm curious to see some benchmarks...

: The Falcon has some new "features" built in that were not present on
: previous Atari systems, but still lacks some that are present in
: every Amiga system. We could argue for a year or so about which are
: signicant, but in the end, only the marketplace will tell whether either
: Atari or Commmodore hit the right mix of features and retail price.

Right. So let's wait and see...

: > : one which would incorporate a >> 14/16 MHz processor. Such a board would
: > : probably also include fast memory tightly coupled to the processor which
: > : would provide much higher performance than the base unit.

: >
: > So all you need to get what the F030 already has, is an expansion board
: > with 68030/PMMU, new memory and some other "minor" changes to make the
: > whole system run at 16MHz. Right? Now add the cost of such a board to
: > the price of the A1200, and compare with the F030. (And you don't even get
: > a DSP and falcon sound-system)
:
: Not exactly, what I would claim is that we already have the essentials
: and the expansion provisions allows those users that want to extend their
: systems a "clean" way of doing so. Such expansion can go far beyond the
: built-in features of the A1200 (or the Falcon) if that's what the user
: wants and is willing to pay for.

Fine, but why not compare the "essentials" as you say for a start? So
far I don't think there are any expansion boards available - if you
compare the Falcon with an expanded A1200, that's another story. Why
not compare expanded Falcons with expanded A1200's then?

: > Well, I think what people are interested in most is what they get
: > with the A1200, without having to spend a lot of money for expansions.
:
: Of course, but if the user finds that that two are equivalent for
: his intended use, he will certainly look at the expansion possiblities.

A user who finds the two equivalent for his intended use should better
buy a c64... IMHO.

: > : 2) Is there any relief available for the "graphically intense"
: > : modes that make the Falcon "stand STILL"?
: >
: > I don't think there are any such modes for the Falcon! :)
:
: You might want to review Howards observations. Admittedly "stand STILL"
: might be a bit of an exaggeration, but I was merely echoing the original
: posters wording.

So, why not post some information on the A1200's speed in 640x480x256
(non-interlaced) and see who's standing still? That'd be something useful
in this boring discussion.

[...]

: > Wow! The perfect game console, eh? And btw, the Falcon does have a
: > fast blitter.
:
: Games are one of the things it can do well. There seems to be considerable
: dispute as to whether the Falcon blitter is "fast" or not. Rumor has it
: that at best it is twice as fast as the "ST" blitter, which was not as
: fast as the Amiga blitter, nor capable of performing the same operations
: without multiple passes over the data.

If you want rumours: other rumours have it that it's 5 times as fast...
Who cares!

[...]
: > Oh, it's expansion time again... How about OS support for that DSP?
: > Anything that developers can RELY on that it is available? Most
: > developers are probably only interested in writing programs for
: > ther broadest market possible, so you can't expect them to support
: > such 3rd party DSP boards (if they'll ever exist).
:
: What I would say here is that every Amiga has had "good quality" sound
: built in. The 16-bit sound on the Falcon sounds like it is better than
: what we build in, but it is unique to the Falcon and only "Falcon specific"
: software will be able to take advantage of it. This sounds like a
: different version of the same problem to me.

Still, it's MUCH better than the Amiga sound, not just "better", and
with the DSP it's much more flexible than the Amiga sound. (which btw.
was never enough for professional recording). And Falcon specific software
is just under development...

: Experience has shown that when there is a good quality expansion product
: avilable, be it a video card or sound card, the key players for that kind
: of application will support it.

Experience also shows, that most of the time such 3rd party expansions
are NOT supported by developers - at least not for those aiming at no
specific market.

[...]
: > Oh yeah? What about the restrictions of all HAM modes? How much processor
: > time do they leave for the programs? What about a genlocking bit?
: > HAM=Hold And Modify... Haha...
:
: Please note that the effective resolution I picked was the case where
: there are no "HAM restrictions", which is to say that it is the worst
: case where it takes "3-pixels" to effect a complete color change - take
: the best case 1280 pixels (a bit more with overscan) divide by 3 and
: you get 420.
:
: Where you do want to take advantage of pixel-to-pixel correlations
: (your "HAM restrictions") you will much higher apprarent resolution
: and those are 18-bit (or better) colors, not 16-bit.

Thank heavens there is no pixel-to-pixel correlation in the Falcon
true colour mode... ("much higher apparent resolution" or "18-bit colours"?
which now?)

: As far as Genlock goes, you can do it in HAM, though you "waste"
: some of the 64 base colors (24-bit)... If you need a technical
: description ask over in comp.sys.amiga.hardware.

Too bad...

: > : While 16-bit "true-color" is a step beyond the 256 color modes, it
: > : will be interesting to see how A1200 HAM-8 images compare to the
: > : Falcon images.

: >
: > Yes, and it would be interesting to see how useable these modes are.
: > The 16bit mode on the Falcon has NO restrictions whatsoever, what
: > about the A1200 HAM modes?
:
: Since the HAM-8 mode is an extension of the existing HAM-6 mode,
: Amiga rendering packages and paint programs already understand the
: HAM concepts and need only be extended to take advantage of the
: extended capabilities.

I'm not talking about paint programs that already understand HAM modes,
I'm talking about general use, such as at the desktop, for applications,
games etc.

: The utility of any of the true-color modes be they 16-bit, 24-bit
: or HAM for anything beyond image display is open to question...

Open to question???

: > : 1) Has Atari made any noises about supporting VM in Multi-TOS? It's
: > : kind of pointless to boast a feature for which there is no
: > : system/software support.
: >
: > Does Atari have to make noises about it? What about memory protection
: > in the A1200?
:
: Well the spec boast the presence of the 68030 PMMU and if the Atari
: software does make effective use of it, I stand corrected.

: > : 3) "Most Software" runs on the A1200. The software that doesn't is
: > : exactly the same class of stuff that will either die on the
: > : Falcon or take no advantage of the new capabilities of the
: > : system - namely the cheap Game software that ignores the OS
: > : and manipulates the hardware directly.
: >
: > Oh yes... this means about 90% of all Amiga games for example...
:
: You should be prepared to support that assertion and also discuss whether
: the Falcon would fare better or not.

Fine. At least I never claimed that "Most Software" will run on it.

: > : > PS: Will this discussion ever end?
: > :
: > : I could aplogize for getting technical, but I have a certain degree
: > : of knowledge about the A1200 internals. Some of the questions raised
: > : above are sincere requests for information, since I have no access
: > : to a Falcon or the developer documentation, others are intended more
: > : to prick at some of the assertions or contradictory claims made by
: > : Falcon adherents.
: >
: > Fine. If you find it necessary to post to comp.sys.atari.st to

: > flame back (at least that's what it looks like) no problem!
: > So much about the Commodore officials being more diplomatic...
: > (someone claimed that in an earlier posting)
:
: If you think this was more of an intent to "flame back" than an
: attempt to gather information and pose questions which might throw
: more light on the relative merits of the two machines, then I
: apologize.

OK, if it wasn't I apologise, but I'd still like this discussion to
end, please! :-) At least let's not continue it in comp.sys.atari.st.tech!

: > : A while back, I might have admitted that the Falcon would give the
: > : A1200 (as it comes out of the box) some competition performance-wise,
: > : but the 16-bit memory makes me wonder. I can state that the A1200
: > : expansion provisions allow it to transcend the somewhat limited
: > : capabilities included, but it isn't clear if this is also true of
: > : the Falcon.
: >
: > There is no 16-bit memory... *sigh*
:
: Sorry, just a 16-bit processor bus interface to a shared 32-bit
: memory bus. Right or wrong? Any mitigating factors?

Right. Memory is 32 bit wide though.

: > : It should also stand for something that the A1200 has a big-brother,
: > : already shippping, the A4000. This *68040* system is available
: > : today, and while highly compatible with the A1200 and other Amiga's
: >
: > Haha! If it's "highly compatible" with the A1200, I wonder how
: > compatible it is with the A500...
:
: The same version of the Amiga chipset is used in the A1200 and A4000,
: which makes it "highly compatible". This chipset is a superset those
: used in previous Amiga systems, so they are "highly compatible" too.
: How compatible is the Falcon with the existing software base? How
: compatible would a Falcon040 be?

I'd say at least as compatible as a A4000... Did I hear something about
the A1200 crashing when the copperlist is modified? (just asking)

: > : offers a multi-slot expansion bus, 2 M-bytes of display memory and
: >
: > 2 Mb? Isn't that great.
:
: Great? Sufficient, if you consider that there's also 4 M-bytes of
: Fast RAM included and provision for (much) more.

Much more... 4Mb isn't very much... Unless you mean by "provided" that
one can always buy a 68030 card with fast ram...

: Enough for now...

right..

4548. HELP connecting 2 atari-st using aux

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 09:59:20 UTC
From: gip405@sci.kun.nl
Message-ID: <ByDD2w.1z6@sci.kun.nl>
Source record: 41750

[No readable article body recovered]

4549. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 10:32:19 UTC
From: marks@castle.ed.ac.uk
Message-ID: <28754@castle.ed.ac.uk>
Source record: 41751

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>65536 colors, but who's counting. (*We* are! }-)

Nope, though it is a 16 bit mode, the last bit is used in conjunction
with a genlock, hence "only" 32768 colours.

>>As you can see, no. And I do not believe I even mentioned the Falcons
>>16 bit data bus. Perhaps it is time to rename this thread?

>Nah, you mentioned it at least twice, that still counts....

Oops! :-)

>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

>All true wisdom is conveyed in one-line witticisms.

Mark

--
"A little nonsense now and then, \ Mark Steyn : \
Is relished by the wisest men" \ marks@castle.ed.ac.uk \
Willy Wonka \ mpjs@dcs.ed.ac.uk \

4550. HELP connecting 2 atari-st using aux (retry)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 10:42:17 UTC
From: gip405@sci.kun.nl
Message-ID: <ByDF2H.2CL@sci.kun.nl>
Source record: 41755

I want to use my harddisks on both my Atari-st. Therefore I have the programm mx2net (using the midiport). An equivalent version of mx2net is mx2neta for using the modemport.

The problem is: I don't know how to solder a modem-cable.

I already tried to make a modem-cable by soldering a wire to the 1 of connector A to the 1 of connector B, 2 of A to the 2 of B, etc. but this doesn't work.

Can anyone tell me how to solder the wires at the 2 female connectors, so communication between my computers will be possible?

Thanks,

Gijsbert Bronts.

4551. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 10:55:16 UTC
From: marks@castle.ed.ac.uk
Message-ID: <28755@castle.ed.ac.uk>
Source record: 41753

nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:

>marks@castle.ed.ac.uk (Mark Steyn) writes:
>: nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:

>What about virtual memory on the falcon? quite easy to add, with NO
>additional cost (except for software).

What a wonderful statement. Does that mean I can get a Falcon for free
(with no additional cost except for hardware, of course)?

>: Falcon is even more crippled than you originally supposed that A1200 to
>: be? Which finally brings us to D: People who need 16Mb's of memory are
>: unlikely to by either an A1200 or A Falcon 030. That is why there
>: exists an Amiga 4000 and will exist a Falcon 040.

>I don't need more than 16Mb, but 14Mb are still very useful. Especially
>with multi-tasking. A lot better than 8Mb haha... (and 2 MB video ram...)

Strange, you posted a message saying that the A1200 was "serious
crippled" because it could "only" access 16Mb.

>: As for virtual memory does MultiTos support it?

>I'm no developer, so don't ask me.

Neither I am, but from most reports on the net and in magazines, it
doesn't.

>Simple calculations for simple minds, eh? There is not much slow-down
>from that 16 bit bus, since video ram is accessed much more frequently
>the sharing of memory accesses (note: not of one bus) is much more
>"fair" in the falcon. BTW, you can slow down the A1200 to more than
>1/2 easily! :) Just switch to 640x480x256! It's no point in comparing
>the Falcon and A1200 speeds, we both know the Falcon is faster in
>ALL modes. Just try it...

Not much being how much?
And with regards to the speed of the A1200, adding any extra memory will
enable the processor to run without contention. As compared to the 60%
speed reduction using the true colour modes in the Falcon (from Howard
Chu's posting).

>: However, standing still is relative. If you were to go back and read
>: the discussions about this in c.s.amiga.advocacy, you would find that

>Sorry, I don't read that mindless bashing group... I already feel
>guilty for answering all these postings in c.s.a.st ...

As well you should :-)

>: the new 640x480x256 was nearly identical in speed to the old amigas
>: 640x480x16. Personally I consider that a great improvement. Coupled
>: with the improved OS routines some graphic operations were up to 6 times
>: faster. The overall result is a machine that is far faster.

>FAR faster... :) How about some real world tests, not theory?

That was taken from the benchmarks posted to c.s.amiga.hardware. It was
not "theory", though how real are benchmarks either?

>: Oh wait, "said to stand STILL at 640x480x256..."
>: ^^^^
>: Objection your Honour, Heresay.
>: Objection Upheld.
>:
>: We still have no information about the Falcons graphics performance.
>: Perhaps we should suspend this argument until then.

>We have... *sigh* (3rd time) Howard Chu posted information about this
>(speed relative to the 8MHz ST) a few days ago...

Yes, but I was refering to the A1200, not the Falcon, as were you.
Perhaps you should have a look at the benchmarks rather than creating
your own "theory".

>: [..]
>: Ok lets start at the beginning

>OK. (Do I have to answer everything twice?)

If it is wrong the first time, probably yes.

>How do you know the Falcon's OS doesn't support it? Have you seen it?

No, Have you? Do you own a Falcon or an A1200? You seem to be quite
happy comparing the two.

>Do you have a falcon? And why do you always refer to the A4000 when
>you find out the A1200 is lacking something the Falcon has? So you admit
>the A1200 is no match for the Falcon? (030)

I refer to the A4000, because it exists and is on sale.

[stuff deleted]

>: is not available in 640x480 VGA modes. The maximum resolution for

>It is in 768x576 PAL mode.

The Falcon supports PAL? Good, can anybody else confirm this.

>: The A1200 hundred can display 640x480 (+overscan) in 262144 colours.
>: This is in Ham8, and from a 24bit palette. Alternatively, and more
>: comparable to the Falcon, it can support 1280x400 interlaced
>: (+overscan). This mode is in theory capable of displaying over

>: 700 000 colours, again from a 24bit palette. This mode,
>: incidentally, has been shown running an amination at 25 frames per
>: second, with the rest of the system still multitaking.

>At what speed? With what HAM restrictions?

With fast ram, the processor will run at full speed. Can the same be
said of the Falcon?

>: 3: Gem and lots of software. :-)

>Why do you Amiga owners all complain about GEM? It's a very powerful
>Environment - just have a look at some commercial programs which make
>use of most of its features!

We complain about GEM, because you complain about Workbench.
It's a fairly simple defense reaction ingrained into all owners of
Amiga's and ST's. :-)

>: 4: A lot of software which still runs? Perhaps you are thinking of the
>: 3 games ST Format managed to get running, after the rest of their
>: games failed. Obviously you _are_ thinking of games, since to my
>: knowledge only one 'serious' application has failed to run on the

>Yes, and by 'serious' you probably mean applications which you were hoping
>they'd run...

Huh? Care to reword that in to an understandable form?

>: new Amigas. Even then tests by UK Amiga magazines have shown that
>: about 85% of games released over the last year run quite happily on
>: an A1200. Let he who is without sin cast the first stone?

>Huh... I wonder how hard it was to find these games so they could test them...

Sigh... Both the A1200 and the Falcon are going to be subject to
incompatabilities, mostly games. Do we really need to aruge over this
point?

[stuff deleted]

>: As you can see, no. And I do not believe I even mentioned the Falcons
>: 16 bit data bus. Perhaps it is time to rename this thread?

>Or take it to comp.sys.amiga.advocacy or what it's called...
>I'm SOOOO bored.

Me too. I think it was the effect of reading your posting...

>-MY

Mark

--
"A little nonsense now and then, \ Mark Steyn : \
Is relished by the wisest men" \ marks@castle.ed.ac.uk \

Willy Wonka \ mpjs@dcs.ed.ac.uk \

4552. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 11:33:17 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov27.113317.25814@email.tuwien.ac.at>
Source record: 41756

marks@castle.ed.ac.uk (Mark Steyn) writes:
: hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
:
: >65536 colors, but who's counting. (*We* are! }-)
:
: Nope, though it is a 16 bit mode, the last bit is used in conjunction
: with a genlock, hence "only" 32768 colours.

Nope, though you CAN use the last bit for genlocking, you don't HAVE to,
so you can still get 65536 colours. (6 green 5 red/blue)
[...]

-MY

4553. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 11:34:40 UTC
From: winfrvk@dutiws.twi.tudelft.nl
Message-ID: <ByDHHs.3II@dutiws.twi.tudelft.nl>
Source record: 41698

In article <28754@castle.ed.ac.uk> marks@castle.ed.ac.uk (Mark Steyn) writes:
>hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>
>>65536 colors, but who's counting. (*We* are! }-)
>
>Nope, though it is a 16 bit mode, the last bit is used in conjunction
>with a genlock, hence "only" 32768 colours.

Nope, _both_ 32768 + genlock _and_ 65536 colo(u)r modes are available.

>>--
>> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
>>All true wisdom is conveyed in one-line witticisms.
>
> Mark
>
>--
>"A little nonsense now and then, \ Mark Steyn : \
> Is relished by the wisest men" \ marks@castle.ed.ac.uk \
> Willy Wonka \ mpjs@dcs.ed.ac.uk \

Bart

Bart Schuller (NeXTmail OK) | What is a 're-mix?' "A total cheat"...
schuller@dutiea.twi.tudelft.nl | ..."A gift"-- when it's Frankie... TCH

4554. Printing from GFA-DRAFT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 11:35:56 UTC
From: "Gerry O'Rourke"
Message-ID: <1992Nov27.113556.28749@nt.com>
Source record: 41752

Hi All!
I am trying to produce some simple drawings using the version of GFA-DRAFT given away by ST-FORMAT. I want to print them on a Postscript printer (Apple Laserwriter IINTX). As there is no postscript printer driver supplied, I am using the Draft to Meta file converter program (also supplied by ST-Format). This produces a *.GEM file.

So far I have been able to inport these into TImeworks & print them off,but sometimes the drawings get reflected in the X & Y axes (usually if they are landscape orientation). Timeworks has a picture import facility, but it specifies GEM draw or EASY draw as the available options. Therefore I assume that it cannot handle generic Meta files.
Am I correct in this?

I have found a program om a.a called MFPS. This is a Metafile to Postscript converter, but again it was designed to work with EASY draw 2.0 & some other programs, not as a general Metafile processor. I have not got it to print off so far (I have just used the -f option),the laser rejects the file as it claims it has invalid commands.

Is there some easier way to print the files?

Regards

Gerry O'Rourke
mail gigxr01@nt.com

4555. Re: MiNT: Problems with Psignal, Pfork

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 11:40:51 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov27.114051.26100@email.tuwien.ac.at>
Source record: 41757

kinzel@ibr.cs.tu-bs.de (Jens Kinzel) writes:
: Hello!
:
: I've got problems with MiNT functions Pfork() and Psignal() (MiNT
: version 0.95, PL 13)
:
: - Pfork(): After splitting a process with Pfork() the child starts to
: run, but the father falls asleep, why?

MiNT uses a blocking fork() (or Pfork()), so that explains why the parent
falls "asleep" in this case (read the manual page for Pfork()). You can
still start a background task running in parallel is you start it as
a separate process (with Pexec()). (I may be wrong here...)

: [about Psignal()]

sorry... :-(

: Is there anyone who has an answer?
:
:
: Thanx Jens
:

-MY

4556. Re: Fonts and Font editors

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 12:11:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A52714@MS.maus.de>
Source record: 41776

Jan van der Steen (jansteen@cwi.nl) wrote:
>I've incorporated fonts succesfully in C programs using FED fonts.
>One of the output options of the FED font editor ("fontedit.arc" on
>atari.archive.umich.edu) is to emit C code containing the offset
>tables and bitmap descriptions of the font.

You will get a lot of trouble with this approach, because:

(1) v_fontinit isn't officially documented and
(2) you are using Line-A.

Please use the normal GDOS interface (vst_load_fonts, vst_font and
so on) instead (at least if vq_gdos returns TRUE).

4557. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 13:05:14 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <722869513.7432@minster.york.ac.uk>
Source record: 41565

In article <28715@castle.ed.ac.uk> marks@castle.ed.ac.uk (Mark Steyn) writes:
>nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
>1: Virtual memory - The Falcons OS does not support it, hence it is
> left to 3rd party developers. The exists already a 3rd party VM
> solution for those Amigas with MMU's, which as I am sure you will be
> quick to point out, does not include the A1200. The 4000 in the other
> hand...

There are VM systems for the TT under TOS 3.xx -- most are from Germany.
There is no VM support in MiNT, true, but it's not far away. The 8K memory
page system and memory ownership concepts are exactly the sort of basis
required for VM. I imagine that such an implementation is a matter of time
for Eric Smith (obviously depending on his other priorities).

>>PS: Will this discussion ever end?

Probably not...

> Mark
>"A little nonsense now and then, \ Mark Steyn : \
> Is relished by the wisest men" \ marks@castle.ed.ac.uk \
> Willy Wonka \ mpjs@dcs.ed.ac.uk \

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

4558. Re: why isn't there a completely recompiled TOS around?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 13:07:38 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <722869658.7536@minster.york.ac.uk>
Source record: 41566

In article <jmcrmack.722803775@unix2.tcd.ie> jmcrmack@unix2.tcd.ie (Sean McCormack) writes:
>Does this serial port bug happen to be in TOS 1.62 machines
>by any chance?

Yes. You need some sort of serial patch program -- serptch seems to be the one everyone recommends (I gave up on serial printers years ago), and it's on atari.archive.

> Cheers
> Sean.
>
>Yet another no .sig person

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

4559. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 13:27:59 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <ByDMqo.L93@hpbbrd.bbn.hp.com>
Source record: 41764

Howard Chu (hyc@hanauma.jpl.nasa.gov) wrote:
: Nope. Adding fast RAM is purely a 3rd-party venture, not something
: explicitly provided for in the system.

But is or is there not a RAM expansion connector in the Falcon?

: The 68882 socket, for one.

Does the 6888x socket really have all address lines?

: Relief? Like what, besides private RAM? If one could make a fast RAM
: expansion that only excluded video access (i.e., allowed all other
: peripherals to have access) that would be sufficient, eh?

But it would be tricky since - for example - the floppy DMA chip (which
probably also serves as the SCSI DMA chip) only has a 24 bit address
space. Or has this restriction been lifted?

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

4560. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 13:41:05 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <ByDnCI.LEv@hpbbrd.bbn.hp.com>
Source record: 41763

Marinos Yannikos (nino@vmars.tuwien.ac.at) wrote:

: Oh yeah? What about the restrictions of all HAM modes? How much processor
: time do they leave for the programs? What about a genlocking bit?
: HAM=Hold And Modify... Haha...

You shouldn't laugh about it. While HAM does have its restrictions,
it still is a good idea to make the most out of color palettes,
at least for non-technical pictures (i.e. pictures without
sharp contrasts).

: : I could aplogize for getting technical, but I have a certain degree
: : of knowledge about the A1200 internals. Some of the questions raised
: : above are sincere requests for information, since I have no access
: : to a Falcon or the developer documentation, others are intended more
: : to prick at some of the assertions or contradictory claims made by
: : Falcon adherents.
:
: Fine. If you find it necessary to post to comp.sys.atari.st to
: flame back (at least that's what it looks like) no problem!

I can't find that he actually flamed someone; he just tried to
find out something more about the Falcon and correct some false
claims of yours and others. Personally, I really appreciate if
a Commodore engineer frequents this group and shares some of
his insights with us. As with the Atari computers, there are
many good ideas in the Amiga line, and it helps broadening
your horizon if you look at them from time to time.

So *please* do not start flaming Commodore employees.

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

4561. Re: MiNT: Problems with Psignal, Pfork

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 13:52:35 UTC
From: mh1@irz215.inf.tu-dresden.de
Message-ID: <6JA9LUE@math.fu-berlin.de>
Source record: 41758

In article <1992Nov27.091801.9394@ibr.cs.tu-bs.de>, kinzel@ibr.cs.tu-bs.de (Jens Kinzel) writes:

> - Pfork(): After splitting a process with Pfork() the child starts to
> run, but the father falls asleep, why?

Pfork() is blocking in the current versions. This will go away some day.

> - Psignal(): I used the Psignal() call to install a Talarm routine. It
> looks something like this:
>
> func()
> {
> /* code */
> Psigreturn()
> }
>
> Psignal(14,(*func)())
> [...]

This code is wrong. It should look like this:

```
func()
{
/* code */
}

Psignal(14, func);
```

Your code does call the signal routine instead of passing its address to Psignal().

Also, you only need to call Psigreturn() if you plan to make a longjmp() out of your signal handler. If you don't want to do that (i.e. the signal handler shall return normally), you _must not_ call Psigreturn().

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

4562. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 15:41:58 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Nov27.154158.707@dcs.warwick.ac.uk>
Source record: 41761

In article <37313@cbmvax.commodore.com> grr@cbmvax.commodore.com (George Robbins) writes:
>In article <H.95LIo96Zj76@fredrik.atari.no> jornmoe@fredrik.atari.no writes:
>> In <28651@castle.ed.ac.uk>, Mark Steyn writes:
>> **** some stuff deleted *****
>> >Fast ram? As in ram only the processor can access? Good - It ought to
>> >speed the Falcon up a bit. I am still curious as to how the 030 will
>> >have 32 bit access to this ram though. Given that the 030 only has 16
>> >bit access to the rest of the system, the only option I can see is to
>> >remove the (surface mounted) processor. The suggestion about plugging
>> >the memory into the maths coprocessor socket was interesting, but the
>> >030 would still only have 16 bit access.
>>
>> No, the 68030 and the 68881/68882 have full databus between them.
>> That is: all 32bits of the 030 is directly wired to the coprocessor socket,
>
>
>Of course the 68881 socket has only a half-dozen address lines connected
>to it, so if it is the *only* place that the other 16 data-lines are available,
>it will make for interesting devices.
>
>Are they also present on a memory expansion connector and are "all 32"
>address lines also on a memory expansion connector?

The expansion connector definitely has only 16 data lines.

The expansion connector must have more than 24 address lines, otherwise you
would only be able to address 2Mb (less addreesses used by existing hardware)
of anything connected to it when the full 1] 4Mb of RAM is fitted (in which
case it would be mega-crippled).
However, if the address lines have to be taken from the expansion bus,
doesn't this remove any chance of being able to add memory that can't be
interrupted by video refresh?

- Leo

4563. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 16:10:44 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Nov27.161044.1599@dcs.warwick.ac.uk>
Source record: 41760

In article <1992Nov27.055730.8767@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>
>Yep, fully supported by the VDI; programs that use VDI calls will run without
>modification. Programs that write to screen memory directly, assuming old
>ST video layout will look very odd. (Too bad, my fractal program falls
>into that class. It's certainly an interesting-looking screen, but it's
>not a 64K color mandelbrot. It looks more like an edge-tracing of a vaguely
>mandelbrot-like object.... }-) The 1, 2, 4, and 8 bit-per-pixel modes use
>the same interleaving scheme that the old ST modes used though, so if a
>program queries the screen dimensions in those modes (X/Y rez, # planes)
>and acts accordingly, it can still write directly to the screen without
>trouble.
>

All the set colour functions of VDI and the work_out[] value giving the number of colours are currently signed shorts - are they *unsigned* shorts in TOS4? If not how are 65536 colours supported by the VDI?
Has a function been added to VDI to return the colour index that best approximates to a given RGB value? If not how do you write a multi-tasking program which uses a specific colour for something (Obviously changing the palette is not a good idea)? Even better, are there two functions:

int allocate_colour(int handle, int red, int green, int blue) - If the RGB value specified already exactly matches a colour in the palette then return the index of that colour and mark it as used by 'handle'. Otherwise set a colour that is not being used (ie. not been returned by this function, or if it has, been returned by free_colour) to the given RGB value and return it's index (again marking it used by 'handle'). If all the colour are being used then return the best approximation from the colours available and return it's index (marking it used by 'handle').

void free_colour(int handle, int colour_index) - Mark that colour as no longer used by 'handle'. This function is automatically called by v_cls_vwk with all the colour_indexs allocated by 'handle'.

Without something like this Multi-TOS is going to get into a bit of a mess with colours.

- Leo

4564. To George Robbins and Howard Chu

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 16:25:32 UTC
From: smiller@bnr.ca
Message-ID: <1992Nov27.162532.15889@bnr.ca>
Source record: 41759

It's nice to see a reasonable technical discussion on the Falcon/A1200 thread between people who have a notion of what they are talking about.

(For a change!)

--
****
Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
Ottawa, Ontario, Canada No email access.
.signature USES DISCLAIMER; GPz(pronounced 'GeePeeZed') 305 and 750 Turbo.
****

4565. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 17:19:27 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <ByDxGG.Bz@hpbbrd.bbn.hp.com>
Source record: 41768

Mark Steyn (marks@castle.ed.ac.uk) wrote:
: With fast ram, the processor will run at full speed. Can the same be
: said of the Falcon?

Well, a fast RAM add-on card for the Falcon should be possible
(at least I hope so because splitting the bus seems to be
A Good Idea), and there you are: No contention. But you're
right when you point out that fast RAM is a standard (=built-in)
concept in the A1200 hardware while in the Falcon030 it's not.
But then, a processor with built-in MMU is standard in the
Falcon030, but not in the A1200 ... :-)

Note that GEMDOS actually supports multiple kinds of RAM (such
as chip and fast RAM), as does the Amiga Exec.

: We complain about GEM, because you complain about Workbench.

You're comparing apples and oranges again! GEM is a complete
GUI, but Workbench isn't. It's just the "equivalent" for the
GEM Desktop, while Intuition is GEM's counterpart.

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

4566. MiNT distribution kit v2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 17:51:26 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1992Nov27.175126.27780@sol.ctr.columbia.edu>
Source record: 41762

Hi all,

Well, I'd like to upload this thing to a.a.u.e, but I've forgotten
how to go about it. Don't I just mail jeff and put the file in
/atari/New ?

If that's the case, anybody got Jeff's email address ?

Simon.
--
____
\ Simon Gornall - Kings College London. Email: sjg@unhygienix.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

4567. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 21:52:41 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov27.215241.10482@elroy.jpl.nasa.gov>
Source record: 41765

In article <ByDMqo.L93@hpbbrd.bbn.hp.com> clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:
>Howard Chu (hyc@hanauma.jpl.nasa.gov) wrote:
>: Nope. Adding fast RAM is purely a 3rd-party venture, not something
>: explicitly provided for in the system.
>
>But is or is there not a RAM expansion connector in the Falcon?

There are two sets of connectors on the motherboard divided into a 50 and
30 pin conenctor in each set. One of these is the "processor direct slot"
which has 24 address lines, 16 data lines, and all of the bus-control
signals. The other is the RAM connector, which has 32 data lines and I don't
know how many address lines, but probably only 24. I would not consider the
RAM connector an "expansion" connector since there is no ST RAM on the
motherboard. I.e., it is not an expansion, it is a required part of the
basic system.
>
>: The 68882 socket, for one.
>
>Does the 6888x socket really have all address lines?

Dunno, haven't tested it.
>
>: Relief? Like what, besides private RAM? If one could make a fast RAM
>: expansion that only excluded video access (i.e., allowed all other
>: peripherals to have access) that would be sufficient, eh?
>
>But it would be tricky since - for example - the floppy DMA chip (which
>probably also serves as the SCSI DMA chip) only has a 24 bit address
>space. Or has this restriction been lifted?

Apparently all of that DMA is now handled by the blitter. Don't know its
addressing limitations either, but I would guess 24-bit again.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4568. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 22:07:15 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov27.220715.10778@elroy.jpl.nasa.gov>
Source record: 41766

In article <28755@castle.ed.ac.uk> marks@castle.ed.ac.uk (Mark Steyn) writes:
>The Falcon supports PAL? Good, can anybody else confirm this.

Yes. In fact the first two Falcons I got my hands on were both European/PAL machines. Unfortunately, although the ROM contains full support for all the various countries, and you can save your "localization" setting in the battery-backed configuration RAM, the composite video is still specific to either PAL or NTSC, not switchable. (Actually, you *can* switch between PAL and NTSC in software, but the machine still has only one color-crystal, which will be either 4.43 MHz or 3.58 MHz. So my UK Falcon can produce NTSC video, but it's NTSC 4.43, not NTSC 3.58... Likewise, my US Falcon can produce PAL video, but it's PAL 3.58 and not 4.43....)
>
>With fast ram, the processor will run at full speed. Can the same be
>said of the Falcon?

Yes, of course. That's like saying "with a SCSI-2 port, the A1200 can use any peripheral imaginable" though. Also true, but in both cases, neither machine has the support in the basic model...

Just a little side-comment on incompatibility and games - I was quite pleased to see that DungeonMaster runs on the Falcon, despite the digital sound effects and floppy-based copy-protection. It shouldn't be too much to expect well-written software for your machine, even well-written *game* software....
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4569. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-27 23:46:02 UTC
From: grr@cbmvax.commodore.com
Message-ID: <37331@cbmvax.commodore.com>
Source record: 41767

In article <28754@castle.ed.ac.uk> marks@castle.ed.ac.uk (Mark Steyn) writes:
> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>
> >65536 colors, but who's counting. (*We* are! }-)
>
> Nope, though it is a 16 bit mode, the last bit is used in conjunction
> with a genlock, hence "only" 32768 colours.

Nope, it appears that the Falcon supports both 5-5-5-1 and 5-6-5 RGB
modes - the 16'th bit can be either an extra bit of resolution for
the green (highest visual acuity) or the Genlock control bit.

--
George Robbins - now working for, work: to be avoided at all costs...
but no way officially representing: uucp: {uunet|pyramid|rutgers}!cbmvax!grr
Commodore, Engineering Department domain: grr@cbmvax.commodore.com

4570. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-28 02:54:44 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1f6n1kINNk8b@golem.wcc.govt.nz>
Source record: 41769

```
>I can't find that he actually flamed someone; he just tried to
>find out something more about the Falcon and correct some false
>claims of yours and others. Personally, I really appreciate if
>a Commodore engineer frequents this group and shares some of
>his insights with us. As with the Atari computers, there are
>many good ideas in the Amiga line, and it helps broadening
>your horizon if you look at them from time to time.
>
>So *please* do not start flaming Commodore employees.
>
>--
>--clausb@hpbeo79.bbn.hp.com-----------------------------------------------
>Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
>--#include <std_disclaimer>-----------------------------------------------
```

I fully agree with your statment Claus, its a pity that Atari is not on the Net, like Commodore..

Then we could get some real Facts about the Falcon..??

I give both these chaps a TEN...

I am also fed up with these Atari dumbos that know very little about the Falcon, but still wish to argue the point, to me they make them selves look stupid..

Never mind it takes all kinds to make a world..

P.S. Nice to see you back on the net Claus, were have you been hiding..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4571. Re: Megas/1040 st motherboards, inquiry?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-28 06:34:05 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70423@cup.portal.com>
Source record: 41770
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hendrik Jan Veenstra writes:

>If you mean a PC-minitower: Mega motherboards do *not* fit in this kind of
>mini-towers -- it's even a pain to stuff them in big towers. And then...
>all the re-wiring, (expensive) cables, floppy&HD placement... Yack...

Admittedly, the last time I saw the insides of a Mega ST was over a
year ago when Dave Small and I demonstrated the SST030 board at the
Detroit/Windsor Atari Fest, but my impression was that the board was
quite similar in size to a full size '386 motherboard...

I have a nice little mini-tower PC case right here ($69 including a
200 watt powersupply) that would almost hold my full sized 520 ST
motherboard.. I was assuming that the Mega ST board would fit inside
quite easily.

Obviously all the connectors on the boards would have to be desoldered and
moved to the back of the case, and probably new openings cut in the metal
case to fit them, but the disk drives should fit in the pc bays easily
enough, and there should be plenty of room for host adapter boards
(although again, the mounting points might be a problem).

From the sound of your message though, it appears that you've already
tried this modification, so if that's the case, I'll defer to your
experience... (but I still think that if I could find a *cheap* Mega,
I might just give it a shot..)

BobR

4572. Re: More than 4mb on ST !?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-28 07:47:04 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70426@cup.portal.com>
Source record: 41771

Concerning upgrading ST memory beyond 4 Megs..

My understanding is that the MMU in the ST will generate a bus error
if an attempt is made to address memory above the 4 Mb mark.

I've heard of attempts to circumvent this, but have never heard of a
successful implementation.

BobR

(By the way.. anyone who would pay $450 for a new MMU chip should
contact me for a wonderful, limited time opportunity to buy natural
Wetlands properties in the South Florida swamps..)

4573. Re: Atari STFM - Blitterised?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-28 11:55:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A41104@K.maus.de>
Source record: 41783

a>This is probably a bit banal for this forum, but does anyone know
a>whether the STFM ever had a blitter at any time during its life

I never saw an STFM with blitter that hasn't been upgraded after purchase.

4574. Re: DSP not as good as we thou

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-28 12:00:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A41105@K.maus.de>
Source record: 41784

g>And unless I read incorrectly the DMA sound subsystem can accept an external
g>clock to play at rates that are not STe/TT compatible.

That's right. Any rate below 50 kHz is possible, and besides, there are a lot
more internally generated clock rates:
50k, 33k, 25k, 16k, 12k, 10k, 8k.

4575. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-28 13:54:03 UTC
From: marks@castle.ed.ac.uk
Message-ID: <28829@castle.ed.ac.uk>
Source record: 41772

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>>With fast ram, the processor will run at full speed. Can the same be
>>said of the Falcon?

>Yes, of course. That's like saying "with a SCSI-2 port, the A1200 can use
>any peripheral imaginable" though. Also true, but in both cases, neither
>machine has the support in the basic model...

I fail to see the comparison. A SCSI-2 card could be added to the A1200
via the expansion slot. Commodore approve of this. Adding fast ram to the
Falcon is not so easily accomplished, at least in a manner Atari would
approve of.

Mark

>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

>All true wisdom is conveyed in one-line witticisms.
--
"A little nonsense now and then, \ Mark Steyn : \
Is relished by the wisest men" \ marks@castle.ed.ac.uk \
Willy Wonka \ mpjs@dcs.ed.ac.uk \

4576. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-28 14:01:29 UTC
From: ins739l@lindblat.cc.monash.edu.au
Message-ID: <1992Nov28.140129.24087@monu6.cc.monash.edu.au>
Source record: 41773

Howard Chu (hyc@hanauma.jpl.nasa.gov) wrote:
: >With fast ram, the processor will run at full speed. Can the same be
: >said of the Falcon?
:
: Yes, of course. That's like saying "with a SCSI-2 port, the A1200 can use
: any peripheral imaginable" though. Also true, but in both cases, neither
: machine has the support in the basic model...

I'm pretty sure some in the UK said it could be configured to come with 1meg
chip and 1 meg fast RAM, but

a) whether the original poster was correct
b) my memory serves me correctly
c) that the fast ram is truly "fast" or just remapped...

Is all up to speculation unless someone "in the know" (hint: George?) has
some true "facts".

Regards,

Jim Fang
faq maintainer for comp.sys.amiga.games

SOCIALIST: Someone who has nothing and wants to share it with everyone

4577. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-28 14:30:45 UTC
From: jimomura@tndb.UUCP
Message-ID: <jimomura.02hm@tndb.UUCP>
Source record: 41789

In article <37331@cbmvax.commodore.com> grr@cbmvax.commodore.com (George Robbins) writes:
>In article <28754@castle.ed.ac.uk> marks@castle.ed.ac.uk (Mark Steyn) writes:
>> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>
>> >65536 colors, but who's counting. (*We* are! }-)
>>
>> Nope, though it is a 16 bit mode, the last bit is used in conjunction
>> with a genlock, hence "only" 32768 colours.
>
>Nope, it appears that the Falcon supports both 5-5-5-1 and 5-6-5 RGB
>modes - the 16'th bit can be either an extra bit of resolution for
>the green (highest visual acuity) or the Genlock control bit.
>

Well this raises a matter that has been a concern for me for
a while. I'd like to know what the colour encoding is for the various
Falcon screen modes. Historically, the ST started with 3-3-3 and
the register codes bitwise were MostSigbit, NextSb, LowestSb, but
when they upgraded the STE with 4-4-4, they rotated the bit order to
LeastSigbit, MostSigbit, NextSigb, LowerSigb. I didn't hear about this
for the longest time. I almost upgraded to an STE. When I heard
the bit order I said "something colourful" and decided against it.
Among other things I occasionally write minor data converters. I
sometimes call them "bit twisters" or "bit scramblers". In the case
of the STE, "bit scrambler" would be just about the right
description. :-)

--

Jim Omura, (416) 652-3880
'jimomura@lsuc'

4578. MiNT distribution to be on a.a RSN

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-28 14:32:21 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1992Nov28.143221.12695@sol.ctr.columbia.edu>
Source record: 41774

Well, people, the MiNT distribution kit has been uploaded to a.a.u.e
and will presumably be made available fairly soon. The first update
to the kit will also be uploaded (probably) on Monday. This will be
the replacement for Gcc 2.2.2, the sharable gcc 2.3.1 for MiNT.

There are 3 directories, 'Distribution' contains the zoo files. 'Docs'
contains a PostScript document, and the Ascii text for that document.
(For those without access to ghostview, dxpsview or similar). The
last directory is 'Updates', wherein you will find any updates to the
kit.

I've been made aware of TT-specific binaries for MiNT. I'm going to
try and incorporate those, although I have no way of testing any
particular conformation. I shall place TT-Specific binaries into a
fourth directory called 'TT' (such originality!)

Finally - I'd appreciate some feedback from anyone who's either used
or is using the kit. Comments, Dislikes (these especially), and (of
course) Praise are all welcome.

Simon.
--

```
_______________________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@unhygienix.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

4579. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-28 14:46:29 UTC
From: jimomura@tndb.UUCP
Message-ID: <jimomura.02hs@tndb.UUCP>
Source record: 41788

In article <ByDxGG.Bz@hpbbrd.bbn.hp.com> clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:
>Mark Steyn (marks@castle.ed.ac.uk) wrote:

...

>Note that GEMDOS actually supports multiple kinds of RAM (such
>as chip and fast RAM), as does the Amiga Exec.

It doesn't help because Atari developers haven't had
tools or conventions worked out to support anything but
general purpose RAM. In theory, I could take my old STf and
blow it out to 8 Meg RAM. But if I run a paint program, and
it happens to declare data space in the "Fast RAM" zone, and
treats it as screen RAM, I'll never see it. The Amiga developers
(and users) are ahead of Atari people in this respect simply
because they've been dealing with it since the beginning.

>: We complain about GEM, because you complain about Workbench.
>
>You're comparing apples and oranges again! GEM is a complete
>GUI, but Workbench isn't. It's just the "equivalent" for the
>GEM Desktop, while Intuition is GEM's counterpart.

As of version 2.nn Workbench, I don't think that this comment
is justified. That could be a pretty long discussion topic
in itself.

Incidentally, I still have my 1040STf with TOS 1.4, and I
now also have an Amiga 500 with DOS 1.3. If I get the money together,
there's a good chance I'll buy one of the new machines. My current
feeling is that I'll finally ditch the 1040STf and get a Falcon,
but there are huge "ifs" there -- mainly to do with money.

--

Jim Omura, (416) 652-3880
'jimomura@lsuc'

4580. Re: More than 4mb on ST !?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-28 16:43:20 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.ozv9fz3NNgA@jonh.wimsey.bc.ca>
Source record: 41645

In <70426@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Concerning upgrading ST memory beyond 4 Megs..

>My understanding is that the MMU in the ST will generate a bus error
>if an attempt is made to address memory above the 4 Mb mark.

I heard Jim Allen discussing the possibility when the Mega came out,
and, at the time, he was told that there was a certain time window where
a board on the Mega slot could ACK after the bus error and get around
the error handler, or somethng to that effect. Thus, he said, a second 4
meg with a second MMU was possible, but he didn't seem to think the
cost/demand ratio was good enough to warrant building any.
I may have the explanation garbled, as I'm not a hardware engineer,
but that was the gist of it. I understood that a similar mechanism is
what allows the Moniterm board to work.

>I've heard of attempts to circumvent this, but have never heard of a
>successful implementation.
>
I never heard whether he bothered pursuing the idea.

>(By the way.. anyone who would pay $450 for a new MMU chip should
>contact me for a wonderful, limited time opportunity to buy natural
>Wetlands properties in the South Florida swamps..)

I think the chip mention was a custom designed replacement for
Atari's mmu, and with a limited production run, and design costs to
recover, this doesn't seem unreasonable. There was a board from Germany
that allowed you to go to 12 meg on a Mega, that came out around the
same time as the TT. I beleive, in North America at least, that it cost
about $100 leass than a new TT. Small wonder it didn't catch on.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

4581. FERAL MOUSE ...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-28 17:15:19 UTC
From: mmartin@neumann.une.edu.au
Message-ID: <mmartin.722970919@neumann.une.edu.au>
Source record: 41786

We are having problems implementing vertical cursors in a graph program we are writing. We want to be able to position a vertical line using the mouse - when it in the correct position (on a graph), it should be possible to fix the cursor on the screen with a button click. As soon a line is fixed we need a new line following the position of the mouse so that it is possible to fix that and calculate the distance between the pair of lines. After setting a series of lines, all the coordinates have to be written to a file.

We have tried to work it using the mouse coordinates with LINE_A functions by drawing a line at the last position of the mouse to erase the old lines left by the cursor but this doesn't happen and the screen fills up with lines as the mouse is moved - this is quite fun but it's not what we need. It would be good to be able to use the right mouse button also but it doesn't appear possible to directly request the status of both buttons - only one or the other. If this is the case, is there an easy way round?

The program is being written using PURE-C on a 2 meg ST. The documentation we have for LINE_A functions is not very good. I know of a few programs using cross-hair cursors so our problems may be easy to fix ... we would grossly appreciate any help given. (email if possible).

Mark.

mmartin@neumann.une.edu.au

.sIgvIrUs2

4582. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-28 19:25:40 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1992Nov28.192540.24737@news.uit.no>
Source record: 41775

In article <ByDxGG.Bz@hpbbrd.bbn.hp.com> clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:
>But then, a processor with built-in MMU is standard in the
>Falcon030, but not in the A1200 ... :-)

First, I don't want to add fuel to the 'mine is better' discussion.

But (you were just waiting for that :-) has anyone of you made any
'philosophical' thoughts about having a co-prosessor on the same bus, but
without any of the constraints the MMU will force?
(I'm thinking about the blitter.)

I don't think you will get memory protection before you get 'fast' RAM.

>Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |

4583. Re: HELP connecting 2 atari-st using aux (retry)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-28 19:55:36 UTC
From: Cford@debug.cuc.ab.ca
Message-ID: <1992Nov28.195536.21679@debug.cuc.ab.ca>
Source record: 41778

In article <ByDF2H.2CL@sci.kun.nl> gip405@sci.kun.nl writes:
>I want to use my harddisks on both my Atari-st. Therefore I have the programm
>mx2net (using the midiport). An equivalent version of mx2net is mx2neta for
>using the modemport.
>
>The problem is: I don't know how to solder a modem-cable.
>
>I already tried to make a modem-cable by soldering a wire to the 1 of
>connector A to the 1 of connector B, 2 of A to the 2 of B, etc. but
>this doesn't work.
>
>Can anyone tell me how to solder the wires at the 2 female connectors,
>so communication between my computers will be possible?
>
You need a null-modem cable, not just a modem cable that is female on both
ends. This is because you need the send of one end to match the receive
of another, not the send to match the send. A null modem cable should be
available at a computer store, if not please make sure that the cable and
connectors are properly shielded.

If you need the wiring for a null-modem cable, check with a local computer
club. I am not sure of the wiring, but basically send goes to receive etc.

--
Conan Ford 1:134/9,201:5500/9,1:134/21 | Save our forests - ask for
Cford@debug.cuc.ab.ca | plastic bags :-)

I do not represent Debug Computer Services.

4584. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-28 22:02:01 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov28.220201.21189@elroy.jpl.nasa.gov>
Source record: 41777

In article <1992Nov28.192540.24737@news.uit.no> borgen@stud.cs.uit.no (Boerge Noest) writes:
>In article <ByDxGG.Bz@hpbbrd.bbn.hp.com> clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:
>>But then, a processor with built-in MMU is standard in the
>>Falcon030, but not in the A1200 ... :-)
>
>First, I don't want to add fuel to the 'mine is better' discussion.
>
>But (you were just waiting for that :-) has anyone of you made any
>'philosophical' thoughts about having a co-prosessor on the same bus, but
>without any of the constraints the MMU will force?
>(I'm thinking about the blitter.)
>
>I don't think you will get memory protection before you get 'fast' RAM.

Memory-protection has been a working feature of MultiTOS for several months now. Yes, amazingly enough Atari is actually taking advantage of the new features available to them.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4585. Re: More than 4mb on ST !?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-29 00:57:09 UTC
From: bbs.ruscal@tsoft.sf-bay.org
Message-ID: <y67yuB1w165w@tsoft.sf-bay.org>
Source record: 41780

Bob_BobR_Retelle@cup.portal.com writes:

> Concerning upgrading ST memory beyond 4 Megs..
>
> My understanding is that the MMU in the ST will generate a bus error
> if an attempt is made to address memory above the 4 Mb mark.
>
> I've heard of attempts to circumvent this, but have never heard of a
> successful implementation.
>
> BobR
>
> (By the way.. anyone who would pay $450 for a new MMU chip should
> contact me for a wonderful, limited time opportunity to buy natural
> Wetlands properties in the South Florida swamps..)

==========
Just a quick point; The Service Manual for the MegaSTE shows that the
MMU has 2 additional address lines for 16MB. The manual also refers to a
VME memory board made by a third party. I have never seen the memory
board myself...

--
Russel Mar (bbs.ruscal@tsoft.sf-bay.org)

4586. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-29 01:04:34 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.Ko78ojdyKtY@fredrik.atari.no>
Source record: 41779

In <1f6n1kINNk8b@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>I fully agree with your statment Claus, its a pity that Atari is not on
>the Net, like Commodore..
>
>Then we could get some real Facts about the Falcon..??

It sure would be fine to get some of the developing team of falcon to
give us the facts, but.... (read on)

>
>I give both these chaps a TEN...
>
>I am also fed up with these Atari dumbos that know very little about the
>Falcon, but still wish to argue the point, to me they make them selves
>look stupid..

The reason that no-one who knows don't speak up is that Atari have a fearsome
Non Disclosure Agreement (NDA) everyone have to sign before receiving anny
real information, and all information is 'confidential'. I feel policy this
is a bit paranoid, but as I have signed the NDA I surely will not (and cannot
afford to) break it. This, I would guess, applies to the developing team
as well....

For those who need information from a relativly reliable source, you should
definitively check out the german magazine 'ST Computer', and NEVER EVER
trust ANNYTHING (but perhaps onhand reviews) in anny UK magazine!!!

--
____
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \

4587. Re: HELP connecting 2 atari-st using aux (retry)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-29 03:09:41 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <70480@cup.portal.com>
Source record: 41781

In article <ByDF2H.2CL@sci.kun.nl> gip405@sci.kun.nl writes:
>I want to use my harddisks on both my Atari-st. Therefore I have the programm
>mx2net (using the midiport). An equivalent version of mx2net is mx2neta for
>using the modemport.
>
>The problem is: I don't know how to solder a modem-cable.
>
>I already tried to make a modem-cable by soldering a wire to the 1 of
>connector A to the 1 of connector B, 2 of A to the 2 of B, etc. but
>this doesn't work.
>
>Can anyone tell me how to solder the wires at the 2 female connectors,
>so communication between my computers will be possible?

To make a "minimal" null modem cable wire pin 1 to pin 1, pin 2 to pin 3,
pin 3 to pin 2, and pin 7 to pin 7.

This will cross over the transmit and recieve data lines.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
technology, n. domesticated natural phenomena

4588. Re: why isn't there a completely recompiled TOS around?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-29 13:11:08 UTC
From: nox@jelal.north.de
Message-ID: <2773.11.92@jelal.north.de>
Source record: 41787

In <1992Nov26.085821.19221@netcom.com> kbad@netcom.com (Ken Badertscher) writes:

>Incidentally, Falcon TOS has a new GEMDOS which was compiled using
>the Lattice compiler. ...

by `new' do you mean rewritten or just recompiled? (or at least
`thoroughly debugged and recompiled'?)

and is there a chance that on the finished multitos disk access will
not always halt the whole system (including processes that are not
waiting for the disk...) like now with MiNT/GEMDOS?

currently with TOS+MiNT the main limiting factors seem to me i) sloow
and bugged GEMDOS and ii) GEM eating up *much* more CPU time than
necessary. (just put `top' in a toswin window and you'll see)

no i'm not flaming! :-) i would just like to see these things fixed...
Juergen
--
J"urgen Lock / nox@jelal.north.de / UUCP: ..!uunet!unido!uniol!jelal!nox
...ohne Gewehr

4589. Re: Megas/1040 st motherboards, inquiry?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-29 13:46:34 UTC
From: SPAC000 <SPAC@UNB.CA>
Message-ID: <29NOV92.10558233.0038@UNBVM1.CSD.UNB.CA>
Source record: 41785
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>If you mean a PC-minitower: Mega motherboards do *not* fit in this kind of
>mini-towers -- it's even a pain to stuff them in big towers. And then...
>all the re-wiring, (expensive) cables, floppy&HD placement... Yack...
>
I doubt that it can be much of a pain to put the mega boards in full
tower cases. I put my LARGE 1040 ST board in a tower case, together
with a 50 meg drive, a DD DS floppy, and a four-meg RAM upgrade. I ood
used inexpensive ribbon cable to run the original (I desoldered them)
plugs and sockets out to the backplate, and I bought ONE new cable--
$ 4.99, a universal joystick extension which I used for my detached
keyboard (the original keyboard mounted in the original 1040 plastic
case, suitably cropped. Now I have a very reliable power supply, and
the (admittedly) ludicrous size of the box is unimportant because it
stands on the floor by itself. The floppy and hard drives slipped
neatly into the standard bays, and I rewired the rear reset so that
it is now controlled by the friendly front-mounted tower reset switch.
All in all, it is about as cheap as making your own external hard
drive unit, and only a bit more work! But Falcons weren't available
when I put that unit together. . . .

4590. Re: Falcon '030 BUS: 16 or 32

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-29 21:55:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A52899@MS.maus.de>
Source record: 41737

Howard Chu (hyc@hanauma.jpl.nasa.gov) wrote:
>There is also at least one existing 3rd party 68030 VM system for Atari,
>from Fast Technologies.

...and at least two more from Germany (VRAM and OUTSIDE).

4591. Re: Falcon '030 BUS: 16 or 32

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-29 22:20:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A41475@K.maus.de>
Source record: 41738

g>1) How much does 640*480*256 non-interlaced slow down the Falcon?

I didn't measure speeds yet - I doesn't LOOK slow in any way.

g>2) Is there any relief available for the "graphically intense"
g> modes that make the Falcon "stand STILL"?

No standstills so far. I've seen 32768col 384x576 on an SC1435 doing a pretty slideshow with f/x, and I'm working on 640x480x256col on a VGA monitor, and speed is not slow, as I already said.

4592. Re: Falcon '030 BUS: 16 or 32

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-29 22:25:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A41476@K.maus.de>
Source record: 41734

m>As for virtual memory does MultiTos support it?

No need for that - the 68030 supports it. Commercial programs doing virtual memory on stock TTs have been around for a long time now.

4593. Re: Falcon '030 BUS: 16 or 32

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-29 22:36:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A41477@K.maus.de>
Source record: 41733

l>If not how are 65536 colours supported by the VDI?

They are "True Color", that means, no palette at all. So change your current drawing color to the value you want using RGB values, draw and that's it. Pixels already drawn before that won't be affected.

4594. Do programs use XBIOS to acess hardware (retry)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 02:20:45 UTC
From: andrewr@vast.unsw.edu.au
Message-ID: <1992Nov30.022045.9586@usage.csd.unsw.OZ.AU>
Source record: 41692

Does anybody know how widespread the use of XBIOS routines is amongst proper (non-games) programs. Specifically does say a program like Cubase/Notator use the XBIOS routines to communicate with the MIDI hardware, and the timers within the MFP chip.
The reason is that I am trying to figure out if ONLY the XBIOS routines need to be changed, so that another 68K computer (I won't mention the name here) can run programs FULLY!.

If anybody has any suggestions them post 'em (preferable) or e-mail direct.
Thanks in advance.

Andrew Ross
andrewr@vast.unsw.edu.au

4595. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 03:03:59 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11227@uqcspe.cs.uq.oz.au>
Source record: 41790

grr@cbmvax.commodore.com (George Robbins) writes:

> the 1280*480 HAM-8 interlaced display mode effectively provides
> a 420*480 image with 18 bits of arbitrary color per-pixel.

>> Oh yeah? What about the restrictions of all HAM modes?

>it takes "3-pixels" to effect a complete color change - take
>the best case 1280 pixels (a bit more with overscan) divide by 3 and
>you get 420.

So you get 420x480, with each pixel being a 3-pixel bleed that is the colour
you want for the last 1/3 of the pixel.

Gross.

I have seen HAM mode on an Amiga. It is ONLY useful for displaying
digitised images. I think only about one or two applications ever
featured dynamic HAM mode USAGE, although plenty used it for static
image display.

The Falcon's "True Colour" mode will NOT perform as well as 1280*480 HAM-8
on digitised images. It will however, have far more diverse and flexible
applications. For example, simply having windows with HAM mode is an
absolute nightmare... even looks like a surreal nightmare when you start
dragging things around!!!!! BLEEEEEEDO!

Just as an example, the Falcon ships with a True-Colour game, I believe
(although it's something like BreakOut - I know nothing more).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4596. Re: Help with ASCI-SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 05:26:19 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1992Nov30.052619.26315@msuinfo.cl.msu.edu>
Source record: 41691

costello@tolsun.oulu.fi (Antti Jarvinen) writes:

> I've got my hands to ADAPTEC A4000 SCSI-MFM adapter that
> allows MFM hard disks to be used with a SCSI controller
> and I'm willing to use it with my ST. Atari has quite
> SCSI-like hard disk connector called ASCI - am I right?
> If yes, can anyone tell what kind of cable I should
> build between ST's 23-pin connector and SCSI-plug?

You'll also need to get your hands on a host adapter of some sort
(I heartily recommend the ICD product!) since the DMA/ACSI port is
not true SCSI. You'll connect the host adapter to the ACSI port,
then connect the Adaptec 4000 to the host adapter, then connect
the drive to the Adaptec. It'll work very well (that's how I ran
my system for many years...) although it won't be blazing fast.
An interesting note: The ST can handle up to 8 SCSI devices, meaning
you could have up to 8 Adaptec controllers on your system at any one
time. Each Adaptec can handle 1 OR 2 MFM mechanisms, so you could
theoretically have as many as SIXTEEN hard drives on your system at
any one time, all of them online and ready for simultaneous use. Not
bad for a "game machine" huh? :)

Greetings from Canton, Michigan USA!
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

4597. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 09:48:23 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <BylwKo.8DE@hpbbrd.bbn.hp.com>
Source record: 41713

Marco_Fris@p11.f202.n281.z2.fidonet wrote:
: It is a "complete" connector in the sense that it has jast as wide (I
: should say narrow) a databus as the processor. Not much use in giving the
: expansion slot 32 bits when there are only 16 available.

The 68030 has 32 external data lines.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

4598. Re: Do programs use XBIOS to acess hardware (retry)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 09:51:04 UTC
From: eker@loria.crin.fr
Message-ID: <597@muller.loria.fr>
Source record: 41621

In article <1992Nov30.022045.9586@usage.csd.unsw.OZ.AU>, andrewr@vast.unsw.edu.au (Andrew Ross) writes:
|>
|> Does anybody know how widespread the use of XBIOS routines is amongst proper
|> (non-games) programs. Specifically does say a program like Cubase/Notator
|> use the XBIOS routines to communicate with the MIDI hardware, and the timers
|> within the MFP chip.

You can't do real time MIDI properly (ie play/record multitasking with GEM, no lossed notes) without hitting the hardware from you own custom interupt code.

While I haven't disassembled Cubase/Notator, I have disassembled several PD/Shareware/Demoware sequencers and all of them (except one) hit the hardware pretty viciously. The exception is the Cosh sequencer which does things through XBIOS and has serious timing/note lossage problems as a result.

|> The reason is that I am trying to figure out if ONLY the XBIOS routines
|> need to be changed, so that another 68K computer (I won't mention the name
|> here) can run programs FULLY!.

I think you better stick to Pro' 24 & Music X :-)

Steven

4599. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 09:54:53 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <ByIwvI.8Hz@hpbbrd.bbn.hp.com>
Source record: 41714

Howard Chu (hyc@hanauma.jpl.nasa.gov) wrote:
:
: Apparently all of that DMA is now handled by the blitter. Don't know its
: addressing limitations either, but I would guess 24-bit again.

Oops, I thought that the blitter is used for IDE transfers only, as
in the STBook.

Does someone have facts on this point?

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

4600. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 10:04:58 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <ByIxCC.8nG@hpbbrd.bbn.hp.com>
Source record: 41715

Boerge Noest (borgen@stud.cs.uit.no) wrote:
: But (you were just waiting for that :-) has anyone of you made any
: 'philosophical' thoughts about having a co-prosessor on the same bus, but
: without any of the constraints the MMU will force?
: (I'm thinking about the blitter.)

Many computers have coprocessors that operate on physical addresses
only. It's just a matter of system software to make them work
as they should. Of course, this is a very vulnerable point
in an operating system.

: I don't think you will get memory protection before you get 'fast' RAM.

I don't see that point yet, sorry. Can you explain that for a
Atari dumbo? 8-)

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

4601. Re: Do programs use XBIOS to acess hardware (retry)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 10:41:48 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Bylz1o.D20@newcastle.ac.uk>
Source record: 41693

In article <1992Nov30.022045.9586@usage.csd.unsw.OZ.AU>, andrewr@vast.unsw.edu.au (Andrew Ross) writes:
>
>Does anybody know how widespread the use of XBIOS routines is amongst proper
>(non-games) programs. Specifically does say a program like Cubase/Notator
>use the XBIOS routines to communicate with the MIDI hardware, and the timers
>within the MFP chip.
> The reason is that I am trying to figure out if ONLY the XBIOS routines
>need to be changed, so that another 68K computer (I won't mention the name
>here) can run programs FULLY!.
>
>If anybody has any suggestions them post 'em (preferable) or e-mail direct.
>Thanks in advance.
>
>Andrew Ross
>andrewr@vast.unsw.edu.au

The XBIOS midi handling routines are NOT used by programs such as Cubase, because they have several bugs which come to light when you start passing large amounts of data through them (missing bytes, timing errors, etc), so Cubase accesses the port directly. Steinberg have been VERY careful how this is done however, to ensure compatibility accross the Atari range.

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

4602. Re: MiNT: Problems with Psigna

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 10:45:00 UTC
From: Christof_Stadler@s.maus.de
Message-ID: <A6498@S.maus.de>
Source record: 41735

n>MiNT uses a blocking fork() (or Pfork()), so that explains why the parent
n>falls "asleep" in this case (read the manual page for Pfork()). You can
n>still start a background task running in parallel is you start it as
n>a separate process (with Pexec()). (I may be wrong here...)

This is what the man page says:

The current implementation of Pfork acts like Pvfork?in that the
parent is suspended until the child either exits or overlays
itself with Pexec mode 200. Do not rely on this behavior, as it
will be changed in future versions of MiNT.

Christof

4603. Re: Falcon '030 BUS: 16 or 32

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 10:45:00 UTC
From: Christof_Stadler@s.maus.de
Message-ID: <A6497@S.maus.de>
Source record: 41736

c>Did I miss something here? Does the Falcon actually have a 68881 slot?

Yes, it does have a 68882-Slot.

Christof

4604. Help with overscan routine.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 11:05:06 UTC
From: d2viktor@dtek.chalmers.se
Message-ID: <d2viktor.723121506@dtek.chalmers.se>
Source record: 41695

Could someone please help.

I have been trying to find out how those fancy full screen overscan routines that remove the borders of the screen work. Routines of this kind can be found in just about every demo, and also in some other programs, like Neochrome Master. But how is it all done?
I have seen an almost identical question in ST Format, but they obviously didn't know how it was done. They didn't even believe it to be possible at all. How wrong they were... *;-)

Thanx.

d2viktor@dtek.chalmers.se

4605. Re: Fonts and Font editors

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 12:20:43 UTC
From: jansteen@cwi.nl
Message-ID: <8043@charon.cwi.nl>
Source record: 41694

Hi Julian,

Thank you for taking the time to shed some light on this issue. In
my opinion these font matters are important since many users would
like to use such features, if only we could!

Julian_Reschke@ms.maus.de (Julian Reschke) writes:

>Jan van der Steen (jansteen@cwi.nl) wrote:
>>I've incorporated fonts succesfully in C programs using FED fonts.
>>One of the output options of the FED font editor ("fontedit.arc" on
>>atari.archive.umich.edu) is to emit C code containing the offset
>>tables and bitmap descriptions of the font.

>You will get a lot of trouble with this approach, because:

>(1) v_fontinit isn't officially documented and
>(2) you are using Line-A.

Oops, didn't know that. That's why it took me some trial and error
to find out the right way to proceed :).
BTW, I did check your book "Das Atari ST Profibuch" and if I remember
correctly the v_fontinit() was in there. But, I have to admit, the
print I own is one of the first releases.

>Please use the normal GDOS interface (vst_load_fonts, vst_font and
>so on) instead (at least if vq_gdos returns TRUE).

I would love to, but both myself and the target group (the users
using the program) are unlikely to have gdos running.

Is there any public domain gdos available?
Also, aren't there any ROM library routines to handle these font
issues in a portable and proper way?

Jan van der Steen

--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands

4606. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 13:14:36 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov30.131436.9372@email.tuwien.ac.at>
Source record: 41696

clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:
: [...]
: I can't find that he actually flamed someone; he just tried to
: find out something more about the Falcon and correct some false
: claims of yours and others. Personally, I really appreciate if

Hmmm... did I make false claims? If yes, which?

:[...]

-MY

4607. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 13:23:22 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov30.132322.9787@email.tuwien.ac.at>
Source record: 41697

warwick@cs.uq.oz.au (Warwick Allison) writes:
: [...]
: Just as an example, the Falcon ships with a True-Colour game, I believe
: (although it's something like BreakOut - I know nothing more).

It's a Resolution-independant Breakout game, which is fun to play, but of course not a "real" game, just an add-on like the ones you get with Windows etc. There is also a Tetris-like game, and one of the "find-the-bombs" kind... All nice, resolution-independant, but simple...

-MY

4608. Next version of HSC? (Was: Re: Sozobon dLibs 1.2 realloc() bug...help!)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 13:38:54 UTC
From: tony@microware.co.uk
Message-ID: <1297@mwuk.UUCP>
Source record: 41704

In article <722732914@macbeth.cs.duke.edu> dsb@duke.cs.duke.edu (D. Scott Bigham) writes:
>
> BTW, what version of Sozobon are you using? If it's not 1.33i, you
> should _seriously_ consider upgrading. Look for
> /atari/Languages/sozo133i.zoo at atari.archive.

It must be several months ago now that Ian mentioned HSC 1.4 with
Gemfast 1.8 would be out very soon. I haven't heard anything of HSC or
Ian himself since then. Does anyone know what's happening?

--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
----------------------------------| Leylands Farm, Nobs Crook,
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

4609. Re: DSP applications

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 15:27:11 UTC
From: cpr@dde.dk
Message-ID: <1992Nov30.152711.4226@dde.dk>
Source record: 41702

Following the thread, I would like to know if someone with DSP and Dolby Surround knowledge could clarify the possibilities of using the Falcon as a Dolby Surround decoder (prologic or whatever)?

As far as I know it requries stereo input and stereo output + 2 x mono out (one for effects front channel and one for the rear channels). I believe it would require a little extra hardware for the extra pair of output sockets (unless you can use the original stereo sound directly, and then just use the falcon output for the 2 mono-channels). To my (somewhat limited) knowledge I think it should be possible, but maybe I have ignored some important facts, such as the mighty Dolby Labs having some kind of copyright on the needed algorithms and so on.

I know that this type of application might have a smaller market than e.g. the very exiting voice phone system mentioned elsewhere, but it would make me want a Falcon even more.

+--------------------------+--------------------+--------------------------+
Claus Priisholm		Dansk Data Elektronik A/S
Software Engineer	Runtime is	Vindingvej 2C
Euromax Newspaper System	Funtime!!!	DK-7200 Vejle
email: cpr@dde.dk		(+45) 75 72 26 00
+--------------------------+--------------------+--------------------------+

4610. Re: FERAL MOUSE ...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 15:42:30 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <723138150.12682@minster.york.ac.uk>
Source record: 41567

In article <mmartin.722970919@neumann.une.edu.au> mmartin@neumann.une.edu.au (Mark Martin) writes:
> We are having problems implementing vertical cursors in a
>graph program we are writing. We want to be able to position a
>vertical line using the mouse - when it in the correct position (on
>a graph), it should be possible to fix the cursor on the screen with
>a button click. As soon a line is fixed we need a new line following
>the position of the mouse so that it is possible to fix that and
>calculate the distance between the pair of lines. After setting a
>series of lines, all the coordinates have to be written to a file.
>
> We have tried to work it using the mouse coordinates with
>LINE_A functions by drawing a line at the last position of the mouse
[much deleted]

> The program is being written using PURE-C on a 2 meg ST. The
>documentation we have for LINE_A functions is not very good. I know
>of a few programs using cross-hair cursors so our problems may be easy
>to fix ... we would grossly appreciate any help given. (email if
>possible).

>Mark.
>mmartin@neumann.une.edu.au

I've posted this since I feel other people might be interested:

Don't use A-Line. For a start it's not upwardly compatible, but of more relevance to you is that:

a) It's badly documented (as you found out)
b) The extra complication of using it is not worth it in your case.

So, use the VDI instead. It really is much easier. I did a similar thing once, for a Mandelbrot zoom function (it was cross hair cursors, actually). The pseudo-code is as follows (from memory)

```
Set VDI XOR drawing mode
Hide mouse
call get_pos
call get_pos
Show mouse
Reset VDI drawing mode
return

get_pos:
repeat
Get mouse position
```

```
Draw cross hairs
repeat
Get mouse position and status
until mouse has moved
Draw cross hairs at old position (so erasing old lines)
Note new coordinates
until mouse button is pressed
return new coordinates;
```

This is "modal" cross hairs, of course. It gets far more complicated if you want to let the user access the menu bar etc. while using the cross hairs.

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

4611. Re: Help with overscan routine.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 18:08:36 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <ByJJqC.MyI@newcastle.ac.uk>
Source record: 41701

In article <d2viktor.723121506@dtek.chalmers.se>, d2viktor@dtek.chalmers.se (Viktor Fougstedt) writes:
>
>Could someone please help.
>
>I have been trying to find out how those fancy full screen overscan
>routines that remove the borders of the screen work. Routines of this kind
>can be found in just about every demo, and also in some other programs,
>like Neochrome Master. But how is it all done?
> I have seen an almost identical question in ST Format, but they
>obviously didn't know how it was done. They didn't even believe it to be
>possible at all. How wrong they were... *;-)
>
>Thanx.
>
>d2viktor@dtek.chalmers.se

Not only possible, but within the grasp of everyone reading this news group.
I forgot the disc today, but I'll (hopefully) post the sources from an old STWORLD article that showed how it was done (sorry to all the people who've written to me on this one, but I've had a lot on this past few day's & haven't had time to dig it out..)

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

4612. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 18:10:37 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Nov30.181037.49276@news.th-darmstadt.de>
Source record: 41700

In article <28755@castle.ed.ac.uk> marks@castle.ed.ac.uk (Mark Steyn) writes:
>nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
>>What about virtual memory on the falcon? quite easy to add, with NO
>>additional cost (except for software).
>
>What a wonderful statement. Does that mean I can get a Falcon for free
>(with no additional cost except for hardware, of course)?
Nothing quite like displaying complete ignorance in front of billions, eh?

>>It is in 768x576 PAL mode.
>
>The Falcon supports PAL? Good, can anybody else confirm this.
Since the machine does have a TV-modulator in German machinery, it does
support PAL.

Anyway, now for something less contentfree:

Some people suggest that the 16-bit bus is due to 'compatibility' with the
ST. I don't quite get where a 32-bit bus would leave software incompatible.
The only case I could make up is, when you are writing a LONG into a
memory mapped chip, like one does to access the PSG quickly. Me thinks
a 16-bit bus to memory mapped I/O space would have been better then.

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "The plague that.." Infectious Grooves (an oldie)

4613. 1.44 meg floppy drive conversion

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 18:23:27 UTC
From: "Gerry O'Rourke"
Message-ID: <1992Nov30.182327.24251@nt.com>
Source record: 41699

Hi all
Last wekend I tried to modifiy to my ST to use 1.44 Mbyte high density drives. I followed the instructions given in ST FORMAT (I corrected the errors on the 1772 pinout) by cutting the trace to pin 18 (CLK in) & attaching a wire from pin 39 of the shifter.

My drives are teac HF-235's & I used these to replace the old single sided drives when I changed to DD disks, I felt that someday I might want 1.44 drives. I know that to use these properly you have to use logic to select the clock rate depending on whether the disk is a DD or HD type, but I only wanted to find out if my 1772 controller is able to function at 16Mhz.

If it is, then I will put together a circuit to select the clock.

I knew from previous postings that the chip either works or not. If it does not, then get an AJAX & use that.My problem is that it seems to work.
I can select drives, but I can't read any disks. I have tried changing the step rates using Fcopy,I can then format, but not properly.

I tried changing the jumpers on the drive & eventually arrived at a situation where I could fromat from the desktop, but could not write to the disk. When I tried to read the disk on an IBM, there were errors.
Most of the errors seem to related to seeking tracks.

Has anybody been in this situation before & successfully sorted all technical problems to produce working HD drives?

Does the AJAX always work?

Does the kit supplied by the Atari Workshop get around this problem ?

I realise that the WD1772 was not meant to work @ 16 Mhz, but I have read that the 1772-02-00 version usually does, while the 1772-02-02 usually does not. I have the 1772-02,where does that leave me?

Please post any answers, as there may be others in this boat.

Regards

Gerry
E-mail gigxr01@nt.com

4614. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 18:49:19 UTC
From: grr@cbmvax.commodore.com
Message-ID: <37354@cbmvax.commodore.com>
Source record: 41703

In article <11227@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
> grr@cbmvax.commodore.com (George Robbins) writes:
>
> > the 1280*480 HAM-8 interlaced display mode effectively provides
> > a 420*480 image with 18 bits of arbitrary color per-pixel.
>
> >> Oh yeah? What about the restrictions of all HAM modes?
>
> >it takes "3-pixels" to effect a complete color change - take
> >the best case 1280 pixels (a bit more with overscan) divide by 3 and
> >you get 420.
>
> So you get 420x480, with each pixel being a 3-pixel bleed that is the colour
> you want for the last 1/3 of the pixel.
>
> Gross.

Well it would be gross if they weren't 1280 pixels to start with,
but since they are it works quite nicely. Also, this is talking
about worst case, and there is still the escape of using the color
table base values to better approximate abrupt changes in one
pixel. This can get you to 1 of 64 arbitrary colors in one pixel,
which can then be tweaked in the following pixels if needed.

I'm not going to claim that HAM is the best thing since sex, however
it does no harm to try to understand how it will perform in real-word
applications relative to 15/16-bit "true-color".

> I have seen HAM mode on an Amiga. It is ONLY useful for displaying
> digitised images. I think only about one or two applications ever
> featured dynamic HAM mode USAGE, although plenty used it for static
> image display.
>
> The Falcon's "True Colour" mode will NOT perform as well as 1280*480 HAM-8
> on digitised images. It will however, have far more diverse and flexible
> applications. For example, simply having windows with HAM mode is an
> absolute nightmare... even looks like a surreal nightmare when you start
> dragging things around!!!!! BLEEEEEEDO!

Well, unless something has changed, having true-color in one window on
on the Falcon in "true-color" will force all windows to the rendered in
"true-color" in whichever scan rates/interlace supports true-color mode.

> Just as an example, the Falcon ships with a True-Colour game, I believe
> (although it's something like BreakOut - I know nothing more).

There is always at least one Game to supper each strange mode, but I
don't know if there will be more. There are one or two HAM games, but
they are of no consequence in the general order of things.

Mostly, either mode will be used for paint-programs, image rendering/
dislplay and "cool demos"...

--
George Robbins - now working for, work: to be avoided at all costs...
but no way officially representing: uucp: {uunet|pyramid|rutgers}!cbmvax!grr
Commodore, Engineering Department domain: grr@cbmvax.commodore.com

4615. Re: Help with overscan routine.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 19:06:01 UTC
From: mapmh@gdr.bath.ac.uk
Message-ID: <1992Nov30.190601.10079@gdr.bath.ac.uk>
Source record: 41710

In the referenced article, d2viktor@dtek.chalmers.se (Viktor Fougstedt) writes:
>

>I have been trying to find out how those fancy full screen overscan
>routines that remove the borders of the screen work. Routines of this kind
> etc

Ok, in the next few days (ie when I get around to it) I will be uploading
some source code to do this in order to email it someone, its not a truly
optimised piece of code in some sense, but it does work and is designed
to start by a suitable call to one routine and switched off by a call
to another routine, it will then allow the extra top and bottom to be
useable.

The question is: Shall I post it here?

Mark

4616. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 20:03:57 UTC
From: grr@cbmvax.commodore.com
Message-ID: <37360@cbmvax.commodore.com>
Source record: 41705

In article <1992Nov28.192540.24737@news.uit.no> borgen@stud.cs.uit.no (Boerge Noest) writes:
> In article <ByDxGG.Bz@hpbbrd.bbn.hp.com> clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:
> >But then, a processor with built-in MMU is standard in the
> >Falcon030, but not in the A1200 ... :-)
>
> First, I don't want to add fuel to the 'mine is better' discussion.
>
> But (you were just waiting for that :-) has anyone of you made any
> 'philosophical' thoughts about having a co-prosessor on the same bus, but
> without any of the constraints the MMU will force?
> (I'm thinking about the blitter.)

If all access to the blitter is via system calls, then the operating system can "validate" the addresses involved. Half of the memory protection game is keeping the user software from violating memory it doesn't own, but you also have to put work into validating addresses and lengths passed to system calls or placed in structures.

--
George Robbins - now working for, work: to be avoided at all costs...
but no way officially representing: uucp: {uunet|pyramid|rutgers}!cbmvax!grr
Commodore, Engineering Department domain: grr@cbmvax.commodore.com

4617. Transputer interface

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 20:27:19 UTC
From: mikael@terapin.com
Message-ID: <mikael.2fsy@terapin.com>
Source record: 41650

I am looking for some schematics for a Dma to Transputer link interface for my Atari. Is there anyone who has got information about that subject?

Mikael Andersson

4618. Signals, etc. & MINT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-11-30 22:57:05 UTC
From: dclemans@mentorg.com
Message-ID: <1992Nov30.225705.14071@news.mentorg.com>
Source record: 41706

In current versions of MINT, can a signal interrupt a system call?
For example, if a process is waiting for a read on a FIFO, can
the process also use Talarm to periodically break out of the read?

Also, is there any real "non-blocking" read method in MINT,
especially for FIFO files? I've tried some experiments with both
fcntl and the flags passed to Fcreate to create the FIFO, but
neither seemed to have any effect.

(Basically I'm trying to get the TNET tcp/ip networking package
recently posted to the Minix group to work with MINT.)

Thanks,
dgc

4619. Colour bit encodings (was Re: Falcon '030 BUS: 16 or 32 bit?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 00:16:33 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11238@uqcspe.cs.uq.oz.au>
Source record: 41707

jimomura@tndb.UUCP (Jim Omura) writes:

>I'd like to know what the colour encoding is for the various
>Falcon screen modes. Historically, the ST started with 3-3-3 and
>the register codes bitwise were MostSigbit, NextSb, LowestSb, but
>when they upgraded the STE with 4-4-4, they rotated the bit order to
>LeastSigbit, MostSigbit, NextSigb, LowerSigb. I didn't hear about this
>for the longest time. I almost upgraded to an STE. When I heard
>the bit order I said "something colourful" and decided against it.

Think about it for a while... it's quite clever.

Imagine an old ST program... it sets a colour to "777" (hex), expecting
white. If the STe had made the 4th bit the most significant, then this
would have been a middle grey - YUCK! However, by making the top bit the
LEAST significant, "777" is just ever-so-slightly-darker than the brightest
white, "FFF".

So see, the bad computer is not the STe, it is the ST for using such
an unthoughtful encoding. Remember the 8-bits? They ignored the least-
significant bit for luminance... until the XL's finally came along and
used that bit (I think).

The correct way to specify colour on the ST would have been with a
32-bit colour index:

xxxxxxxx HMLxxxxx HMLxxxxx HMLxxxxx

H=highest, M=medium, L=lowest

Then, everyone would probably have complained anyway about how
"0xE0E0E0" was white rather than simply "0x777"....

Note however, that the VDI uses a 30-bit colour encoding (0 to 1023 for
each of R, G, B).... that should never go out of style... until the human
eye evolves a bit more.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4620. Re: DSP applications

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 00:31:24 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec1.003124.8549@elroy.jpl.nasa.gov>
Source record: 41708

In article <1992Nov30.152711.4226@dde.dk> cpr@dde.dk (Claus Priisholm) writes:
>Following the thread, I would like to know if someone with DSP and
>Dolby Surround knowledge could clarify the possibilities of using the
>Falcon as a Dolby Surround decoder (prologic or whatever)?
>
>As far as I know it requries stereo input and stereo output + 2 x mono
>out (one for effects front channel and one for the rear channels). I
>believe it would require a little extra hardware for the extra pair of
>output sockets (unless you can use the original stereo sound directly,
>and then just use the falcon output for the 2 mono-channels). To my
>(somewhat limited) knowledge I think it should be possible, but maybe
>I have ignored some important facts, such as the mighty Dolby Labs
>having some kind of copyright on the needed algorithms and so on.
>
>I know that this type of application might have a smaller market than
>e.g. the very exiting voice phone system mentioned elsewhere, but it
>would make me want a Falcon even more.

I believe there is a German company already working on this product. Probably the major cost will be getting the license from Dolby Labs. The encoding is quite simple though, and it would be easy to write a Dolby-compatible decoder without going for the Dolby stamp of approval, but that would make for quite a marketing headache.

For the full Pro-Logic performance you would need two more audio outputs, because the Pro-Logic circuitry subtracts the surround and center info from the original left and right channels. Skipping that step would give you the equivalent of regular Dolby Surround, with the addition of a center channel.

Anyway, I suspect that there will soon be enough uses for the full 8-channel audio that you'll find DSP port expansion boxes from a number of sources. It would be pretty simple to make a box that just has 8 RCA jacks and a pass-thru DSP connector... (Tho now that I think of it, it should properly have 16 jacks, 8 in and 8 out, and will need at least line-level amplification for the outputs...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4621. 16MHz 68k upgrade for 1040STFM ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 03:58:19 UTC
From: andrewr@vast.unsw.edu.au
Message-ID: <1992Dec1.035819.7367@usage.csd.unsw.OZ.AU>
Source record: 41726

After searching atari.archive... and getting nothing I will post here.

If I replace the 8MHz 68k by a 16MHz 68k and wire the clock correctly (use a 16MHz clock signal obtained from somewhere within) will this give me a SMALL increase in speed approx. 10% odd. Is there any reason that it will not work (I can't see any as the 68k is asynch and as long as I don't speed up the clock to elsewhere it should be ok).

Anyway thanks
Andrew Ross
andrewr@vast.unsw.edu.au

Sydney for the 2000 Olympics!

4622. Re: Help with ASCI-SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 04:41:04 UTC
From: tpearson@titan.trl.OZ.AU
Message-ID: <1992Dec1.044104.10973@trl.oz.au>
Source record: 41709

molin@ptb.cl.msu.edu (Michael Olin) writes:
> costello@tolsun.oulu.fi (Antti Jarvinen) writes:
>
> > I've got my hands to ADAPTEC A4000 SCSI-MFM adapter that
> > allows MFM hard disks to be used with a SCSI controller
> > and I'm willing to use it with my ST. Atari has quite
> > SCSI-like hard disk connector called ASCI - am I right?
> > If yes, can anyone tell what kind of cable I should
> > build between ST's 23-pin connector and SCSI-plug?
>
> You'll also need to get your hands on a host adapter of some sort
> (I heartily recommend the ICD product!) since the DMA/ACSI port is
> not true SCSI. You'll connect the host adapter to the ACSI port,
> then connect the Adaptec 4000 to the host adapter, then connect
> the drive to the Adaptec. It'll work very well (that's how I ran
> my system for many years...) although it won't be blazing fast.
> An interesting note: The ST can handle up to 8 SCSI devices, meaning
> you could have up to 8 Adaptec controllers on your system at any one
> time. Each Adaptec can handle 1 OR 2 MFM mechanisms, so you could
> theoretically have as many as SIXTEEN hard drives on your system at
> any one time, all of them online and ready for simultaneous use. Not
> bad for a "game machine" huh? :)
>
Yeah sure. And on those 16 drives you can have up to 24 * 16 mbyte
partitions (384 Mb). Probably better to buy one 330 Mbyte drive.

> Greetings from Canton, Michigan USA!
> --
> =-=-=-=

4623. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 06:28:03 UTC
From: ins739l@lindblat.cc.monash.edu.au
Message-ID: <1992Dec1.062803.27641@monu6.cc.monash.edu.au>
Source record: 41711

Warwick Allison (warwick@cs.uq.oz.au) wrote:
: grr@cbmvax.commodore.com (George Robbins) writes:
:
: > the 1280*480 HAM-8 interlaced display mode effectively provides
: > a 420*480 image with 18 bits of arbitrary color per-pixel.
:
: >> Oh yeah? What about the restrictions of all HAM modes?
:
: >it takes "3-pixels" to effect a complete color change - take
: >the best case 1280 pixels (a bit more with overscan) divide by 3 and
: >you get 420.
:
: So you get 420x480, with each pixel being a 3-pixel bleed that is the colour
: you want for the last 1/3 of the pixel.
:
: Gross.

If you were trying to use HAM8 mode for technical drawings, then this bleeding would be bad. But why wouldn't you use some other mode on another screen?

If you were trying to display some real world image, then HAM8 would do a better job than any screen mode that the Falcon has. Real world images don't have stark contrasts, from black to white. Try displaying images with skintones and see which is better.

: I have seen HAM mode on an Amiga. It is ONLY useful for displaying
: digitised images. I think only about one or two applications ever
: featured dynamic HAM mode USAGE, although plenty used it for static
: image display.
:
: The Falcon's "True Colour" mode will NOT perform as well as 1280*480 HAM-8
: on digitised images. It will however, have far more diverse and flexible
: applications. For example, simply having windows with HAM mode is an
: absolute nightmare... even looks like a surreal nightmare when you start
: dragging things around!!!!! BLEEEEEEDO!

Amiga uses screens. You don't need to run Workbench on a HAM screen.
My text-editor runs in a 4-bit-plane deep screen and the terminal emulator runs on a 2-bit-plane screen. I can easily flip between the processes and and slide the screens so both are partially visible. My CLI/shell sits on the workbench screen.

Care to name any of these "diverse" and "flexible" applications?

Do you have to reboot to change screen modes on the Falcon? Are the true displays on a separate screen or can you mix modes withing windows?

: Just as an example, the Falcon ships with a True-Colour game, I believe
: (although it's something like BreakOut - I know nothing more).

Well, you can get a 24bit Karate game for the Amiga...

: Warwick

Regards,

Jim Fang

4624. Connect PC Harddisk to Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 07:02:29 UTC
From: gloe@cci.de
Message-ID: <gloe.2.0@cci.de>
Source record: 41739

Has anybody connected a PC Harddisk (no matter which model) to an Atari ST 1040?

Please help me to solve the never ending disk-changing-problem.

Thanks in advance...

Jochen Gloe	Internet	gloe@cci.de
Competence Center Informatik	4470 Meppen	Tel. 05931-805229
	Lohberg 10	Fax 05931-17791

4625. Re: Help with ASCI-SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 07:57:09 UTC
From: rh0083b@medtronic.COM
Message-ID: <1992Dec1.075709.8292@medtron.medtronic.com>
Source record: 41718

In article <ByC1KG.MHE@hpbeo20.bbn.hp.com> clausb@hpbeo20.bbn.hp.com (Claus Brod) writes:
>You don't have to be God to explain why they implemented ACSI :)
>If you look at the ACSI interface, it is nothing more than a
>slightly souped-up external 8-bit DMA interface which is both
>very easy to implement in hardware _and_ offers a relatively cheap
>way to "upgrade" to SCSI using a host adaptor. In some respects,
>ACSI even has a slight edge over pure SCSI: The command overhead
>is very low, and it is quite easy to program an ACSI transfer.

Indeed, the SCSI exec core is very small (some 30 lines). However, there
is a big pitfall. The DMA chip will only move data to/from main memory in
16-byte chunks. A MODE SENSE, for example, will return less than 16 bytes
from many devices. You then need to request some extra bytes (INQUIRY is a
fine command for that) without clearing the DMA FIFO first. As a result the
data you want is then pushed into the receive buffer, but it will be some
bytes more than you expect...

>ACSI just suffered from some flaws: The hardware interface was
>not very stable (no buffering etc.) and the DMA chip cannot handle
>transfer speeds exceeding ~1.5 MB/s and transfer sizes > 255*512
>bytes. Remember that at the time of ACSI's design, most affordable
>hard drives were small (~20 MB) and slow (~500 KB/s).

Yesterday I found out that this is probably what makes my Wangtek 5150ES
tape drive hang on reads. It can transfer up to 1.8 MB/s... I'm now
considering to put a 100ns delay in the REQ- line on the ICD host adapter
to slow down things. I'll just hook hup a logic analyzer to get hard
evidence.

Regards,
-Roger
(I speak for myself)

4626. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 08:06:51 UTC
From: grr@cbmvax.commodore.com
Message-ID: <37390@cbmvax.commodore.com>
Source record: 41717

In article <1992Nov27.093801.21982@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
> grr@cbmvax.commodore.com (George Robbins) writes:
> : [...]
> : If you would read some of the "Falcon" postings that have showed
> : in comp.sys.amiga.* you might see what an inaccurate or incomplete
> : description of the machine the Atari *and* Amiga fans have been
> : posting there.
>
> Why should I read comp.sys.amiga.*? :-) Give me one serious reason...

So that you might understand the confusion that exists about what
the Falcon is...
>
> : > What about the A1200? Can you answer the same questions?
> :
> : Sure, 2 M-byte dedicated display memory, up to 8 M-byte "fast memory"
> : with the internal 68EC020, ~4 G-byte with a processor/memory expansion
> : card.
>
> OK, on the Falcon with a 68060 card you can probably access more than
> 4Gb. Who cares?

Please explain how this "68060 card" is integrated into the Falcon?
Sounds like wish-ware...

> : > So why didn't commodore use a 68030 right away? To make it a bit cheaper
> : > and sell more expansion boards later, eh?
> :
> : No, more because our analysis showed that the 68030 wouldn't improve
> : performance enough to justify the additional cost. Other design options
> : such as providing a 32-bit processor<->memory bus, 32-bit wide ROM, the
> : PCMCIA port and a full-access processor expansion port did seem to
> : justify their cost.
>
> It must be a pretty weird design if the 68030 wouldn't improve performance
> enough... I'm curious to see some benchmarks...

Have you considered the possibility that it doesn't significantly improve
the performance of the Falcon? Might do wonders for dhrystones though...

> : > Oh, it's expansion time again... How about OS support for that DSP?
> : > Anything that developers can RELY on that it is available? Most
> : > developers are probably only interested in writing programs for
> : > ther broadest market possible, so you can't expect them to support
> : > such 3rd party DSP boards (if they'll ever exist).

> :
> : What I would say here is that every Amiga has had "good quality" sound
> : built in. The 16-bit sound on the Falcon sounds like it is better than
> : what we build in, but it is unique to the Falcon and only "Falcon specific"
> : software will be able to take advantage of it. This sounds like a
> : different version of the same problem to me.
>
> Still, it's MUCH better than the Amiga sound, not just "better", and
> with the DSP it's much more flexible than the Amiga sound. (which btw.
> was never enough for professional recording). And Falcon specific software
> is just under development...

Much better in the sense that it can do more things, perhaps. Much better
in the sense of it sounds better on normal applications and games, debatable.

Please note that "professional recording" means 24-bits, which the DSP
might be able handle with appropriate (read expensive) CODEC adapters and
big disks, but not the included 16-bit CODEC. The broschure makes the
interesting claim of "better than CD" sound. Maybe this referes to the
50 KHz sample rate, but it's not clear whether Atari has managed to
implement a "CD quality" signal/noise ratio in their Analog interface.
They're due some kudos if they have.

> : Since the HAM-8 mode is an extension of the existing HAM-6 mode,
> : Amiga rendering packages and paint programs already understand the
> : HAM concepts and need only be extended to take advantage of the
> : extended capabilities.
>
> I'm not talking about paint programs that already understand HAM modes,
> I'm talking about general use, such as at the desktop, for applications,
> games etc.
>
> : The utility of any of the true-color modes be they 16-bit, 24-bit
> : or HAM for anything beyond image display is open to question...
>
> Open to question???

Yes, why would you use a true-color mode for general use? For games,
maybe but if it requires abusing twice as much data to animate the
game it's only going to get token use.

> : If you think this was more of an intent to "flame back" than an
> : attempt to gather information and pose questions which might throw
> : more light on the relative merits of the two machines, then I
> : apologize.
>
> OK, if it wasn't I apologise, but I'd still like this discussion to
> end, please! :-) At least let's not continue it in comp.sys.atari.st.tech!

I really can't think of a more appropriate place. You aren't compelled
to respond.

> :
> : The same version of the Amiga chipset is used in the A1200 and A4000,
> : which makes it "highly compatible". This chipset is a superset those
> : used in previous Amiga systems, so they are "highly compatible" too.
> : How compatible is the Falcon with the existing software base? How
> : compatible would a Falcon040 be?
>
> I'd say at least as compatible as a A4000... Did I hear something about
> the A1200 crashing when the copperlist is modified? (just asking)

Well, mucking up copper lists doesn't "crash" the system, it just trashes
the display. It reflects one common technique for screwing with software
internals that has broken games since the relase of the 2.0 software and
is not peculiar to the A1200.

--
George Robbins - now working for, work: to be avoided at all costs...
but no way officially representing: uucp: {uunet|pyramid|rutgers}!cbmvax!grr
Commodore, Engineering Department domain: grr@cbmvax.commodore.com

4627. VGA Monitor on 1040STf, take 2

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 08:33:51 UTC
From: laverman@cs.rug.nl
Message-ID: <1992Dec1.083351.11528@cs.rug.nl>
Source record: 41719

Hellooooo!!!
Am I really the only one to ever think of this? My previous
request for comments/info on how to connect a VGA monitor to
a 1040STf got no (0) replies. Is there anyone who can tell
me anything at all on this subject?

Greetings, Bert

--
#include <std/disclaimer>

Bert Laverman, Dept. of Computing Science, Groningen University
Friendly mail to: laverman@cs.rug.nl The rest to: /dev/null

4628. 3rd party floppy on Atari 1040STF?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 08:51:06 UTC
From: wang@hp4at.eunet.co.at
Message-ID: <1992Dec1.085106.6108@hp4at.eunet.co.at>
Source record: 41712

Since the floopy drive on my Atari 1040STF isn't working anymore,
I was trying several 3rd party drives (Epson, Sony both 720k). But there
is no way to get them running. I jumpered the drives as drive '0'
but turning the Atari on the motor runs permanently and the driveselect LED
is on. I assume that there must be changed something somewhere. I don't know
anything about Atari internals (I'm just using it for musicpurposes).
Help is appreciated!

Thanks a lot,
Michael

--
Michael Zacherl, Management Data Wang Ltd., Vienna |
E-MAIL: mza@zwerg.wang.co.at | "Proof your chances,
PHONE: +43 (1) 89-111 ext. 433 | and leave them or not."
FAX: +43 (1) 894-17-14 |

4629. Re: DSP applications

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 09:49:25 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1992Dec1.094925.22444@eng.cam.ac.uk>
Source record: 41716

cpr@dde.dk (Claus Priisholm) writes:

>Following the thread, I would like to know if someone with DSP and
>Dolby Surround knowledge could clarify the possibilities of using the
>Falcon as a Dolby Surround decoder (prologic or whatever)?

I don't know the precise details of dolby surround, but given my rough know-
ledge of the (en/de)coding process, I'd say it would be a piece of cake.

>As far as I know it requries stereo input and stereo output + 2 x mono
>out (one for effects front channel and one for the rear channels). I
>believe it would require a little extra hardware for the extra pair of
>output sockets (unless you can use the original stereo sound directly,
>and then just use the falcon output for the 2 mono-channels). To my
>(somewhat limited) knowledge I think it should be possible, but maybe
>I have ignored some important facts, such as the mighty Dolby Labs
>having some kind of copyright on the needed algorithms and so on.

All these points are basically sound. It should be easy to add more analogue
I/O channels onto the DSP serial port - you are correct that Dolby surround
decoder is a 2-input, 4-output device. I am sure that Dolby have got copyright
on the algorithms, but there can't be any restriction on writing your own, for
your own interest, provided that you don't sell it, and you don't call it
Dolby - but please note that I am NOT a lawyer :-) (thank goodness...)

Christopher Hicks
--

==
|
Christopher Hicks | If it doesn't fit...
cmh@uk.ac.cam.eng | ...you need a bigger hammer.
|
==
--

==
|
Christopher Hicks | If it doesn't fit...

4630. Re: why isn't there a completely recompiled TOS around?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 09:53:47 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <ByKrHo.5LD@hpbbrd.bbn.hp.com>
Source record: 41740

Juergen Lock (nox@jelal.north.de) wrote:
: and is there a chance that on the finished multitos disk access will
: not always halt the whole system (including processes that are not
: waiting for the disk...) like now with MiNT/GEMDOS?

It's just a matter of the drivers. I've been investigating MiNT's
capabilities in this respect lately, and I think it's possible
to extend my disk driver in such a direction even with the
current version of MiNT.

: currently with TOS+MiNT the main limiting factors seem to me i) sloow
: and bugged GEMDOS

There's nothing that stops us to write a new GEMDOS.XFS for MiNT!
With MiNT loadable filesystems, now's the time to do that, finally.

and ii) GEM eating up *much* more CPU time than
: necessary. (just put `top' in a toswin window and you'll see)

Well, the AES gets all CPU time that other processes do not
eat up. Maybe that's the reason why the AES/GEM CPU time percentage
seems so high. Just guessing.

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

4631. Re: Do programs use XBIOS to acess hardware (retry)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 10:12:52 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <ByKsDH.5qv@hpbbrd.bbn.hp.com>
Source record: 41641

Andrew Ross (andrewr@vast.unsw.edu.au) wrote:
: Does anybody know how widespread the use of XBIOS routines is amongst proper
: (non-games) programs. Specifically does say a program like Cubase/Notator
: use the XBIOS routines to communicate with the MIDI hardware, and the timers
: within the MFP chip.

I think most advanced MIDI programs won't use XBIOS for MIDI purposes,
or at least they will install additional interrupt routines accessing
the hardware. The reason for this is that both MIDI and keyboard
input are processed by the same interrupt, and that there are
some timing problems in TOS when both input sources fire rapidly
at the same time.

: The reason is that I am trying to figure out if ONLY the XBIOS routines
: need to be changed, so that another 68K computer (I won't mention the name
: here) can run programs FULLY!.

Good luck with this project!

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

4632. Re: HELP connecting 2 atari-st using aux (retry)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 10:37:34 UTC
From: rh0083b@medtronic.COM
Message-ID: <1992Dec1.103734.10762@medtron.medtronic.com>
Source record: 41727

In article <70480@cup.portal.com> R_Tim_Coslet@cup.portal.com writes:
>To make a "minimal" null modem cable wire pin 1 to pin 1, pin 2 to pin 3,
>pin 3 to pin 2, and pin 7 to pin 7.

Pin 1 is protective ground and should not be connected on both sides of the
cable (prevent ground loops!). Connect pin 1 to the cable shielding on one
side only.

Regards,
-Roger
(I speak for myself)

4633. Supexec

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 10:44:14 UTC
From: rh0083b@medtronic.COM
Message-ID: <1992Dec1.104414.10853@medtron.medtronic.com>
Source record: 41728

Hello world!

I am writing a program that requires a routine executed in Supervisor mode.
I use Supexec (XBIOS $26) for that. Is it documented what registers are
preserved by Supexec, ie. what registers are passed unmodified to my
routine?

Thanks in advance,
-Roger

4634. Re: More than 4mb on ST !?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 11:31:37 UTC
From: dba@jet.uk
Message-ID: <1992Dec1.113137.17952@jet.uk>
Source record: 41724

In <y67yuB1w165w@tsoft.sf-bay.org> bbs.ruscal@tsoft.sf-bay.org (Russel Mar) writes:

>Bob_BobR_Retelle@cup.portal.com writes:

>> Concerning upgrading ST memory beyond 4 Megs..
>>
>> My understanding is that the MMU in the ST will generate a bus error
>> if an attempt is made to address memory above the 4 Mb mark.
>>
>> I've heard of attempts to circumvent this, but have never heard of a
>> successful implementation.
>>
>> BobR

>==========
>Just a quick point; The Service Manual for the MegaSTE shows that the
>MMU has 2 additional address lines for 16MB. The manual also refers to a
>VME memory board made by a third party. I have never seen the memory
>board myself...

>--
>Russel Mar (bbs.ruscal@tsoft.sf-bay.org)
No answers but more questions.
What are the decoded address ranges of the GSTMCU I/C outputs in the STE:

pin output used address range
L14 ROM0 no ??
N15 ROM1 no ??
K13 ROM2 XROM2 $E00000->$E3FFFF Tos 1.6, 1.62, 2.06
K14 ROM3 XROM3 $FA0000->$FAFFFF Cartridge port
L15 ROM4 XROM4 $FB0000->$FBFFFF Cartridge port
J14 ROM5 no ??
J13 ROM6 no ??

The interesting thing is that the Tos ROMS are 1Mbit devices but the
I/C holders are 32 pin which means that 4Mbit devices could be used if
the wiring is changed!

dennis

--

_. .________________________. .____
_| |___. .__. ._____. ._____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

4635. RST instruction

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 11:38:27 UTC
From: rh0083b@medtronic.COM
Message-ID: <1992Dec1.113827.11598@medtron.medtronic.com>
Source record: 41729

Hello world!

I wonder what will happen when I execute the 68000 RST instruction. What does it do to my ST? Which devices are affected? Is it safe to issue an RST instruction (eg. to reset the ACSI bus) or will other system parts break?

Thanks in advance,
-Roger

4636. Re: Colour bit encodings (was Re: Falcon '030 BUS: 16 or 32 bit?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 13:55:49 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <ByL2p2.8D8@hpbbrd.bbn.hp.com>
Source record: 41644

Marinos Yannikos (nino@vmars.tuwien.ac.at) wrote:
: clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:
: : [...]
: : I can't find that he actually flamed someone; he just tried to
: : find out something more about the Falcon and correct some false
: : claims of yours and others. Personally, I really appreciate if
:
: Hmmm... did I make false claims? If yes, which?

Well, what you said about bus contention was a bit
misleading at least :) And I also thought that you were
slightly exaggerating the importance both of features in the
Falcon 030 and flaws in the A1200, so it was quite obvious
that George had to comment. On the other hand, I really
enjoyed George's posting because he asked some really good
questions, and the discussion was helpful, at least for me.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

4637. Re: 3rd party floppy on Atari 1040STF?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 14:18:33 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Dec1.141833.15870@a.cs.okstate.edu>
Source record: 41722

In article <1992Dec1.085106.6108@hp4at.eunet.co.at> wang@hp4at.eunet.co.at (Wang) writes:

>but turning the Atari on the motor runs permanently and the driveselect LED
>is on. I assume that there must be changed something somewhere. I don't know

This is the same symptom you get when the cable to the floppy is twisted.
The mechanisms I've seen have "reversed" connectors n them, compared to the
ST. Make certain pin 1 is cinnected to pin 1... etc. All that is needed is
generally to flip the cable and plug it into the drive. No re-making of the
cable unless it's just too short.

I'm trying to ubgrade a TOS 1.4 system to high density floppies...
So far, the Ajax chip and Epson 1.44MB mechanism are working flawlessly at
720k. I'm worried about the steprate when I double the clock rate, and the
possible loss of 720k functionality!

jc

4638. Re: Help with overscan routine.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 14:27:47 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <ByL46B.D50@newcastle.ac.uk>
Source record: 41721

```
========================================================================
= THE SIMPLE(ISH) GUIDE TO BASIC SOFTWARE OVERSCAN ON THE ATARI ST =
= (With notes for the wise & learned in the darkest arts of assembly) =
========================================================================
=30/11/92=
==========
Here it is folks, as promised, here is an intro. to software Overscan.
This article first appeared in the September 1988 issue (#31) of STWORLD
(now sadly gone to dust), and is mostly the work of :

SIMON MARSH of Ladybridge, Bolton, England.

I don't have a complete contact address for him, but if anyone knows him
or knows of him, respect where respect is due - and this is to my knowledge
the first (only) documentation of software overscan. Enough of my senile
ramblings, on to the article (full source code follows after the body text).

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
This may be the first in a series on articles on obscure programming facets
of the ST. Topic's I thought may interest include .GEM files (how, why, etc)
, .IMG, GDOS, sprites & animation....?
If any interest is shown, I'll dig some more out of obscurity......
CRAIG GRAHAM.
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++

------------ATARI ST SOFTWARE OVERSCAN INTO THE BOTTOM BORDER--------------

Richard Seel, ex-editor of STWORLD Programmers Clinic, writes:-

To end with, something rather clever (but silly)! Simon Marsh of Ladybridge,
Bolton, has sent in a listing which allows you to display an extra few lines
on a colour display (I don't recomend that you try it with a mono monitor).

It works by switching the scan rate of the shifter chip from 50Hz to
60Hz on the last line of the scan. This makes the chip think that there are
more lines to display, and so it carries on. At the start of the next new
line the shifter rate is returned to 50Hz and it now carries on writing
lines until a vertical blank interupt occurs. Using this technique it is
possible to display up to 40 extra screen lies (about five lines of text in
low res.), depending on the monitor or TV set.

Simon points out that if you intend to alter his listing for your own
use, it is the switch back to 50Hz which is critical:

Simon Marsh writes:-
```

Switch back too early, or too late, and distortion occurs. I have found that a MOVEM to stack variables used in the HBL routine, and then the switch to 50Hz provides the right timing. It must be noted that when using the routines, programs will slow down by a considerable amount due to the processing needs of the HBL (NOTE by Craig - HBL=Horizontal Blank Interupt as used by Multi-pallete programs). Using similat routines though, I have managed to display 17 colours a line over 250 lines (I think that is about the maximum before th VBL), which is a staggering 4250 colour changes every 50th of a second, and still manage to do animation & graphic displays - all at the same time!

You are now probably thinking there must be a drawback - there is. Since the shifter is switched to 60Hz, it finishes the last line slightly faster than it should when it is in 50Hz. The result is that the shifter doesn't display the last 16 or so pixels at the very end of the right-hand side of the bottom of the logical screen, leaving them the same colour as the border.

Also, it might be thought that the extra 50ish lines should start at screenstart + 32000, but they don't; they actually start at screenstart + 31998, again due to the fact that the last line was in 60Hz. This means that the lower border graphics are on a different 'plane' compared to the rest of the screen, making it more difficult to swap graphics between the two. Also, normal Line-A or GEMVDI/AES graphics commands will not work in the lower border, so your own routines must be written. Another thing is that, since the timing must be perfect, the technique is greatly affected by key presses and mouse movements that interupt the HBL.

(Craigs Note :- I think it should be possible to set some masks to stop the problem with interupts detailled above, but haven't tried it myself.)

And what is the point of all this screen activity? Well, even Simon doesn't think it has any practical purpose - but I suppose someone might come up with some kind of use for it.

----------END OF ARTICLE TRANSCRIPT----------

There follows an editted and corrected version of the assembly language source listing which accompanied the above article. It didn't quite work as printed, so I've fixed one or two thing's and tidied it up a bit. This listing is only tested by me on my TOS 1.0 machine (circa 1986), so there is no chance of me fixing bug's for anyone with other machines. I doubt very much if it will work on MegaSTE/TT/'s as it depends very much on timing (see above).

----------CUT HERE----------

```
;========================================
;= EXTRA SCREEN LINES =
;= Written 1988, By Simon Marsh. =
;= Errors corrected & extra commenting, =
;= 30/11/92, By Craig Graham =
;========================================
```

```
;SET UP SIMON'S OS ACCESS MACROS
bios: macro
move.w #\1,-(a7)
trap #13
addq.l #\2,a7
endm

xbios: macro
move.w #\1,-(a7)
trap #14
addq.l #\2,a7
endm

;NEW BITS BY CRAIG FOR SAFER START-UP
;Memory allocation
malloc: macro
move.l \1,-(a7)
move.w #$48,-(a7)
trap #1
addq.l #6,a7
endm

;Set screen physical & logical base address
set_screen_base: macro
movem.l d0-d7/a0-a6,-(a7)
move.w #-1,-(a7)
move.l \1,-(a7)
move.l \1,-(a7)
move.w #5,-(a7)
trap #14
add.l #12,a7
movem.l (a7)+,d0-d7/a0-a6
endm

* MAIN CODE STARTS HERE
shr_mall: ;Shrink memory allocation
move.l 4(a7),a6 ;to allow for new screen.
move.l #4000,-(a7) ;Size to be kept (program+stack+vars)
move.l a6,-(a7)
move.w #0,-(a7)
move.w #$4A,-(a7)
trap #1
add.l #12,a7
bra start

start: malloc #41000 Malloc new screen space

addi.l #256,d0 Make sure new_scrn is on a 256
andi.l #$ffffff00,d0 byte boundary (old-style shifter
; chip limitation, pre-STE).
lea.l new_scrn(pc),a0
move.l d0,(a0)
move.l d0,a0
```

```
set_screen_base d0 Set Phys/Log base to point to new scrn

move #10249,d0 (41000/4)-1

fill_loop:
move.l #-1,(a0)+ Fill screen so it shows
dbra d0,fill_loop new border. Try changing the
;#-1 to your own value to confirm that
;we are actually overscanning.

pea.l vbl(pc) install my VBL
move.w #28,-(a7) routines
bios 5,8 SETEXEC

bsr wait_vbl make sure

moveq #15,d7 16 MFP interupts

disable_loop:
move.w d7,-(a7) Dissable interupts
xbios 26,4 JDISINT
dbra d7,disable_loop

pea.l hbl(pc) HBL routines
move.w #1,-(a7) everyline
move.w #%1000,-(a7) event count mode
move.w #1,-(a7) timer B (HBL counter)
xbios 31,1 XBTIMER

again: bra again Loop to oblivion
;(Craigs note:-perhaps not the best idea?)
;(You should branch to your code here instead.)

vbl: movem.l d0-d7/a0-a6,-(a7) stack registers
lea.l hbl_count(pc),a0
move.w #0,(a0) number of lines

move.w 4(a0),2(a0) which colour;
addq.l #1,4(a0) scroll up

lea.l vbl_timer(pc),a0 show vbl is working
addq.w #1,(a0) by counting vb.interupts
movem.l (a7)+,d0-d7/a0-a6
rte

wait_vbl:
lea.l vbl_timer(pc),a0
move.w (a0),d0

timer_loop: ;WAIT FOR VERTICAL BLANK COUNT TO CHANGE
cmp.w (a0),d0 Check for change
beq timer_loop no change
rts

hbl: move.l a0,-(a7) Preserve used register on stack
lea.l hbl_count(pc),a0
```

```
move.w 2(a0),$ff8240 Border colours (not necessary, but looks pretty)

move.b #%11111110,$ff820a Set scan to 50Hz

addq #1,2(a0) colour count
addq #1,(a0) line count
cmp.w #199,(a0) bottom?
bne hbl_ret
move.b #%11111100,$ff820a Set scan to 60Hz
hbl_ret:
move.l (a7)+,a0 Restore corrupted register from stack
bclr.b #0,$fffa0f Clear in service bit
rte

;DATA AREA
;=========
hbl_count: ds.w 3
vbl_timer: ds.w 1
new_scrn: ds.l 1

--------------------------------CUT HERE-----------------------------------

This program was assembled using Devpac 2 on a 1 Meg TOS1.0 ST, with &
without a hard drive attatched.

NOTE:To actually do anything constructive it is probably a good idea to
mess about with the dissable_loop: bit of the code so that you can
still use Keybd/mouse/joystick.

And finally, I have some sprite routines (hasn't everyone?) which
could probably be modified to allow sprites into the bottom border
'fairly' easily. I'll have a look at them before Xmas.
```


```
-------------------------------------------------------------------------------
Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
```

4639. Gulam question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 14:39:57 UTC
From: optimus@swix.ifi.unit.no
Message-ID: <1992Dec1.143957.19780@ugle.unit.no>
Source record: 41720

Is it possible to configure the keyboard in Gulam. I'm a bit tired of
the keyboard changing conf. in Gulam.
How do I do it?????

Per Henrik
--
Email: optimus@swix.ifi.unit.no, perhj@fenris.dhhalden.no | |||
Smail: Harald Bothnersv. 3, 7017 Trondheim, Norway | |||
Voice: +47 7 93 22 95 | / | \

4640. Text input/display in GEM window

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 15:13:23 UTC
From: renfro@crchh610.BNR.CA
Message-ID: <1992Dec01.151323.7005@bnr.ca>
Source record: 41723

Does anyone know of any system routines (GEM/TOS/etc) to handle
'easy' text input into an window. This would be the kind of
input/display required for a word processor. I am working with
GFA Basic right now, but the question could apply to any language.
As far as I can tell, I have to code all the keyboard input handling
(ie what to do with characters, backspace, cursor keys, etc), the
word wrap handling, and display the results using a text or A-line
type command. This is turning out to be a lot of code. Anyone have
any better suggestions?

Thanks,
RandyH

4641. VGA Monitors on ST's in general

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 16:08:05 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <ByL8tH.G8q@hermes.hrz.uni-bielefeld.de>
Source record: 41725

In article <...>, laverman@cs.rug.nl (Bert Laverman) writes:

|> Am I really the only one to ever think of this? My previous
|> request for comments/info on how to connect a VGA monitor to
|> a 1040STf got no (0) replies. Is there anyone who can tell
|> me anything at all on this subject?

Oh no, I'd also like to hear about this stuff, exspecially because I'm thinking
about buying one and later being able to use in at the falcon, if I'll ever
buy on. When considering that the VGA-monitors must be able to operate at
several frequencies (so to say: be able to display different resolutions
like the old CGA one) this doesn't sound very difficult, perhaps just
another connector or soemthing like this. Isn't it true that the VGA output
signals are also analog RGB signals? So where's the point?

TeSche
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
****
paper mail: Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
internet e-mail : itschere@techfak.uni-bielefeld.de
uteca066@unibi.hrz.uni-bielefeld.de
**********(EOT)*

4642. Re: Signals, etc. & MINT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 18:07:31 UTC
From: ersmith@netcom.com
Message-ID: <1992Dec1.180731.28813@netcom.com>
Source record: 41731

In article <1992Nov30.225705.14071@news.mentorg.com> dclemans@mentorg.com (Dave Clemans) writes:
>In current versions of MINT, can a signal interrupt a system call?
>For example, if a process is waiting for a read on a FIFO, can
>the process also use Talarm to periodically break out of the read?

Yes. When the signal occurs, the signal handler is called. If the user's signal handler does a longjmp(), then the system call (e.g. read) is aborted. If the user's signal handler returns, then the system call is re-started automatically. (This is the way BSD works, but is *not* Posix behaviour; Posix says the system call should abort in this case too, and return EINTR).

>Also, is there any real "non-blocking" read method in MINT,
>especially for FIFO files?

Yes. Do an Fcntl(fd, (long)O_NDELAY, F_SETFL) on the file descriptor after opening (or creating) it. Then Fread will return 0 whenever no data is available.

(O_NDELAY is 0x100, and F_SETFL is 4).

(Hi everyone. Yes, I'm back on the net; but I'll probably be posting only sporadically. We're rather busy right now working on MultiTOS and other stuff.)
--
Eric Smith ersmith@netcom.com (best) or ersmith@atari.uucp
I work for Atari, but I don't speak for them.

4643. Re: Next version of HSC? (Was: Re: Sozobon dLibs 1.2 realloc() bug...help!)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 18:14:22 UTC
From: anneklin@acs.bu.edu
Message-ID: <103494@bu.edu>
Source record: 41730

>> BTW, what version of Sozobon are you using? If it's not 1.33i, you
>> should _seriously_ consider upgrading. Look for
>> /atari/Languages/sozo133i.zoo at atari.archive.
>
>It must be several months ago now that Ian mentioned HSC 1.4 with
>Gemfast 1.8 would be out very soon. I haven't heard anything of HSC or
>Ian himself since then. Does anyone know what's happening?

I've got a beta version of 1.4. I've had no problems with it. I'm sorely tempted to go ahead and release it, because Ian seems to have dropped off the face of the earth. Is there anyone in Boulder who can look him up? I don't even guess that I have his snail-mail address, though I will certainly check.

Maybe now that I'm employed I'll be able to get back on BIX, and get the lines of communication back up.

If I haven't been able to hunt him down in a couple of weeks, though, I may well put it up on a.a (or at least the binaries--there's still some source problems...I've got them, but they're mighty disorganized). I don't feel totally comfortable, but since none of the other beta testers have heard from him in a similarly long time (Chris, Scott, Steve, have you?), it looks like it may be the only thing to do.

Oh, well,

4644. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 18:41:17 UTC
From: DBRIGHAM@nsf.gov
Message-ID: <DBRIGHAM.2.723235277@nsf.gov>
Source record: 41732

```
>> Still, it's MUCH better than the Amiga sound, not just "better", and
>> with the DSP it's much more flexible than the Amiga sound. (which btw.
>> was never enough for professional recording). And Falcon specific software
>> is just under development...
>
>Much better in the sense that it can do more things, perhaps. Much better
>in the sense of it sounds better on normal applications and games, debatable.
>
>Please note that "professional recording" means 24-bits, which the DSP
>might be able handle with appropriate (read expensive) CODEC adapters and
>big disks, but not the included 16-bit CODEC. The broschure makes the
>interesting claim of "better than CD" sound. Maybe this referes to the
>50 KHz sample rate, but it's not clear whether Atari has managed to
>implement a "CD quality" signal/noise ratio in their Analog interface.
>They're due some kudos if they have.
>--
>George Robbins - now working for, work: to be avoided at all costs...
>but no way officially representing: uucp: {uunet|pyramid|rutgers}!cbmvax!grr
>Commodore, Engineering Department domain: grr@cbmvax.commodore.com

I'm only responding to the points on the Falcon's audio - which I know a
little bit about.

16-bit audio is the *standard* of what you refer to as 'professional
recording' - show me a 24-bit CD. The majority of all digital audio
recording and mixing/modifying equipment in use today by 'professionals' is
16-bit. No denying that 24-bit will be the new wave, but it isn't here yet
and it will be quite a while before you have 24-bit playback as standard
consumer equipment.

You are right that the internal 2 channel A/D-D/A circuitry of the Falcon
doesn't meet the quality standards of most CD (and above) equipment - fine,
neither does the analog circuitry in most CD-ROM players with audio
capability. BUT - I'm hoping some industrious developers out there will
build both 2 and 8 channel interfaces with 'professional' quality circuitry
for 16-bit audio at up to 50KHz sampling rate. I'd love to do my assemble
editing and mastering on a Falcon with a large SCSI-2 hard drive and a 2
channel external box (about $100-150), or do actual 8 track recording with a
larger disk and an 8 channel external interface ($300-350) - both of those
would still be significantly cheaper than *any* computer based digital
recording platforms or dedicated hardware available today. And they would
be easier in the 'plug-and-play' aspect than *any* computer based digital
recording platforms available today.

All this is speaking as a 'professional'....
```

Dana Brigham - no tagline, no sig file, just me....
****
****

4645. Newer TOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 19:36:13 UTC
From: ms9211@sees.bangor.ac.uk
Message-ID: <1992Dec1.193613@sees.bangor.ac.uk>
Source record: 41656

I have finally got a hard drive to work with my old 1040 STe but am now running into one or two other problems that appear to be TOS related. My TOS is 1.6. Is there a newer version that will work with the STE please?

--

| Colin Simons | ms9211@sees.bangor.ac.uk |

| Any piece of code that compiles first time |
| will not do what you expected... |

4646. Re: MiNT distribution to be on a.a RSN

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 22:08:06 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec1.220806.15387@news2.cis.umn.edu>
Source record: 41642

In article <1992Nov28.143221.12695@sol.ctr.columbia.edu>, sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
>Well, people, the MiNT distribution kit has been uploaded to a.a.u.e
>and will presumably be made available fairly soon.

Located in ../atari/Mint/Distrib_kit/Distribution
../atari/Mint/Distrib_kit/Doc

>There are 3 directories, 'Distribution' contains the zoo files. 'Docs'
>contains a PostScript document, and the Ascii text for that document.

The ASCII text file 'readme.1st' has been added to the Doc (not Docs) directory. This version of the text file has line feeds at the end of each line of text, rather than a single carriage return at the end of each paragraph.

-- David Paschall-Zimbel

4647. Re: Help with ASCI-SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 22:28:57 UTC
From: costello@tolsun.oulu.fi
Message-ID: <1992Dec1.222857.26920@ousrvr.oulu.fi>
Source record: 41643

In article <1992Nov30.052619.26315@msuinfo.cl.msu.edu> molin@ptb.cl.msu.edu (Michael Olin) writes:
>An interesting note: The ST can handle up to 8 SCSI devices, meaning
>you could have up to 8 Adaptec controllers on your system at any one
>time. Each Adaptec can handle 1 OR 2 MFM mechanisms, so you could
>theoretically have as many as SIXTEEN hard drives on your system at
>any one time, all of them online and ready for simultaneous use. Not
>bad for a "game machine" huh? :)

I guess that's not true because the Adaptec A4000 adapter
eats SCSI addresses 1 AND 2 so ST can handle only 4 of them.

Btw, this is not my problem - I'll never have enough
money to afford even four SCSI-things and can't even
think about 8 or 16 :)

--
Copy this .sig and just say noe to big-brother's monitoring of public bandwidth
Bush Quayle conspiracy JFK cocaine LSD heroin marijuana AK-47 Iran Iraq Libya
*Sandinista Contras Panama Noriega FBI CIA NSA Secret Service fixed-elections *
*Neil Bush S&L coverup potatoe wiretaps search & seizure bill of rights dead *

4648. Re: why isn't there a completely recompiled TOS around?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 23:21:52 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.92Dec1162152@hpbbrn.bbn.hp.com>
Source record: 41648

> Well, the AES gets all CPU time that other processes do not
> eat up. Maybe that's the reason why the AES/GEM CPU time percentage
> seems so high. Just guessing.

In the versions of BGACC (precursor of TOSWIN) that I have seen, the reason
for the high CPU consumption was plain. The main loop looked like this:

wait for GEM events (including TIMER event)
if anything other than a TIMER event arrived
process it

else (ie only TIMER event)
if there's data waiting on the pipe to the application
read it & put it in the window

loop

There seems to be no other way to simultaneously handle GEM events *and*
data coming in over a pipe, because the AES knows nothing of MiNT. Only
a MiNT-aware AES can help here.

Correct me if I'm wrong (I hope I am ...),

Jens.

4649. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-01 23:49:14 UTC
From: darling@cellar.org
Message-ID: <R1N5uB4w164w@cellar.org>
Source record: 41678

grr@cbmvax.commodore.com (George Robbins) writes:

> Please note that "professional recording" means 24-bits, which the DSP
> might be able handle with appropriate (read expensive) CODEC adapters and
> big disks, but not the included 16-bit CODEC.

What a load of crap. Maybe I'm looking to the wrong site for credibility on this issue, but this is utter rubbish and people should know it.

"Professional recording" means the kind of recording used by professionals. For the most part, that would be 1" analog, 2" analog, a very tiny number of 24-bit recorders, and a whole lotta 16-bit digital machines. I wonder if Prince, at his (analog recording + 16-bit mastering) Paisley Park studio, realizes that he's not a professional? He should've asked George!

Until there are a few thousand 24-bit CD players out there (current count: zero), 16-bit digital is all pros need. Don't listen to this weenie; he's lying to you.

> The broschure makes the interesting claim of "better than CD" sound.
> Maybe this referes to the 50 KHz sample rate, but it's not clear whether
> Atari has managed to implement a "CD quality" signal/noise ratio in their
> Analog interface. They're due some kudos if they have.

With the standard $799 machine, highly doubtful; most people don't need that. For studio-quality s/n you'll probably want something like Singular Solutions' A/D64x Audio Interface, which also gives you the full 8 ins/outs.

On the other hand, new CD players can be had for $79, so the DA conversion required for that level of s/n is pretty cheap. Maybe it's standard gear after all.

======================//===
= Thomas A. Darling \\ The Cellar BBS: 215.539.3043 Notorious Net.Site =
= darling@cellar.org \\ Ding, dong, the Bush is dead! == FACT Studio =
======================//===

4650. Re: 16MHz 68k upgrade for 1040STFM ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 05:54:39 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec2.055439.12061@elroy.jpl.nasa.gov>
Source record: 41646

In article <1992Dec1.035819.7367@usage.csd.unsw.OZ.AU> andrewr@vast.unsw.edu.au (Andrew Ross) writes:
>After searching atari.archive... and getting nothing I will post here.
>
>If I replace the 8MHz 68k by a 16MHz 68k and wire the clock correctly
>(use a 16MHz clock signal obtained from somewhere within) will this give
>me a SMALL increase in speed approx. 10% odd. Is there any reason that it
>will not work (I can't see any as the 68k is asynch and as long as I don't
>speed up the clock to elsewhere it should be ok).

Yes, it will work exactly as you expect, only a small (around 10%) speedup.
Why would you go to all that effort for a mere 10% speedup, though?

You could also consider replacing with a 12.5 MHz 68010 (I guess 16 MHz
parts never became available...). Then you could also get the benefit of the
loop-mode cache, along with the potential for virtual memory support.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4651. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 06:19:48 UTC
From: Marco_Fris@p11.f202.n281.z2.fidonet
Message-ID: <1c771c00@p11.f202.n281.z2.fidonet>
Source record: 41688

In a message of <Mon 30 Nov 92 10:48>, Claus Brod (2:281/202.0) writes:

> Marco_Fris@p11.f202.n281.z2.fidonet wrote:
> : It is a "complete" connector in the sense that it has jast as wide
> (I : should say narrow) a databus as the processor. Not much use in
> giving the : expansion slot 32 bits when there are only 16 available.
>
> The 68030 has 32 external data lines.

True, of course. What I meant was: just as wide as the 'main' databus on
the machine.

- Marco -

---
* Origin: ... and no one likes a stranger here... (2:281/202.11)

4652. Re: RST instruction

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 06:50:05 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec2.065005.13969@elroy.jpl.nasa.gov>
Source record: 41647

In article <1992Dec1.113827.11598@medtron.medtronic.com> rh0083b@medtronic.COM (Roger-Hunen) writes:
>Hello world!
>
>I wonder what will happen when I execute the 68000 RST instruction. What
>does it do to my ST? Which devices are affected? Is it safe to issue an
>RST instruction (eg. to reset the ACSI bus) or will other system parts
>break?

Why don't you try it and see? }-)

On the ST a RESET instruction will cause a warm-boot.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4653. Re: RST instruction

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 07:14:19 UTC
From: rh0083b@medtronic.COM
Message-ID: <1992Dec2.071419.26203@medtron.medtronic.com>
Source record: 41649

In article <1992Dec1.113827.11598@medtron.medtronic.com> I write:
>Hello world!
>
>I wonder what will happen when I execute the 68000 RST instruction. What
>does it do to my ST? Which devices are affected? Is it safe to issue an
>RST instruction (eg. to reset the ACSI bus) or will other system parts
>break?

Oops!!! I sure meant RESET...

Regards,
-Roger

4654. Gulam (MACROS / SOURCES) Question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 08:51:04 UTC
From: jhh@cwi.nl
Message-ID: <8070@charon.cwi.nl>
Source record: 41653

Hello out there,

I've been using Gulam for years now, to the point that I'm hooked to it.
It's built-in micro-emacs editor is very nice too, but there is one thing
seriously lacking:

MACROS (more than one, that is)

I don't want to use another editor (not even other PD emacses/micro-emacses),
as it would have to be loaded every time I want to edit a file.
I seem to recall someone referring to the sources of Gulam a little while back
on the net. I, for one, would be very interested in those, so that I can try to
add a more general macro facility to the micro-emacs editor. Or maybe someone
else has already done this. Any information would be welcome (please send by
Email).

==========
Jaap-Henk Hoepman "Yes, we've eaten up the silver when even food was
jhh@cwi.nl against us" Nick Cave

4655. Re: Help with ASCI-SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 09:46:21 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <ByMLtB.23D@hpbbrd.bbn.hp.com>
Source record: 41668

Roger-Hunen (rh0083b@medtronic.COM) wrote:
: Indeed, the SCSI exec core is very small (some 30 lines). However, there
: is a big pitfall. The DMA chip will only move data to/from main memory in
: 16-byte chunks. A MODE SENSE, for example, will return less than 16 bytes
: from many devices. You then need to request some extra bytes (INQUIRY is a
: fine command for that) without clearing the DMA FIFO first.

Actually, there is a trick to transfer single bytes over the DMA bus
in such situations. In most cases, however, having to send a second
command after the first one just to move DMA buffer contents isn't
so much a problem: Sector data always are a multiple of 16, and
even most diagnostic data comes in multiples of 16 bytes. In most
cases, only error handling is affected which is not required to
be fast as lightning, anyway.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

4656. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 09:57:58 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Dec2.095758.17696@rhrk.uni-kl.de>
Source record: 41651

clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:

>Howard Chu (hyc@hanauma.jpl.nasa.gov) wrote:
>:
>: Apparently all of that DMA is now handled by the blitter. Don't know its
>: addressing limitations either, but I would guess 24-bit again.

>Oops, I thought that the blitter is used for IDE transfers only, as
>in the STBook.

>Does someone have facts on this point?

The blitter is used for IDE transfers only and you can disable the blitter
doing this by pressing the left Shift key while booting AHDI 6.0. (I think
it is the left.) In this case IDE data are handshaked by software, i.e. the
blitter is not involved.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

4657. Re: RST instruction

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 09:59:31 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Dec2.095931.18004@rhrk.uni-kl.de>
Source record: 41652

rh0083b@medtronic.COM (Roger-Hunen) writes:

>Hello world!

>I wonder what will happen when I execute the 68000 RST instruction. What
>does it do to my ST? Which devices are affected? Is it safe to issue an
>RST instruction (eg. to reset the ACSI bus) or will other system parts
>break?

A lot of other chips is initialised with the RESET instruction, e.g. MFP,
video chip etc. So the system is likely to break.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

4658. Re: Supexec

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 10:02:27 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <ByMMK4.28L@hpbbrd.bbn.hp.com>
Source record: 41669

Roger-Hunen (rh0083b@medtronic.COM) wrote:
: I am writing a program that requires a routine executed in Supervisor mode.
: I use Supexec (XBIOS $26) for that. Is it documented what registers are
: preserved by Supexec, ie. what registers are passed unmodified to my
: routine?

You cannot rely on registers D0-D2, A0-A2 and A5. The rest is
preserved. As far as I know, the docs actually say that only
D0-D2 and A0-A2 are touched.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

4659. Re: RST instruction

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 10:06:45 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <ByMMrA.29s@hpbbrd.bbn.hp.com>
Source record: 41670

Roger-Hunen (rh0083b@medtronic.COM) wrote:
: I wonder what will happen when I execute the 68000 RST instruction. What
: does it do to my ST? Which devices are affected? Is it safe to issue an
: RST instruction (eg. to reset the ACSI bus) or will other system parts
: break?

The RESET instruction will reset _all_ peripheral chips, not just
the ACSI bus. Afterwards, you would have to re-initialize all
peripherals which is quite a lot of work 8-(8-).

There is no 100% safe way of resetting the ACSI bus, I'm afraid.
There is a procedure that works most of the time, though: Toggle
to FDC mode and back to HDC mode, read a byte or two from the
DMA bus (without waiting for ACKs), toggle back to FDC mode.

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

4660. Re: Text input/display in GEM window

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 10:08:33 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <ByMMu9.2AL@hpbbrd.bbn.hp.com>
Source record: 41667

Randy Hoekstra (renfro@crchh610.BNR.CA) wrote:
: As far as I can tell, I have to code all the keyboard input handling
: (ie what to do with characters, backspace, cursor keys, etc), the
: word wrap handling, and display the results using a text or A-line
: type command. This is turning out to be a lot of code. Anyone have
: any better suggestions?

GEM won't help you much here. Please do _not_ use Line-A functions;
they're considered illegal.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

4661. ST overscan - a code

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 11:20:30 UTC
From: mapmh@gdr.bath.ac.uk
Message-ID: <1992Dec2.112030.4078@gdr.bath.ac.uk>
Source record: 41660
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Ok, well this is going to be the second posting of an overscan routine
and although most of the previous posting applies, this routine is
capable of a bit more.

For starters it is possible to extend the overscan even further to get
around 34 usable character display lines, this involves a second
critical switch between 50 and 60hz and then back again, near the top
of the screen.

Also, as it stands, this routine is pretty robust (I hope), it uses the
MFP timer B and there are 3 interupts during a screen scan, the first
happens near the top of the screen and does the switching business there,
the second happens about half way down the screen and here tell the
keyboard to shut up for a moment - this is to avoid annoying data loss
caused by the keyboard chip continuing to send data whilst interupts
are doing more important things. Also this middle interupt checks
that the 'scheme' of interupts are still in the same place, adjusting
if necessary. The third does the business at the bottom.

The checks to see when to do the switches read where the shifter is
currently reading from in memory and wait/go accordingly.

Note that you will need to allocate (I think) about 12032 extra bytes
of memory and as the routine stands you will also need to move the screen
physical address to a new (ie lower) location with this memory
available - I've left that up to you to do. You can do this 'legally',
wow! using the relevant bios routines if you use the code as it stands.

At it stands this routine has never hung on me, and I've tried silly
amounts of keyboard presses to try and mess it up without success. The
routine must be switched off if you access a disc though! I run it on
a 1MB STFM, but I haven't a clue if it works on the STE's, also I have
no idea what would happen if you used it in conjunction with a 60hz TV,
ie in the states - monitors should have no problem (I think).

To use it - you need to do the following:

call switit - this routine modifies the code slightly (oh dear what a
bad programming practice!) so that it will run in the
screen memory location given. I am not totally sure
that this routine will run with the screen address
anywhere, normally I put the screen on a 64k memory
boundary.
call startbig - This switches on the overscan routine
call killbig - this switches off the overscan routine

Note that if this routine does, for any reason, go wrong it will HANG
the machine, ie reset will be the only way out.

Feel free to email me with questions, queries, complaints, I'll try and
answer them if possible. Also let me know what machines it works on.

I have put some comments on the code - I hope they will help you to
understand what is going on.

Mark

email: mapmh@uk.ac.bath.gdr

Disclaimer: I wrote this code some time ago and never quite got around
to writing an optimal version, the processor overhead in this code is
slightly higher than necessary, but it is a real pain to work with.
(This is in case anyone wants to complain at me for my sloppy code)

```
\Needs about 1k or so
\This code is fully relocatable

hz1 EQU 0
hz2 EQU 2
tstep EQU 35
tstep2 EQU 105

\Initialisation routine:
\get physical screen address
\and 'modify' code to work on
\that screen address

\get physical screen address
\and use it to modify the code a bit
switit MOVE.W #2,-(SP)
TRAP #14
ADDQ.L #2,SP
MOVE.L D0,D2
LSR.W #8,D0
LEA sw0(PC),A0
MOVE.L A0,A1
swit MOVE.W (A0)+,D1
BMI.S switend
ADD.W D0,2(A1,D1.W)
BRA.S swit
switend LSR.L #8,D2
LEA sw4+2(PC),A0
ADD.W D2,(A0)
RTS
sw0 DC.W sw1-sw0,sw2-sw0,sw3-sw0,sw5-sw0,sw6-sw0
DC.W -1

\Activate bigscreen mode
startbig
```

```
\first we need supervisor mode
CLR.L -(SP)
MOVE.W #$20,-(SP)
TRAP #1
ADDQ.L #6,SP
\save stack for exit supervisor
MOVE.L D0,-(SP)
\setups and things
LEA switch(PC),A2
\things are slightly different on a first pass
MOVE.W #3,changept+2-switch(A2)
sw1 MOVE.W #$7C-5+3,wr2+2-switch(A2)
MOVE.W #43,changep2+2-switch(A2)
sw2 MOVE.W #$7C-5+30,wr3+2-switch(A2)
MOVE.B #hz2,$FF820A
\this a flag so that the interupt routine knows which bit it is doing
CLR.W topflag-switch(A2)
\disable timer B and set up vector
\MFP setup stuff
BCLR #0,$FFFA07
BCLR #0,$FFFA0B
BCLR #0,$FFFA0F
BSET #0,$FFFA13

LEA switch(PC),A0
\vector for MFP timer B
MOVE.L A0,$100+4*8
MOVE.B #7,$FFFA1B
MOVEQ #1,D0
MOVE.B D0,$FFFA21
settimb CMP.B $FFFA21,D0
BNE.S settimb

\shifter memory read pointers,high and mid
LEA $FF8207,A0
LEA $FF8209,A1
\sync the routine to a specific scan line
\then do some pre-arranged waits to get to a specific point
sw3 MOVE.W #$7C-5-5*8,D0
initwait CMP.B (A0),D0
BNE.S initwait
MOVE.B (A1),D0
MOVEQ #16,D1
SUB.B D0,D1
ROL.L D1,D0
MOVEQ #25,D0
MOVE.B D0,$FFFA21
waitmore CMP.B $FFFA21,D0
BNE.S waitmore
MOVE.B #12,$FFFA21
\go timer B
```

```
BSET #0,$FFFA07

\exit supervisor
\already got old stack to exit with
MOVE.W #$20,-(SP)
TRAP #1
ADDQ.L #6,SP
RTS

\deactivate bigscreen by switching
\off timer B
killbig CLR.L -(SP)
MOVE.W #$20,-(SP)
TRAP #1
ADDQ.L #6,SP
\save stack for exit supervisor
MOVE.L D0,-(SP)
\timer B off
BCLR #0,$FFFA07
BCLR #0,$FFFA0B
BCLR #0,$FFFA0F
BCLR #0,$FFFA13
LEA $FFFFFC00,A0
keywait3 MOVE.B (A0),D0
BTST #1,D0
BEQ.S keywait3
MOVE.B #$11,2(A0)
\exit supervisor
MOVE.W #$20,-(SP)
TRAP #1
ADDQ.L #6,SP
RTS

\part of the main routine for bigmode
\save registers
switch MOVEM.L A0-A2/D0-D1,-(SP)
LEA switch(PC),A2
MOVE.W topflag(PC),D0
BNE.S bottom
\mid-way routine to shut keyboard
\chip up and also check positioning
\of interupts
MOVE.W #1,topflag-switch(A2)
MOVE.B #tstep,$FFFA21
LEA $FF8205,A0
MOVEP.W 0(A0),D0
sw4 CMP.W #((160*87) DIV 256),D0
BLT.S leaveit
MOVE.B #tstep-2,$FFFA21
\actually send 'shut up' signal
leaveit LEA $FFFC00,A0
```

```
keywait2 MOVE.B (A0),D0
BTST #1,D0
BEQ.S keywait2
MOVE.B #$13,2(A0)
\re-load registers
MOVEM.L (SP)+,A0-A2/D0-D1
BCLR #0,$FFFA0F
RTE
bottom SUBQ.W #1,D0
BNE top
MOVE.W #2,topflag-switch(A2)
MOVE.L $FF8240,D0
\time to next but one interupt (a bit confusing this)
MOVE.B #246-tstep-tstep2,$FFFA21
\sync to scan point
\hang around a bit - lots of time wasting instructions here!
LEA $FF8207,A0
LEA $FF8209,A1
wr2 MOVE.W #$7C-5+3,D0
initwai CMP.B (A0),D0
BNE.S initwai
MOVE.B (A1),D0
MOVEQ #16,D1
SUB.B D0,D1
ROL.L D1,D0

changept MOVE.W #7-4,D1
rloopz MOVE.L $FF8240,D0
MOVE.L $FF8240,D0
MOVE.L $FF8240,D0
ROL.L #5,D0
MOVE.W #33,D0
primeloz DBRA D0,primeloz
DBRA D1,rloopz
MOVE.L $FF8240,D0
ROL.L #8,D0
ROL.L #2,D0
MOVE.W #55-40,D0
nowtlopz DBRA D0,nowtlopz
MOVE.L $FF8240,D0
\flick 50/60hz to do the business
MOVE.B #hz1,$FF820A
NOP
MOVE.B #hz2,$FF820A

MOVE.W #36-8*4-4,changept+2-switch(A2)
sw5 MOVE.W #$7C-5+5*4+3,wr2+2-switch(A2)

MOVE.L $FF8240,D0
MOVEM.L (SP)+,A0-A2/D0-D1
BCLR #0,$FFFA0F
```

```
RTE
\routine for the 'top of screen' business
top CLR.W topflag-switch(A2)
\time to next but one interupt
MOVE.B #tstep2,$FFFA21
MOVE.L $FF8240,D0
\usual syncs and waits etc
LEA $FF8207,A0
LEA $FF8209,A1
wr3 MOVE.W #$7C-5+30,D0
initwai3 CMP.B (A0),D0
BNE.S initwai3
MOVE.B (A1),D0
MOVEQ #16,D1
SUB.B D0,D1
ROL.L D1,D0

changep2 MOVE.W #43,D1
rloop2y MOVE.L $FF8240,D0
MOVE.L $FF8240,D0
MOVE.L $FF8240,D0
ROL.L #5,D0
MOVE.W #33,D0
primeloy DBRA D0,primeloy
DBRA D1,rloop2y
MOVE.L $FF8240,D0
MOVE.B topflag(PC),$FF8800
ROL.L #3-2,D0
MOVE.W #55-2,D0
nowtlopy DBRA D0,nowtlopy
MOVE.L $FF8240,D0
\the business
MOVE.B #hz1,$FF820A
NOP
MOVE.B #hz2,$FF820A

MOVE.W #43-3,changep2+2-switch(A2)
sw6 MOVE.W #$7C-5+30+5*4,wr3+2-switch(A2)

eofint MOVE.L $FF8240,D0
\re-activate keyboard chip
LEA $FFFC00,A0
keywait2 MOVE.B (A0),D0
BTST #1,D0
BEQ.S keywait2
MOVE.B #$11,2(A0)
MOVEM.L (SP)+,A0-A2/D0-D1
BCLR #0,$FFFA0F
RTE
topflag DC.W 0
```

Have fun and enjoy

4662. Re: Supexec

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 11:25:20 UTC
From: mapmh@gdr.bath.ac.uk
Message-ID: <1992Dec2.112520.4552@gdr.bath.ac.uk>
Source record: 41661

In the referenced article, rh0083b@medtronic.COM (Roger-Hunen) writes:
>Hello world!
>
>I use Supexec (XBIOS $26) for that. Is it documented what registers are
>preserved by Supexec, ie. what registers are passed unmodified to my
>routine?

According to Atari ST internals all the XBIOS and BIOS routines can affect
up to D0-D2 and A0-A2, so assume these are corrupted.

Mark

4663. Re: Text input/display in GEM window

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 12:17:28 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <1fi9goINN1ci0@obelix.uni-muenster.de>
Source record: 41654

In article 7005@bnr.ca, renfro@crchh610.BNR.CA (Randy Hoekstra) writes:
>Does anyone know of any system routines (GEM/TOS/etc) to handle
>'easy' text input into an window. This would be the kind of
>input/display required for a word processor. I am working with
>GFA Basic right now, but the question could apply to any language.
>As far as I can tell, I have to code all the keyboard input handling
>(ie what to do with characters, backspace, cursor keys, etc), the
>word wrap handling, and display the results using a text or A-line
>type command. This is turning out to be a lot of code. Anyone have
>any better suggestions?
Well, first: dont use line-A, its allways a bad thing. If you want to do it in
a window, the AES will supply you with the characters typed and intended for
that window, so you have to do all the parsing and displaying stuff yourself.
Output into the window is done by v_gtext(), but deleting a character has to
be done by vr_recfl() or something like that; you have to do the scrolling of
the window contents yourself. It will be a lot of code, in C I have written
a vt52 emulator, which is about 25KB in text, and I assume that there are
no solutions which are _much_ shorter, so good luck...

Ulrich

+---------------+----------------------------+-------------------------+
| Ulrich Kuehn | Internet: | Do they know that they |
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? |
+---------------+----------------------------+-------------------------+

4664. Re: 1.44 meg floppy drive conversion

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 12:22:51 UTC
From: S.J.Harrison@newcastle.ac.uk
Message-ID: <ByMt23.8Jr@newcastle.ac.uk>
Source record: 41655

I have a similar problem with an Amstrad 1.44M floppy. I think the step rate is too high since the head usually stays still and the stepper motor buzzes, unless the step is one track only. It does work if you nudge the head in the right direction, though! (Not recomended...)

I haven't had time to play around with the step speeds, but I think that should cure it.

Simon.

4665. Re: RST instruction

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 12:23:36 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <723299016.18897@minster.york.ac.uk>
Source record: 41568

In article <1992Dec1.113827.11598@medtron.medtronic.com> rh0083b@medtronic.COM (Roger-Hunen) writes:
>Hello world!
>
>I wonder what will happen when I execute the 68000 RST instruction. What
>does it do to my ST? Which devices are affected? Is it safe to issue an
>RST instruction (eg. to reset the ACSI bus) or will other system parts
>break?

I guess you're talking about what is called the RESET op-code in my 68k books. This pulls the 68k RESET line low for a while, then returns it to high again. The 68k processor itself is _not_ reset.

This has the effect of resetting all devices connected to the line -- i.e. all the important chips in the ST. This means that you'll have to reconfigure everything -- MPF, ACIAs, sound chip etc. etc.

In short, everything stops. It's a rather drastic method of interrupting DMA transfers, and likely to crash the machine if you try to do it in the middle of "normal" processing. I think there's another way of halting DMA transfers, but my DMA programming knowledge always was pretty sketchy...

>Thanks in advance,
>-Roger

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

4666. Re: 16MHz 68k upgrade for 1040STFM ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 13:08:19 UTC
From: miked@syscon.rn.com
Message-ID: <1992Dec02.130819.6096@syscon.rn.com>
Source record: 41659

Circuits like this have been done. You must slow the CPU to 8Mhz
when making any external accesses. Overall speed increase is about
10-20%.

4667. Re: VGA Monitor on 1040STf, take 2

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 13:09:51 UTC
From: miked@syscon.rn.com
Message-ID: <1992Dec02.130951.6172@syscon.rn.com>
Source record: 41658

A standard VGA should be workable in mono. VGA have a fixed 70Hz vertical sync which will not work in color. Multisyncs will work in color and mono(not multiscan VGA).

4668. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 13:45:21 UTC
From: glens@natinst.com
Message-ID: <1fielhINN61c@falcon.natinst.com>
Source record: 41657
Cross-posted to: comp.sys.atari.st.tech,comp.sys.amiga.advocacy

In article <37321@cbmvax.commodore.com> grr@cbmvax.commodore.com (George Robbins) writes:
>Please note that the effective resolution I picked was the case where
>there are no "HAM restrictions", which is to say that it is the worst
>case where it takes "3-pixels" to effect a complete color change - take
>the best case 1280 pixels (a bit more with overscan) divide by 3 and
>you get 420.

Thanks George, now I'm convinced! HAM really does suck! Now I see
that it takes 32 bits of RAM to produce one 24 bit color. Not to mention
that only 25% of that 'pixel' (of the 420) will be the right color.

P.S. I belive you meant to say 1280 divided by _4_ is _3_20.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com

4669. Re: Transputer interface

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 13:54:12 UTC
From: Hartmut Benz <benz@nestor.uni-koblenz.de>
Message-ID: <1992Dec02.135412.26257@infko.uucp>
Source record: 41662

In article <mikael.2fsy@terapin.com> mikael@terapin.com (Mikael Andersson)
writes:
> I am looking for some schematics for a Dma to Transputer link interface
> for my Atari. Is there anyone who has got information about that
> subject?
>
> Mikael Andersson

About two years ago the german magazine c't had a procect called A(tari) LI(nk)
A(dapter). The ALIA is connected to the DMA-Port and supports one to four
transputer-Links. Other DMA-Stuff may be connected in front of and behind the
ALIA.
Since I don't have the magazine around I cannot giver further refference at the
moment.
Hartmut ,,,
(o o)
--------------------------oOO--(_)--OOo--------------------------------
Hartmut Benz | benz@infko.uni-koblenz.de
D-5400 Koblenz, Germany | (NeXTmail ok)

4670. Re: Colour bit encodings (was Re: Falcon '030 BUS: 16 or 32 bit?)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 14:10:02 UTC
From: jimomura@tndb.UUCP
Message-ID: <jimomura.02ic@tndb.UUCP>
Source record: 41608

In article <11238@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:
>jimomura@tndb.UUCP (Jim Omura) writes:
>
>>I'd like to know what the colour encoding is for the various
>>Falcon screen modes. Historically, the ST started with 3-3-3 and
>>the register codes bitwise were MostSigbit, NextSb, LowestSb, but
>>when they upgraded the STE with 4-4-4, they rotated the bit order to
>>LeastSigbit, MostSigbit, NextSigb, LowerSigb. I didn't hear about this
>>for the longest time. I almost upgraded to an STE. When I heard
>>the bit order I said "something colourful" and decided against it.
>
>Think about it for a while... it's quite clever.

I should think about it? Maybe you should consider that I
did think about it.

>Imagine an old ST program... it sets a colour to "777" (hex), expecting
>white. If the STe had made the 4th bit the most significant, then this
>would have been a middle grey - YUCK! However, by making the top bit the
>LEAST significant, "777" is just ever-so-slightly-darker than the brightest
>white, "FFF".

>So see, the bad computer is not the STe, it is the ST for using such
>an unthoughtful encoding. Remember the 8-bits? They ignored the least-
>significant bit for luminance... until the XL's finally came along and
>used that bit (I think).

The answer to this is simple. You define a separate screen mode
to support the extended colour definitions. Old programs would
all work normally. Programs supporting the new colour set would
have separate colour palettes. Consider that most proograms that
use colours at all are well over 64K you might add about 100 bytes
to the program startup for the extra code to detect the new colour
range and swap in the palette. It would have been better solution
for those of us who write programs that use the luminence information.

And yes, it would have been better if Atari has had "planned
ahead" and simply started with the coding shifted over in anticipation
of newer hardware. And of course it would have been nice if Atari
had planned ahead and not used the 16 bit block interleave screen
format. And it would have been nice if Atari had used an expandable
rule based screen format definition system. And it would have
been nice if the graphics kernel had been been designed for use
with higher definition screens. And it would have been nice if
the original OS had been written in processor independent code.
And I suppose there are lots more that would have been nice. But

again, all this comes under "planning ahead." And that's what I'm
doing now, by seeing how much "planning ahead" Atari did this time.
:-)

>The correct way to specify colour on the ST would have been with a
>32-bit colour index:
>
> xxxxxxxx HMLxxxxx HMLxxxxx HMLxxxxx
>
> H=highest, M=medium, L=lowest
>
>Then, everyone would probably have complained anyway about how
>"0xE0E0E0" was white rather than simply "0x777"....

I wouldn't have complained. In fact, I can't think of anybody
I know who would have complained. Furthermore, if the extra bits
have no effect, you could define "white" as 0xFFFFFF. It just
won't display any differently from 0xe0e0e0. No problem. Might
even be useful.

>Note however, that the VDI uses a 30-bit colour encoding (0 to 1023 for
>each of R, G, B).... that should never go out of style... until the human
>eye evolves a bit more.

Actually, I understand that Silcon Graphics is up to 48 bits,
but no, I don't expect I'll ever really need that level of capability.
I might *buy* it some day, but I won't *need* it.
:-)

--

Jim Omura, (416) 652-3880
'jimomura@lsuc'

4671. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 14:35:22 UTC
From: matt-dah@dsv.su.se
Message-ID: <2022@vall.dsv.su.se>
Source record: 41663
Cross-posted to: comp.sys.atari.st.tech,comp.sys.amiga.advocacy

Glen Sescila (glens@natinst.com) wrote:

: Thanks George, now I'm convinced! HAM really does suck! Now I see
: that it takes 32 bits of RAM to produce one 24 bit color. Not to mention
: that only 25% of that 'pixel' (of the 420) will be the right color.

Sucks or not, everyone with HAM8 can produce animations worthy to be
broadcasted on national television.

--
==
= Regards = email: = 1280x512x262000+ =
= Mattias = matt-dah@dsv.su.se = I love it. =
==

4672. Re: DSP applications

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 15:47:15 UTC
From: cpr@dde.dk
Message-ID: <1992Dec2.154715.8290@dde.dk>
Source record: 41672

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

stuff deleted...

>For the full Pro-Logic performance you would need two more audio outputs,
>because the Pro-Logic circuitry subtracts the surround and center info from
>the original left and right channels. Skipping that step would give you
>the equivalent of regular Dolby Surround, with the addition of a center
>channel.

Okay, it seems I've missed something. I thought it would be enough to take the original signal from the TV, CD or whatever and use it as input to the Falcon and to the normal hi-fi equipment. Then let the DSP decode the signal and return the center and the surround on the outputs on Falcon (or does it use the same plugs for in and output?). This way you would have all the signals needed; but I do make the assumption that the original signal can be used un-modified (I know I can play a normal music CD recorded with dolby surround without additional hardware, but then I don't get anything but the normal stereo sound).

Also I thought that Dolby surround was what seems to be Dolby Surround Pro-Logic (who's inventing those terms :-?). I dare not think of what Spectral Recording is (unless it is just another way of saying the same thing?)

Anyway, I'm hooked after a little demonstration of the new Bang & Olufsen video-system (although I don't like the pricetag: 100.000 DKr, where 1$ appr. 6 DKr).

>Anyway, I suspect that there will soon be enough uses for the full 8-channel
>audio that you'll find DSP port expansion boxes from a number of sources.
>It would be pretty simple to make a box that just has 8 RCA jacks and a
>pass-thru DSP connector... (Tho now that I think of it, it should properly
>have 16 jacks, 8 in and 8 out, and will need at least line-level amplification
>for the outputs...)
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Yes, it would be a superb oppertunity to get rid of my neighbours, playing 4 different binary files into 4 sets of heavy stereo power-amps with corresponding speakers! Wonder how Gnu C++ sounds, perhaps better than Emacs?

Regards
Claus
+--------------------------+--------------------+--------------------------+
| Claus Priisholm | | Dansk Data Elektronik A/S |

```
| Software Engineer | Runtime is | Vindingvej 2C |
| Euromax Newspaper System | Funtime!!! | DK-7200 Vejle |
| email: cpr@dde.dk | | (+45) 75 72 26 00 |
+--------------------------+--------------------+--------------------------+
```

4673. Memory distribution on the DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 15:52:31 UTC
From: morgado@vxdesy.desy.de
Message-ID: <Byn2rK.2vt@dscomsa.desy.de>
Source record: 41664

Does anyone know how the 32kwords of DSP memory is devided into the DSP's three memory
spaces (X, Y and P). From photographs of the inside of the Falcon, it looks as though there are
three memory chips, each eight bits wide making up the 32k of 24bit words. This probably
means that it is only P (program) memory which is extended off the internal memory space. If
this is the case it becomes another serious shortcoming in the Falcon design. Lack of X and Y memory off-chip will require most digital filtering applications to run in on-chip memory,
restricting the amount of data that can be processed in one filter pass.

Carlos

Carlos Jose de Sousa e Morgado	" Three quarks for
	Muster Mark! "
morgado@vxdesy.desy.de	
MORGADO@DESYVAX.BITNET	James Joyce

4674. Re: 16MHz 68k upgrade for 1040STFM ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 16:08:21 UTC
From: grier@bnr.ca
Message-ID: <1992Dec02.160821.26450@bnr.ca>
Source record: 41666

> You could also consider replacing with a 12.5 MHz 68010 (I guess 16 MHz
> parts never became available...). Then you could also get the benefit of the
> loop-mode cache, along with the potential for virtual memory support.

I've tried a 68010 in my ST with both TOS 1.0 and 1.4 with no success.
The interrupt stack frames are not compatable. I used to send a lot
of email to Atari people on Compuserve, and GEnie trying to get Atari
to switch to the 68010 for loop mode and the improvements in integer
math routines. I do not have 2.0x so I can not report on that, except
that there is a "cookie" to identify which processor is in the system.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC
bjgrier@bnr.ca

4675. Re: Gulam (MACROS / SOURCES) Question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 16:52:15 UTC
From: W.Purvis@daresbury.ac.uk
Message-ID: <1992Dec2.165215.14534@gserv1.dl.ac.uk>
Source record: 41665

```
I, too, would appreciate access to Gulam sources.
Thanks,
Bill.
+=======+
|no .sig|
+=======+
```

4676. GCC 2.1.2 linker errors

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 18:07:31 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1992Dec2.180731.16981@eng.cam.ac.uk>
Source record: 41671

I am still failing to get GCC running on my 1040STF. I have read as much documentation as I can find - if there's some essential reading, please point me to it :-)

I have got to the stage where everything is OK until the linker tries to link more than a couple of object files. In an effort to begin learning C, I have written a small mandelbrot generator which I compile with the following command line...

```
gcc mandel.c -o mandel.ttp cplx.o graphic.o -lpml -v
```

mandel.c #includes graphic.h and cplx.h, these being two very simple libraries I have written for handling complex numbers and simple graphics (no surprises there!)

Everything is fine until the linker gives the message:

```
mandel.o: undefined symbol ___ltdf2 referenced from text
```

I have programs that I can successfully link and run with either of cplx.o or graphic.o, but anything I try to link with both together falls over, as above.

I would be very grateful if anybody has any ideas as to what is the problem. In which .olb file should ltdf2 be defined, as I've never seen it before ?

System configuration is: 1040STF
4 Meg RAM
SM124
48Meg SCSI HD
TOS 1.2
Gulam

Thanks in advance, and sorry this post is so long...

Christopher Hicks
--

```
==============================================================================
|
Christopher Hicks | If it doesn't fit...
cmh@uk.ac.cam.eng | ...you need a bigger hammer.
|
==============================================================================
```

--

```
==============================================================================
|
```

Christopher Hicks | If it doesn't fit...

4677. Re: Memory distribution on the DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 18:08:50 UTC
From: kremser@rbg.informatik.th-darmstadt.de
Message-ID: <1992Dec2.180850@rbg.informatik.th-darmstadt.de>
Source record: 41673

In article <Byn2rK.2vt@dscomsa.desy.de>, morgado@vxdesy.desy.de () asks:
> Does anyone know how the 32kwords of DSP memory is divided into the
> DSP's three memory spaces (X, Y and P).
> ...

For what I know, all three adress spaces are
extended, but X and Y mapped into P-RAM :

```
+---+ P:7FFF = +---+ Y:3FFF
| | | Y | <---+ could be
| P | P:4000 = +---+ Y:0000 | reversed,
| | P:3FFF = +---+ X:3FFF | this is
| | | X | <---+ from memory..
+---+ P:0000 = +---+ X:0000
```

My source, a Data Becker book sold at the Duesseldorf Fair,
also mentions XBios support for allocating DSP-RAM blocks

```
--
Steffen +------------------------+-----------------------------------+
//// | kremser@igd.fhg.de | Rorschach: None of You understand! |
c-OO | kremser@rbg.informatik | I'm not locked up in here with YOU. |
| -~ | .th-darmstadt.de | YOU're locked up in here with *ME*. |
Kremser +------------------------+-----------------------------------+
```

4678. Re: Help with ASCI-SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 18:43:20 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <BynAo9.93n@hpbbrd.bbn.hp.com>
Source record: 41593

Antti Jarvinen (costello@tolsun.oulu.fi) wrote:
: I guess that's not true because the Adaptec A4000 adapter
: eats SCSI addresses 1 AND 2 so ST can handle only 4 of them.

That's definitely not true. The Adaptec 4000 has only _one_ SCSI target number (but two LUNs!).

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

4679. need postscript to ascii code

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 20:26:44 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Dec2.202644.11601@zooid.guild.org>
Source record: 41690

If anyone has C or BASIC code to convert postscript to ascii can they send
it to me?

Thanks

Mike

4680. Inquiry: Graphics Cards [German]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 20:27:08 UTC
From: scott@ds19.dmi.stevens-tech.edu
Message-ID: <9212022027.AA16364@ds19.dmi.stevens-tech.edu>
Source record: 41674

Hello,

I posted this once before, but with no responses. Can some kind [German]
please find out some information about the Graphics Cards produced by
"Matrix Datensystems" for the Atari ST. I beleive that they make a large
number of different cards, and from some magazines I gather that at least
2 of thier cards [the C128 and C32] are designed for a regular old ST.

I would like to know if they take orders from the US, and do they have
some sort of brochure describing what cards they offer. I am looking for
resolution on the order of 1280x1024, but I am not interested in a large
pallete as monochrome will do fine on my system.

P.S. If someone could find out if "Matrix Datensystems" has someone who
speaks english, Then I would call them and talk directly. All I need
is a phone number.

Many Thanks,
scott@dmi.stevens-tech.edu
scott@sparc1.stevens-tech.edu
skolodzieski@sitvxc.stevens-tech.edu

4681. Re: DSP applications

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 21:09:40 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec2.210940.10962@elroy.jpl.nasa.gov>
Source record: 41675

In article <1992Dec2.154715.8290@dde.dk> cpr@dde.dk (Claus Priisholm) writes:
>Also I thought that Dolby surround was what seems to be Dolby Surround
>Pro-Logic (who's inventing those terms :-?). I dare not think of what
>Spectral Recording is (unless it is just another way of saying the same thing?)

Now we're leaving the realm of comp.sys.atari.st and moving into rec.audio...
In consumer audio, there is just a single Dolby surround encoding method. There are two levels of decoding though, "Dolby Surround" and "Dolby Pro-Logic." In both cases, a monophonic surround channel is extracted as the difference between the Left and Right channels, and sent to the rear. In Pro-Logic, you also get a center channel which is extracted as the sum of the Left and Right channels. Of course, "sum" and "difference" is an over-simplification, in the case of Pro-Logic.

In plain Dolby Surround, the main speakers (front left and front right) still send out all the original information from the stereo signal, including the encoded surround channel. The rear speakers send out mainly the surround info, but some Left or Right noise can creep in as well.

In Pro-Logic, the isolation between channels is much tighter; only signals that are exactly 180 degrees out of phase (between left and right channel) will go to the rear channel, and only signals that are exactly in phase will go to the center channel, and these signals will be removed from the Left and Right speaker outputs. Pro-Logic pretty much demands DSP, regular Dolby Surround can be "decoded" just by tying the two positive speaker leads (from left and right) into a third speaker.

I'm not really sure about Spectral Recording, but I know it sounds pretty good on my Dolby Pro-Logic system. I'd guess it's a similar setup that just isn't licensed from Dolby Labs.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4682. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 21:45:34 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.DW_X9oTU7cA@jonh.wimsey.bc.ca>
Source record: 41609

In <DBRIGHAM.2.723235277@nsf.gov> DBRIGHAM@nsf.gov (Dana Brigham) writes:

>You are right that the internal 2 channel A/D-D/A circuitry of the Falcon
>doesn't meet the quality standards of most CD (and above) equipment - fine,
>neither does the analog circuitry in most CD-ROM players with audio
>capability.

As well as agreeing that I've yet to see a 24 bit recorder in a
studio, I'd like to point out that "cd quality" is a rather nebulous
term, as what is "cd quality" as a standard. Is it a top of the line cd
player with seperate outboard dac, costing N * $1000, or is it the sub
$200.00 portable, or somewhere in between? I have a older Teac portable
cd player that was only a 14bit dac, and it sounded pretty good, IMO,
and I doubt the electronics in it would be much better than what's in
the Falcon.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

4683. Re: Re: More than 4mb on ST !?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 22:26:27 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <107480001@hpfcso.FC.HP.COM>
Source record: 41685

You can shove more memory above the 4Meg limit without worrying about the evil bus error. I have implemented a general purpose expansion bus out of my 1985 1040ST (almost 12 Mbyte address space with DTACK). They made it easy for us by using open collector (or open drain) logic on the DTACK signal going into the 68K. This allows you to short DTACK to ground with another open collector driver when your device that you stick above 4Meg is ready to drive data or has accepted it. The magic bus error state machine (in the MMU I think) actually watches the UDS LDS and maybe the AS lines and then begins to start counting cycles. If it sees DTACK then it stays quite and just resets. If it does not see DTACK, it gets pissed off and generates a bus error. This is a really cool feature for folks like me who are developing custom stuff to connect up the the ST. If I screw up, the machine does not hang it just gets a bus error.

A clever person would just program up some PALs and add some counters to refresh a hunk of DRAM above 4Meg. This PAL would generate DTACK for an open collector driver (74F06) shorted directly to the DTACK pin of the 68K. The only pisser is that you can't tell the ST OS that you would like this new RAM to be video RAM. The MMU can't address it.

If you want the schematic and PAL code of the expansion bus (it is buffered to help protect you from death) send me a letter and I'll send a photo copy of it. You can make it for under 10 dollars. You can blow off the PAL if you want and just use TTL gates for the decoder if you can't get to a PAL programmer.

Send it to my house :

Ted Rossin
1421 W. Mountain Ave.
Ft. Collins, CO 80521

4684. Re: Megas/1040 st motherboards, inquiry?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 22:26:47 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec2.222647.14019@elroy.jpl.nasa.gov>
Source record: 41676
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <hjv.722780662@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>Bob_BobR_Retelle@cup.portal.com writes:
>
>>>2. Are the two motherboards the same size.
>>
>>No.. the 1040 motherboard is the full width of the integrated CPU/keyboard
>>case, while the Mega ST is several inches narrower.. actually, the Mega ST
>>motherboard looks like it would fit in a mini-tower case much easier.
>
>If you mean a PC-minitower: Mega motherboards do *not* fit in this kind of
>mini-towers -- it's even a pain to stuff them in big towers. And then...
>all the re-wiring, (expensive) cables, floppy&HD placement... Yack...

That's the truth; a Mega board is about 1 foot square. Most tower cases look plenty big on the outside, but internally a lot of space is hogged up by the disk drive bays. Mine barely fits into my full-size tower case, there isn't a hope of getting it into a mini-tower and still using the disk drive mounts.

(I.e., I found that the case had enough width and depth, but very few of them give you anywhere near 1 foot of height, taking the drive space into account.)

Another slight problem is that the mounting holes are nowhere near lined up between board and case, so you probably have to drill new mounting holes in the case. Finally, it is a real drag routing cables thru the rear of the case into the board; extension cables are a good idea for the printer and modem ports so you never have to swap 'em from the ST end.

Oh yeah, if you've got the (square) board oriented so that most of the connectors face the back of the case, your ROM port and keyboard cable jack will be on the bottom. I had to bend my ROM connector 90 degrees (parallel to the bottom) so I could still plug in my cartridge-port RAMdisk. Btw, the Mega just uses 6-line RJ-14 (telephone-style) cable for the keyboard, not that 7-pin inline header that other STs use.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4685. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 22:43:15 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11314@uqcspe.cs.uq.oz.au>
Source record: 41677

grr@cbmvax.commodore.com (George Robbins) writes:

>> : The utility of any of the true-color modes be they 16-bit, 24-bit
>> : or HAM for anything beyond image display is open to question...

>Yes, why would you use a true-color mode for general use? For games,
>maybe but if it requires abusing twice as much data to animate the
>game it's only going to get token use.

The true-colour mode will actually be FASTER for some applications.
All wire-frame graphics will be faster with the true-colour mode (but
of course, how many colours can you need for wire-frame!). Some types
of sprites are faster, etc. But mainly, I see it useful for non real-time
games and CAD/3d-rendering programs, all of which could use the HAM mode,
but would be much more complex [ie. unlikely to be written, given equal
developer support] than the same application in True Colour mode.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4686. Anyone try Hardware Overscan?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-02 23:18:35 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1992Dec2.231835.24829@oz.plymouth.edu>
Source record: 41679

Hello,

I recently retrieved OVERSCN3.ARC from A.A. It sounds very cool,
but it was also out of Europe, and if I remember, did not mention the
1040 specifically.
Has anyone with a 1040STf (or at least a 1040ST) tried this
modification? I would like to hear from anyone that has before I do it
myself. For example to do you follow the 520 or the Mega directions?

Thanks,

Stephan

--
\/\/\/

4687. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 00:06:01 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Dec3.000601.21977@dcs.warwick.ac.uk>
Source record: 41680

In article <11314@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>grr@cbmvax.commodore.com (George Robbins) writes:
>
>>> : The utility of any of the true-color modes be they 16-bit, 24-bit
>>> : or HAM for anything beyond image display is open to question...
>
>>Yes, why would you use a true-color mode for general use? For games,
>>maybe but if it requires abusing twice as much data to animate the
>>game it's only going to get token use.
>
>The true-colour mode will actually be FASTER for some applications.
>All wire-frame graphics will be faster with the true-colour mode (but
>of course, how many colours can you need for wire-frame!). Some types
>of sprites are faster, etc. But mainly, I see it useful for non real-time
>games and CAD/3d-rendering programs, all of which could use the HAM mode,
>but would be much more complex [ie. unlikely to be written, given equal
>developer support] than the same application in True Colour mode.
;
I bet that 90% of programs for the True Colour modes will be demos, and 80% of
those will be Mandelbrots created using the DSP (and another 15% fireworks
displays). As you imply above, the lack of planes makes this mode ideal for
plotting 1 randomly coloured pixel at a time. The DSP should be great for
calculating Mandelbrots because they require alot of calculation on a very
small amount of data.

- Leo

4688. Re: VGA Monitors on ST's in general

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 00:22:49 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec3.002249.18863@elroy.jpl.nasa.gov>
Source record: 41681

In article <ByL8tH.G8q@hermes.hrz.uni-bielefeld.de> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>In article <...>, laverman@cs.rug.nl (Bert Laverman) writes:
>|> Am I really the only one to ever think of this? My previous
>|> request for comments/info on how to connect a VGA monitor to
>|> a 1040STf got no (0) replies. Is there anyone who can tell
>|> me anything at all on this subject?

>Oh no, I'd also like to hear about this stuff, exspecially because I'm thinking
>about buying one and later being able to use in at the falcon, if I'll ever
>buy on. When considering that the VGA-monitors must be able to operate at
>several frequencies (so to say: be able to display different resolutions
>like the old CGA one) this doesn't sound very difficult, perhaps just
>another connector or soemthing like this. Isn't it true that the VGA output
>signals are also analog RGB signals? So where's the point?

A standard VGA monitor has a fixed 31.5 KHz scan rate. That will be unusable on the ST, which uses 15.75 khz for color and 35 khz for monochrome. You need a multiscan monitor that can operate at any frequency from 15-35khz with refresh rates from 50 to 70 hz. You have to check the specs pretty carefully on any multiscan monitor you're thinking about; many current monitors won't scan as slow as 15 khz, many also won't handle the 70 hz monochrome frame rate.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4689. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 00:25:21 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Dec3.002521.22254@dcs.warwick.ac.uk>
Source record: 41683

In article <R1N5uB4w164w@cellar.org> darling@cellar.org (Thomas Darling) writes:
>grr@cbmvax.commodore.com (George Robbins) writes:
>
>> Please note that "professional recording" means 24-bits, which the DSP
>> might be able handle with appropriate (read expensive) CODEC adapters and
>> big disks, but not the included 16-bit CODEC.
>
>What a load of crap. Maybe I'm looking to the wrong site for credibility on
>this issue, but this is utter rubbish and people should know it.
>
>"Professional recording" means the kind of recording used by professionals.
>For the most part, that would be 1" analog, 2" analog, a very tiny number
>of 24-bit recorders, and a whole lotta 16-bit digital machines. I wonder if
>Prince, at his (analog recording + 16-bit mastering) Paisley Park studio,
>realizes that he's not a professional? He should've asked George!
>
>Until there are a few thousand 24-bit CD players out there (current count:
>zero), 16-bit digital is all pros need. Don't listen to this weenie; he's
>lying to you.

Could somebody explain to me why 24-bit CD players will ever be available?
The BBC use a 12 bit digital line between FM transmitters and the quality is
very good with the unavoidable has modulation hiss added in. A cheap CD player
(probably accurate to 14 or 15 bits) is noticably, but not considerably better
at normal listening volumes. The difference between a cheap and expensive CD
player is indestinguishable at normal listening volumes, and barely detectable
at any volume. So what is another 8 bits going to do?
The new systems being marketed at the moment (mini-disc and DCC) have a lower
S/N ratio than todays CDs, so there is obviously no demand for better quality
either.

>> The broschure makes the interesting claim of "better than CD" sound.
>> Maybe this referes to the 50 KHz sample rate, but it's not clear whether
>> Atari has managed to implement a "CD quality" signal/noise ratio in their
>> Analog interface. They're due some kudos if they have.
>
>With the standard $799 machine, highly doubtful; most people don't need
>that. For studio-quality s/n you'll probably want something like Singular
>Solutions' A/D64x Audio Interface, which also gives you the full 8 ins/outs.
>
>On the other hand, new CD players can be had for $79, so the DA conversion
>required for that level of s/n is pretty cheap. Maybe it's standard gear
>after all.

There have been pictures of the insides of the Falcon - has anybody looked up the specs of the CODEC chips, or have an opinion about how much interferance is likely from the rest of the board given the layout? Even better, has somebody tested the Falcon and got a S/N ratio?

- Leo

4690. Re: Anyone try Hardware Overscan?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 00:25:38 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec3.002538.18997@elroy.jpl.nasa.gov>
Source record: 41682

In article <1992Dec2.231835.24829@oz.plymouth.edu> pyr579@oz.plymouth.edu (Technoid) writes:
> I recently retrieved OVERSCN3.ARC from A.A. It sounds very cool,
>but it was also out of Europe, and if I remember, did not mention the
>1040 specifically.
> Has anyone with a 1040STf (or at least a 1040ST) tried this
>modification? I would like to hear from anyone that has before I do it
>myself. For example to do you follow the 520 or the Mega directions?

I did this on my Mega. I would bet that you use the 520 instructions on your 1040, since the 520/1040 layouts are so similar. (Could even be identical depending on board revision number...) Neither of them are similar to the Mega.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4691. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 00:30:14 UTC
From: cccrsb10@brolga.cc.uq.oz.au
Message-ID: <cccrsb10.723342614@brolga>
Source record: 41684

micro@imada.ou.dk (Klaus Pedersen) writes:

>leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>>1) What is the speed of the Falcon's memory (Somebody said it had 0 wait
>>states which seems to imply 16MHz, but they may have been wrong)
>>4) Is the data bus between the memory and the 68030 16 or 32 bits wide (There
>>seems to be an argument going on about this).

>The Falcon RAM board that was shown in the German Magazine C'T had 80nS
>nibble mode DRAMS.
>A conventional memory design using these and a 32 bit bus should give you a
>bandwidth around 56Mb/S.

>Note that if the bus is only 16 bit wide, then the memory is only 28Mb/S, and
>that is impossible, because the video uses 32Mb/S in the true-colour mode and
>in the 8bit VGA modes.

Better believe it. The Atari Falcon 030 has a 16 bit data bus (this means
that the memory, custom chips, and the expansion ports are only 16 bit.
It also has only 24 bit adressing. This doesn't really make the falcon a
"fully 32 bit computer" like Atari advertised. The only 32 bit chips in the
falcon are the MC68030 and MC56001. All of this wouldn't make the Falcon
all that fast and on top of this, the Falcon uses a shared bus technology
which means if your program uses sound and number crunching and graphics
extensivelly the performance will decrease dramatically. Not to mention
what would happen if you dare and multitask!

Now take A1200 for example. IT is not so feature packed as the Falcon (even
though it can be expanded to match (and beat) the falcon) but it IS a fully
32 bit computer with separate busses for custom chips and processor (it also
has 24 bit adressing though which only affects the amount of memory you can
have anyway (max of 14 Mb)). Even though A1200 uses a slower processor (14.14
MHz MC68EC020) the performance is MUCH better than the Falcon's due to it's
architecture.

I know this doesn't really relate to your message.
I am not a die hard Amiga fan but I do think that Amiga is the best computer the money
these days. (I wouldn't mind an Alpha DECStation though)
I also think that Atari fans have gotten to enthusiastic about the Falcon and
have made it out to be the best computer in the world so I wanted to point
out a few of Falcon's not soo good features, which are, euphemistically, very
crippleing. Sorry about the super long sentence.

Greetings.

> -Klaus

4692. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 01:37:42 UTC
From: ins739l@lindblat.cc.monash.edu.au
Message-ID: <1992Dec3.013742.13992@monu6.cc.monash.edu.au>
Source record: 41687

Warwick Allison (warwick@cs.uq.oz.au) wrote:
: grr@cbmvax.commodore.com (George Robbins) writes:
:
: >> : The utility of any of the true-color modes be they 16-bit, 24-bit
: >> : or HAM for anything beyond image display is open to question...
:
: >Yes, why would you use a true-color mode for general use? For games,
: >maybe but if it requires abusing twice as much data to animate the
: >game it's only going to get token use.
:
: The true-colour mode will actually be FASTER for some applications.
: All wire-frame graphics will be faster with the true-colour mode (but
: of course, how many colours can you need for wire-frame!). Some types
: of sprites are faster, etc. But mainly, I see it useful for non real-time
: games and CAD/3d-rendering programs, all of which could use the HAM mode,
: but would be much more complex [ie. unlikely to be written, given equal
: developer support] than the same application in True Colour mode.

I'm only an Economics/Civil Engineering student and probably haven't had as
much access to CAD programs than you, but I haven't seen any true-colour CAD
programs. Most of them have a few colours for the icons, and plot the display
in monochrome (green on black, orange on black). Some of the electronics
cad programs may use up to 32 colours (5 bit planes) but using 16bit (or is
18bit) true colour mode seems way over the top.
(I only have access to PC's - IBM clones and Macs, so CAD programs using 32k
colours may exists on the Sparcs, Suns and DECstations floating around).

If you were talking about rendering ray traced pictures, then the more colours
the better, but HAM8 would be perfectly acceptable for this and might do a
better job than "true colour" mode on the falcon.

What's the display limitations of "true colour" mode, 320x200 or 1280x400?
Just curious.. (I've forgotten now)...

Regards,

Jim Fang.

: _-_|\ warwick@cs.uq.oz.au /Disclaimer:

4693. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 02:02:45 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec3.020245.22639@elroy.jpl.nasa.gov>
Source record: 41686

In article <cccrsb10.723342614@brolga> cccrsb10@brolga.cc.uq.oz.au (cc rs) writes:
>micro@imada.ou.dk (Klaus Pedersen) writes:
>>leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>>>1) What is the speed of the Falcon's memory (Somebody said it had 0 wait
>>>states which seems to imply 16MHz, but they may have been wrong)
>>>4) Is the data bus between the memory and the 68030 16 or 32 bits wide (There
>>>seems to be an argument going on about this).

>>The Falcon RAM board that was shown in the German Magazine C'T had 80nS
>>nibble mode DRAMS.
>>A conventional memory design using these and a 32 bit bus should give you a
>>bandwidth around 56Mb/S.

>>Note that if the bus is only 16 bit wide, then the memory is only 28Mb/S, and
>>that is impossible, because the video uses 32Mb/S in the true-colour mode and
>>in the 8bit VGA modes.

>Better believe it. The Atari Falcon 030 has a 16 bit data bus (this means
>that the memory, custom chips, and the expansion ports are only 16 bit.
>It also has only 24 bit adressing. This doesn't really make the falcon a
>"fully 32 bit computer" like Atari advertised. The only 32 bit chips in the
>falcon are the MC68030 and MC56001. All of this wouldn't make the Falcon
>all that fast and on top of this, the Falcon uses a shared bus technology
>which means if your program uses sound and number crunching and graphics
>extensivelly the performance will decrease dramatically. Not to mention
>what would happen if you dare and multitask!

Please, we've already been through all of this quite a few times before.
The memory subsystem is 32 bits wide, and uses nybble mode DRAMs. The video
hardware gets full 32 bit access to this memory. The CPU gets only 16 bit
access to the memory. The 56001 is not a 32 bit chip. It is, depending on
your point of view, a 24, 48 or 56 bit chip, but does not have any 32 bit data
types.

If you aren't sure of your information then you shouldn't be posting it in
the guise of factual data. (Of course you could be dead certain and still be
dead wrong, as so many posts in this thread have been...) If you haven't used
a Falcon then you have no basis for judging how it will perform in any
context.

At this point there's nothing to be gained by further discussion of the topic.
Perhaps it's time for a regular Falcon specs posting, at least for the next
couple of months. Anything to to stop all this endless question and speculation
that's been going on...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4694. Open letter to Ken Badertscher

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 02:27:44 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Dec3.022744.29475@news.th-darmstadt.de>
Source record: 41689

Since you are apparently gone from Atari and reading this group sometimes
and are hopefully a bit freer to speak about things, I have one question
for you that I always wanted to get answered:

What the .... was done at Atari in between 1986 and 1990 in terms of
software development ? The few TOS changes from 1.0 to 1.6 (TT inclusively)
should have taken about 6 man months at most. (*)

Was there an endless party in Sunnyvale, till the cash flow from Europe
trickled off ?

Nat!
(*) I'd say 2 months would have been plenty. (har)
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"

4695. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 04:03:37 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11321@uqcspe.cs.uq.oz.au>
Source record: 41591

ins739l@lindblat.cc.monash.edu.au (William Fang) writes:
>Warwick Allison (warwick@cs.uq.oz.au) wrote:

>: But mainly, I see it useful for non real-time
>: games and CAD/3d-rendering programs,

>I'm only an Economics/Civil Engineering student and probably haven't had as
>much access to CAD programs than you, but I haven't seen any true-colour CAD
>programs.

I can only take that as sarcasm (civil engineers see more CAD packages then
us CS types :-])

Most CAD packages include rendering. For shading and colour-coding of
components, etc. True colour makes life so much easier (no allocating
of colours to worry about). Even the somewhat lowly CAD3D 2.0 (Antic
software?) had a rendering/solid modelling screen.

>What's the display limitations of "true colour" mode, 320x200 or 1280x400?
>Just curious.. (I've forgotten now)...

320x480 in VGA mode. You can get 640x400 on a 200-line atari monitor, but of
course, that is interlaced. I'm still wondering if 640x480 is possible on a
higher-qualiity multi-sync.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4696. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 04:37:15 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec3.043715.27268@elroy.jpl.nasa.gov>
Source record: 41592

In article <11321@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>What's the display limitations of "true colour" mode, 320x200 or 1280x400?
>>Just curious.. (I've forgotten now)...
>
>320x480 in VGA mode. You can get 640x400 on a 200-line atari monitor, but of
>course, that is interlaced. I'm still wondering if 640x480 is possible on a
>higher-qualiity multi-sync.

Actually 640x480 on the SC1224 and on TVs. The only 400 line mode on the Falcon is the ST High-Rez compatibility mode. With overscan 768x480. With even more overscan, 768x512. With a decent multiscan monitor, you can get an 800x600 display, but not in true-color. (640x480 true-color would be almost 37 MB/sec at 60hz. The CPU would be reduced to 1/3 its original performance in such a mode, which is probably why the OS doesn't allow it. You can probably get there by tweaking the video controller registers yourself...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4697. Wangtek 5150ES problem solved!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 09:57:15 UTC
From: rh0083b@medtronic.COM
Message-ID: <1992Dec3.095715.11257@medtron.medtronic.com>
Source record: 41607

A couple of weeks ago I reported in this newsgroup that I had a problem to get a Wangtek 5150ES tape drive working with my ST. This problem has been solved. If you are interested in what was wrong and in how it was fixed, read on. If not, hit the N key.

Problem Description

I purchased a new Wangtek 5150ES tape drive and hooked it up to my ST. Using the TAPEBIOS or MT software I could write to tape (which was verified on a SUN Sparc), I could read the drive status but I could not read from tape. Any attempt to read data locked up the SCSI bus. Apparently no data was transfered by the read (only later I found out that some data occasionally made it). Eventually the software timed out with the SCSI bus still busy (hard drive could not be accessed). Only a system reset would clear the SCSI bus.

System Configuration

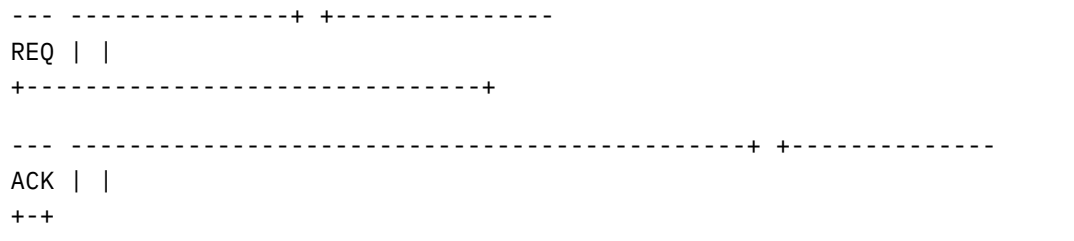
Computer : Atari ST 1040 with 4 MB RAM upgrade
Adapter : ICD Advantage Plus ST
Hard drive : 105 MB Quantum Prodrive
Tape drive : Wangtek 5150ES
Software : TOS 1.4, TAPEBIOS 1.5 (or MT)

Software Redesign

At first I suspected a software problem (MODE SELECT did not work too). I acquired copies of the SCSI specification (draft 17B for X3.131-1986) and the 5150ES OEM manual. With that information I designed a brand new driver which worked for all commands... except READ. Reads would still hang.

Hardware Analysis

I now suspected a hardware problem. I conjectured that the 5150ES might provide data too fast for the ST. I hooked up a logic analyzer and was stupified to find that it was the tape drive that gave up, not the ST! After a few bytes the tape drive no longer asserted REQ to transfer the next byte. Sometimes at least 16 bytes were transfered which were then delivered to the data buffer by the ST's DMA chip. The REQ and ACK signals on the SCSI bus looked as follows.



The ACK pulse was only 60-70 nsec wide and was asserted about 700 nsec after assertion of REQ. Apparently the ICD host adapter only asserts ACK when the data has been transfered to the ST in order to meet the data hold time requirements of the DMA chip.

The tape drive negated REQ as soon as ACK was asserted and in turn the host adapter negated ACK immediately. After a few bytes the tape drive missed an ACK and deadlocked the transfer.

The SCSI spec does not state minimum timing requirements for REQ/ACK cycles in asynchronous transfers. Though one may argue that 60-70 nsec ACKs are really short, it must be concluded that the ICD host adapter does not violate SCSI REQ/ACK timing requirements. Therefore the tape drive is to blame for missing the ACK.

Solution

I modified the ICD host adapter to insert a delay in the REQ line (pin 48 on a single-ended SCSI bus). For that purpose I used the 6 gates of a 74LS14 (hex inverters with Schmitt trigger inputs). 4 gates are probably enough, and even 2 may do the trick. As a result REQ/ACK timing is much more relaxed. The tape drive works fine now. Hard drive performance is only slightly degraded.

Epilogue

I will develop my tape software to completion and then post it to comp.{sources|binaries}.atari.st probably early January. The software will be in the public domain.

Acknowledgements

I thank the people on the net for providing me with valuable information on SCSI, SCSI software and Wangtek 5150ES tape drives. I also thank the Dutch and local Wangtek distributors for providing me with the OEM info.

Regards,
-Roger

4698. Re: Ajax + TT problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 10:04:04 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b1dcdca@Kralizec.fido.zeta.org.au>
Source record: 41509

Original to: hasse@solace.hsh.se
In a message of <27 Nov 92 05:50:05>, hasse@solace.hsh.se (3:713/602) writes:

>> Is there anyone here with hardware experience on the TT that can give me
>> some idea of where to start looking?? - I've already returned the Ajax
>> once for a new one (the store was very kind about that) and I don't want
>> to have to go thru their entire stock of them looking for one that works
-
>> accusing someone of having faulty stock doesn't make you many friends.
h>
>> \`miff` /|\
h>
h> Have you changed the switch inside the TT that tells TOS that you have
h> installed a HD-drive? I can't remember wich it was, but isn't it set
h> the TOS wont recognize the HD-format.

It will recognise it without the DIP set, all that setting the switch does is activate the 'High Density' button in the format dialog.

h> Hasse

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4699. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 10:18:31 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1992Dec3.101831.28238@eng.cam.ac.uk>
Source record: 41594

leo@dcs.warwick.ac.uk (Leo Hendry) writes:

>In article <R1N5uB4w164w@cellar.org> darling@cellar.org (Thomas Darling) writes:
>>grr@cbmvax.commodore.com (George Robbins) writes:
>>
>>> Please note that "professional recording" means 24-bits, which the DSP
>>> might be able handle with appropriate (read expensive) CODEC adapters and
>>> big disks, but not the included 16-bit CODEC.
>>
>>What a load of crap. Maybe I'm looking to the wrong site for credibility on
>>this issue, but this is utter rubbish and people should know it.

Basically agree, but see below...

>>"Professional recording" means the kind of recording used by professionals.
>>For the most part, that would be 1" analog, 2" analog, a very tiny number
>>of 24-bit recorders, and a whole lotta 16-bit digital machines. I wonder if
>>Prince, at his (analog recording + 16-bit mastering) Paisley Park studio,
>>realizes that he's not a professional? He should've asked George!

Recording engineers are beginning to feel that 18-bit A to D conversion, 24-bit
processing, and 20-bit recording DOES sound better than 16-bit.

>>Until there are a few thousand 24-bit CD players out there (current count:
>>zero), 16-bit digital is all pros need. Don't listen to this weenie; he's
>>lying to you.

Wrong, that it is necessarily all they need, but right that it is all most of
them use :-)

>Could somebody explain to me why 24-bit CD players will ever be available?
>The BBC use a 12 bit digital line between FM transmitters and the quality is
>very good with the unavoidable has modulation hiss added in. A cheap CD player

The 12-bit scheme used by the BBC uses non-linear coding to achieve 80dB S/N.
This is digitally processed to 16-bit linear coding before being passed to
the D to A convertors

>at any volume. So what is another 8 bits going to do?

The extra 8-bits give higher resolution (read lower distortion) at low
recording levels, and lead to higher precision in any digital processing.
Rounding errors in 16-bit math ARE audible as S/N degradation.

>>> The broschure makes the interesting claim of "better than CD" sound.
>>> Maybe this referes to the 50 KHz sample rate, but it's not clear whether
>>> Atari has managed to implement a "CD quality" signal/noise ratio in their
>>> Analog interface. They're due some kudos if they have.

>>
>>With the standard $799 machine, highly doubtful; most people don't need
>>that. For studio-quality s/n you'll probably want something like Singular
>>Solutions' A/D64x Audio Interface, which also gives you the full 8 ins/outs.
>>
>>On the other hand, new CD players can be had for $79, so the DA conversion
>>required for that level of s/n is pretty cheap. Maybe it's standard gear
>>after all.

I would *guess* 80dB S/N for the DAC, and 70dB for the ADC. This is pretty good, but not 'professional', and not really CD quality.

Christopher Hicks

--

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|
Christopher Hicks | If it doesn't fit...

4700. Re: DSP applications

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 10:23:43 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1992Dec3.102343.28481@eng.cam.ac.uk>
Source record: 41595

cpr@dde.dk (Claus Priisholm) writes:

>hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>lots of stuff deleted...

>Pro-Logic (who's inventing those terms :-?). I dare not think of what
>Spectral Recording is (unless it is just another way of saying the same thing?)

Spectral Recording (SR for short) is an analogue noise reduction system used
on professional multi-track analogue tape, and has nothing to do (directly)
with surround sound.

Christopher Hicks
--

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|
Christopher Hicks | If it doesn't fit...

4701. SerialFix problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 10:29:04 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b1dd40d@Kralizec.fido.zeta.org.au>
Source record: 41510

I've noticed an interesting problem with SerialFix (1.1 I think - whichever one claims to be the 'final be-all and end-all solution'...

On my TT, it redirects _all_ serial output to Modem 1.

Input is fine on the other ports.

Without it, all works fine & dandy. (I don't think the TT has ever tried to handshake 8)

I've also experienced weird problems with the TT's serial ports freezing up - I have a sad feeling that this is related to my AJAX problems, and that I may have a sick motherboard.

sigh

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4702. Re: Memory distribution on the DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 10:32:24 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1992Dec3.103224.28713@eng.cam.ac.uk>
Source record: 41596

morgado@vxdesy.desy.de writes:

>Does anyone know how the 32kwords of DSP memory is devided into the
>DSP's three memory
>spaces (X, Y and P). From photographs of the inside of the Falcon, it
>looks as though there are
>three memory chips, each eight bits wide making up the 32k of 24bit
>words. This probably
>means that it is only P (program) memory which is extended off the
>internal memory space. If
>this is the case it becomes another serious shortcoming in the Falcon
>design. Lack of X and Y memory off-chip will require most digital
>filtering applications to run in on-chip memory,
>restricting the amount of data that can be processed in one filter pass.

I feel I must stamp on this before it gets out of hand :-) I believe that
it is basically as Carlos says, BUT WITH A VERY IMPORTANT EXTENSION. The
bottom 16k of P memory is reflected as X, and the top 16k of P is reflected as
Y.

Thus, we have two 16k by 24-bit sections of memory (call them A and B). Now
A can be accessed as P(0 to 16k) or X(0 to 16k), and B can be accessed as
P(16 to 32k) or Y(0 to 16k).

>Carlos

Christopher Hicks
--

==========
|
Christopher Hicks | If it doesn't fit...

4703. Re: Falcon '030 BUS: 16 or 32

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 11:07:58 UTC
From: hanscs@dhhalden.no
Message-ID: <hanscs.63.723380878@dhhalden.no>
Source record: 41597

In article <A41475@K.maus.de> Peter_Missel@k.maus.de (Peter Missel) writes:
>From: Peter_Missel@k.maus.de (Peter Missel)
>Subject: Re: Falcon '030 BUS: 16 or 32
>Date: 29 Nov 92 22:20:00 GMT
>g>1) How much does 640*480*256 non-interlaced slow down the Falcon?
>
>I didn't measure speeds yet - I doesn't LOOK slow in any way.
>
>g>2) Is there any relief available for the "graphically intense"
>g> modes that make the Falcon "stand STILL"?
>
>No standstills so far. I've seen 32768col 384x576 on an SC1435 doing a pretty
>slideshow with f/x, and I'm working on 640x480x256col on a VGA monitor, and
>speed is not slow, as I already said.

Since when does the Falcon have a 640x480x256-VGA color mode?
The Falcon spec-sheet does not say anything about that mode.

4704. Re: Text input/display in GEM window

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 11:41:24 UTC
From: prissi@marie.physik.tu-berlin.de
Message-ID: <1fkrp4INNh6g@mailgzrz.TU-Berlin.DE>
Source record: 41598

There is a more or less simple way: Create a dialog of Strings, a change the coordinates to the window-coordinates. The updating means simply call objc_draw with the rectangle to be redrawn.

Of course some work is left to you: create and open the window, load the resource, do redraws and change the dialogcoords, if windows are moved or sized. So it isn't as easy, as itt could be, but graphically surfaces are not easy to be programmed...

Bye, Markus

email:
prissi@marie.physik.tu-berlin.de

4705. Re: 16MHz 68k upgrade for 1040STFM ???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 12:09:46 UTC
From: sanders@sci.kun.nl
Message-ID: <Byon4B.6Is@sci.kun.nl>
Source record: 41599

In <1992Dec02.160821.26450@bnr.ca> grier@bnr.ca (Brian Grier) writes:

>> You could also consider replacing with a 12.5 MHz 68010 (I guess 16 MHz
>> parts never became available...). Then you could also get the benefit of the
>> loop-mode cache, along with the potential for virtual memory support.

>I've tried a 68010 in my ST with both TOS 1.0 and 1.4 with no success.
>The interrupt stack frames are not compatable. I used to send a lot
>of email to Atari people on Compuserve, and GEnie trying to get Atari
>to switch to the 68010 for loop mode and the improvements in integer
>math routines. I do not have 2.0x so I can not report on that, except
>that there is a "cookie" to identify which processor is in the system.

Only with TOS >2 you can use everyy 680x0 processor. In the old TOSes
some instructions are used which are privileged on >68000 processors.
BTW, there was once a big discussion on the net here about changing
the 68000 to an 68010, but back then nobody was able to find a 16 MHz
version. Too bad, since an 8 MHz 68010 is not very much faster than an
68000.

>Brian, WS1S
>Bell Northern Research
>Research Triangle Park, NC
>bjgrier@bnr.ca

Sander STоks
sanders@sci.kun.nl

4706. Re: Falcon '030 BUS: 16 or 32

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 13:14:15 UTC
From: schorr@rbg.informatik.th-darmstadt.de
Message-ID: <1992Dec3.141415@rbg.informatik.th-darmstadt.de>
Source record: 41600

> Since when does the Falcon have a 640x480x256-VGA color mode?
> The Falcon spec-sheet does not say anything about that mode.

YYYAAAWWWWNNN... It's an official and documented resolution on the falcon. There have been so much postings about the new resolutions, so I start hating the discussion about the falcon. The details are said, what's the problem?

Lets go back to the real problems... ;-)

4707. What devices work/don't work with the ICD Link SCSI adapter?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 14:09:15 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Dec3.140915.27256@olymp.informatik.uni-bonn.de>
Source record: 41604

Hello!

I am contemplating the purchase of an ICD Link, which is a SCSI adapter for the ST that sits in the DMA plug of a DMA/ACSI <-> SCSI cable. The adapter draws the power it needs to operate from the termination power of the SCSI device that it's plugged into.

I have heard that some (mostly older) devices provide no or only insufficient term power, and thus won't work with the ICD Link.

Does anyone have a list of such devices, or general experience with the Link?

Thanks -- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

4708. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 14:44:15 UTC
From: grier@bnr.ca
Message-ID: <1992Dec03.144415.14442@bnr.ca>
Source record: 41601

> Please, we've already been through all of this quite a few times before.
> The memory subsystem is 32 bits wide, and uses nybble mode DRAMs. The video
> hardware gets full 32 bit access to this memory. The CPU gets only 16 bit
> access to the memory. The 56001 is not a 32 bit chip. It is, depending on
> your point of view, a 24, 48 or 56 bit chip, but does not have any 32 bit data
> types.

Howard has said it all.

Now to muddy up the memory waters a little more...
The memory is DUAL-PORTED between the video and the rest of the system.
The 68030 shares the bus with the DMA devices.

LET THE FLAME WARS CONTINUE!!

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC
bjgrier@bnr.ca

4709. Disk step rates

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 15:22:16 UTC
From: S.J.Harrison@newcastle.ac.uk
Message-ID: <Byow14.EGB@newcastle.ac.uk>
Source record: 41602

Also, does anyone know how to use the cartridge port to execute a program of boot-up (i.e. what addresses are looked for for execution/i.d. etc)?

Thanks in advance,

Simon

S.J.Harrison@uk.ac.newcastle

4710. Re: need postscript to ascii code

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 15:51:20 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92338.165120HAC041@DJUKFA11.BITNET>
Source record: 41603

In article <1992Dec2.202644.11601@zooid.guild.org>, stramba@zooid.guild.org (Mike Stramba) says:
>
>If anyone has C or BASIC code to convert postscript to ascii can they send
>it to me?

What do you expect such a program to do? Suppose you feed it a PostScript program describing a mixture of charaters in various sizes and some graphics, what should it produce? How general would you like it to be? Keep in mind that in general such a program would have to include a complete PostScript interpreter, which is not really a trivial thing to write.

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

4711. Re: Megas/1040 st motherboards, inquiry?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 16:10:02 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Dec3.161002.13155@aber.ac.uk>
Source record: 41605
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Perhaps Atari should be considering selling motherboards to 3rd party
people to assemble. PC boxes here in the UK are very cheap.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

4712. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 16:32:17 UTC
From: jimomura@tndb.UUCP
Message-ID: <jimomura.02io@tndb.UUCP>
Source record: 41611
Cross-posted to: comp.sys.atari.st.tech,comp.sys.amiga.advocacy

In article <1fielhINN61c@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>In article <37321@cbmvax.commodore.com> grr@cbmvax.commodore.com (George Robbins) writes:
>>Please note that the effective resolution I picked was the case where
>>there are no "HAM restrictions", which is to say that it is the worst
>>case where it takes "3-pixels" to effect a complete color change - take
>>the best case 1280 pixels (a bit more with overscan) divide by 3 and
>>you get 420.
>
> Thanks George, now I'm convinced! HAM really does suck! Now I see
>that it takes 32 bits of RAM to produce one 24 bit color. Not to mention
>that only 25% of that 'pixel' (of the 420) will be the right color.

Glen, in terms of "real-world" graphics HAM provides a good
level of information retention in a fast-accessed, compact data form.
This type of idea (compromising full information retention for
data space saving) is the "big news" stuff in the higher levels
of the graphics industry. It's the philosophy at the heart of
JPEG and FIF formats. If you study graphics traditional graphics
technology, you'll find that hard edge black to white transitions
only occur in the virtual reality world. If you read technical
analysis of photographic materials and equipment you'll find that
"resolution" is properly compared only where the "contrast" threshold
is defined. In other words, if somebody is stupid enough to brag
to me that he has a 200mm telephoto lens for his Nikon that will
pull 100 lines resolution, the first thing I'll ask back is "at
what contrast level?" (The second thing will be at what spectrum
range, but that's getting really techy. :-) Television equipment
is no different in this respect. The bottom line is that for
displaying photographs a HAM-like system with the same palette
range as a "true colour system" and with the same number of pixels
will display *completely* indistinguishably, (viewing whole pictures)
probably 50% of the time and "almost indistinguishably" 80% - 90% of
the time. The old HAM mode was good enough that back in the
days of the introduction of the Amiga, most lay people felt that
the Amiga had "photographic" quality. If you weren't around,
you should ask people who were. Apparently the new HAM is substantially
better.

Now let's get down to some "real world" criticisms. The *real*
drawback of HAM is that it requires calculations. In terms of
page flipping animation, that's not bad. But in terms of tools
and programming it's a bad hit. If you try Deluxe Paint IV on a
HAM mode with a standard 8 MHz 68000, that's bad. It might be
passable on a 25 MHz '040 rig, but that's something I'll have to

have some time to use before I make up my mind. I expect that a good paint program would be about as fast on the Falcon as on my 1040ST.

Ideally, the "computer of tomorrow" will have both hardware based HAM or similarly compressed data formats and "true colour" modes for speed of work. Neither is perfect.

Incidentally, since the whole discussion seemed to have started regarding the 16 bit v. 32 bit data bus, I may have missed a significant posting, but I've seen no real definitive information saying that the 32 bit bus on the Amiga is necessarily faster. The Amiga Zorro II bus is multiplexed, and it's not necessarily any faster than a 16 bit bus, if the 16 bit bus can pull 2 cycles to 1. There's much more to this than meets the eye.

So far, from what I've read, the Atari has, once again designed the better sound machine and the Amiga has brought out the better graphics machine. But one of the *real* questions is whether Atari will get a good OS in time? From what I've read about MultiTOS, it's a wasted effort. They should have skipped the idea and just gone with OS-9.

--

Jim Omura, (416) 652-3880
'jimomura@lsuc'

4713. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 16:36:26 UTC
From: mlelstv@spckll.mpifr-bonn.mpg.de
Message-ID: <1992Dec3.163626.15941@mpifr-bonn.mpg.de>
Source record: 41606
Cross-posted to: comp.sys.atari.st.tech,comp.sys.amiga.advocacy

In <1fielhINN61c@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>P.S. I belive you meant to say 1280 divided by _4_ is _3_20.

You need _3_ pixels to set a 18bit color. Or just one to set a 24bit
color.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

4714. Re: Supexec

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 17:54:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A18742@UN.maus.de>
Source record: 41548

>I am writing a program that requires a routine executed in Supervisor mode.
>I use Supexec (XBIOS $26) for that. Is it documented what registers are
>preserved by Supexec, ie. what registers are passed unmodified to my routine?

There is no officially documented way to pass register or stack parameters
to a function called by Supexec().
To remain on the "legal" side, you'll have to use global variables for
paramter passing.

Martin

| e-mail: Martin_Koehling @ un.maus.de |
| Please don't mail any replies longer than 16 KBytes - |
| the Mausnet can't handle large data quantities! |

4715. Re: Help with ASCI-SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 18:48:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A42745@K.maus.de>
Source record: 41547

```
c> I guess that's not true because the Adaptec A4000 adapter
c> eats SCSI addresses 1 AND 2 so ST can handle only 4 of them.

Mine doesn't - it's the one Atari used in the SH204, it eats just the SCSI
address it is configured to.
```

4716. Re: RST instruction

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 18:49:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A42746@K.maus.de>
Source record: 41549

h>Why don't you try it and see? }-)
h>
h>On the ST a RESET instruction will cause a warm-boot.

It won't, but the machine is very likely to crash immediately after the RESET instruction, thus causing a reset.

The correct way is to jump to _syshdr->os_start.

4717. Re: Falcon DSP sounds

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 19:50:13 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <107480002@hpfcso.FC.HP.COM>
Source record: 41617

I've connected a TMS320C30 DSP (33 MFLOPs of balls) to my 1040ST. The DSP board that I made has a host access port (code development from the ST), MIDI in and out, and a CS4216 CODEC (16-bit A/D and 16-bit D/A in stereo). The code that I wrote for the DSP interpretes the MIDI commands and makes tones.

The tones are made using a techinque I stole from a paper written in 1973 about frequency modulation. Basically the code implements the following equation:

f=A(t)*cos(p*t + I(t)*cos(p*t*M) + O)

The constant p sets the pitch of the fundamental tone that your ear may hear. The function A(t) implements the Attack, Decay, Sustain envolope of the volume. The funciton I(t) implements the Attack, Decay, Sustain envolope of the harshness of the voice. When I(t) is zero, the voice sounds very smooth becuase the equation basically becomes a cosine wave. When I(t) becomes nonzero cool shit happens. The bigger I(t) is, the more harmonics there are in the output waveform. This is the difference between a pipe organ sound and a raspy car horn. The constant M gives another level of control over the sound. If M is 1/3, 1, 3/2, 2, etc the harmonics will be placed at pleasnt places from the fundamental frequency. If you set M to 1.1345 then you will get a very harsh sound as the harmonics will not be placed at very regular intervals. Read about Fourier Analysis for more details (it hurts my head). The last thing is the constant O which when set to zero has no effect. When set to a nonzero value will make a fluctuation in the output (a cool effect).

The big deal here is that when these dudes wrote the paper they had a PDP-11 do the calculations and store the results in RAM. After it finished, it would send them to an 8-bit DAC. Today you can do it in real time and control the parameters with MIDI! My implementation allows me to implement 6 voices in real time. The cosine table is done with a 2K element table. It sounds real good. Bells are amazingly perfect. By wiggling just a few parameters very different sounds can be made.

I'm sorry if this sounds like an AD but the current generation of signal processors that are available are just amazing. I'm very pleased that ATARI put a DSP in the FALCON with some balls. Even though it is a fixed point part you can still do amazing things if you are carefull (my C30 is a floating point DSP so I'll stick with it). Enjoy the land of DSP but be prepared to read a great deal of "boring" papers filled with really flipped out math. Once you get past the math that proves the algorithm you can find some really amazing tricks that just need a few adds mults and the like. Make sure that people are tuned into Motorola. If they are anything like TI they will have boat loads of material (code and application notes) that they will hand out for free or really cheap.

Later

Ted Rossin the butt hole not incorporated

4718. TOS 2.06 Physical Address

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 20:22:23 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <107480003@hpfcso.FC.HP.COM>
Source record: 41616

Can someone give me a clue on why TOS 2.06 has to have a monster called the TEC. I don't want this thing in my 1985 ST but I do want TOS 2.06.

I want to make my own adapter that is placed where I have room in my ST. I may even put it outside my ST on an external bus that I made that addresses the space between the 4 Megs of RAM and the cartridge port. It generates it's own dtacks so decode and DTACK are no big deal.

I don't have any room near the 68K becuase of my ST bus generator. I also don't think TOS 2.06 is worth 140 bucks. From what I have seen on notes so far, the big deal is that TOS 2.06 wants to live in the address range 0xE00000->0xE3FFFF. This is different from 0xFC0000 to what ever on the 1040ST. Also, the 1 Meg bit EPROMs are physically and electrically different. Can anyone confirm that TOS 2.06 does really start at 0xE00000? This should be cake to do. Just do a 32-bit read at address 4. If the number looks like 0x00E0???? then the ROMs are telling the 68K to jump to some address in the 0xE00000 space. Address 4 is the reset handler jump address. This address and location 4 (0->7 in byte address land) should be the same as the first 8 locations in EPROM space since that are remapped.

If it is indeed the case that OS should start at 0xE00000 I am planning on doing the following.

1. Make a very simple, very cheap board for my external bus that maps the two EPROMs into the 0xE00000->0xE3FFFF space that generates dtack. I've done this before for an ERPOM disk emulator so no sweat.

2. Keep my TOS 1.0 in their current happy home (under the ST power supply).

3. Let my ST boot TOS 1.0 as usual.

4. Run a tiny program that:
a. Gets into supervisor state (thanks ATARI for that evil OS call)
b. Disables all interrupts (write to status regiser)
c. Does a 32-bit read at location 0xE00004 to get the reset hander address.
d. jumps to that address.

5. At this point I predict that my ST will boot TOS 2.06

If anybody sees a problem with this let me know. I'm a hardware hacker with a logic analyzer in my pocket so I can trace the boot process from the TOS 2.06 ROMs but I would rather know any gotchas in advance if I could.

Thanks in advance for any help. The big help I need is the 32-bit value at location 4.

Bye

Ted Rossin

4719. Re: Falcon '030 BUS: 16 or 32

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 21:35:36 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Dec3.213536.25800@beaver.cs.washington.edu>
Source record: 41610

In article <hanscs.63.723380878@dhhalden.no> hanscs@dhhalden.no (HANS CHRISTIAN SANDER) writes:
>
>Since when does the Falcon have a 640x480x256-VGA color mode?
>The Falcon spec-sheet does not say anything about that mode.

Looks like it's time for a re-post of the Falcon graphics capabilities. This is from John Townsend at Atari (on Genie I believe) :

Resolutions available on the Atari Falcon030
(c) 1992 Atari Corp. Written by John Townsend
==
This document may be re-printed again and again as long as the Atari
copyright remains intact.
==

A couple of notes: Unlike previous machines, there are just too many resolutions to give each resolution a name. Therefore, I will do my best to describe what the resolution is and which monitor it is on.

- NOTE: TV and a Color Monitor are the same.. by Color Monitor, I am talking about the standard SC1224. By VGA, I mean a standard VGA Monitor.

40 column modes ("column" means the number of x pixels divided by 8)
----
4 color, normal, TV: 320x200, 4 colors, 2 planes
16 color, normal, TV: 320x200, 16 colors, 4 planes
256 color, normal, TV: 320x200, 256 colors, 8 planes
True color, normal, TV: 320x200, true color
4 color, interlace, TV: 320x400, 4 colors, 2 planes
16 color, interlace, TV: 320x400, 16 colors, 4 planes
256 color, interlace, TV: 320x400, 256 colors, 8 planes
True color, interlace, TV: 320x400, true color

4 color, normal, VGA: 320x480, 4 colors, 2 planes
16 color, normal, VGA: 320x480, 16 colors, 4 planes
256 color, normal, VGA: 320x480, 256 colors, 8 planes
True color, normal, VGA: 320x480, true color
4 color, line-doubling, VGA: 320x240, 4 colors, 2 planes
16 color, line-doubling, VGA: 320x240, 16 colors, 4 planes
256 color, line-doubling, VGA: 320x240, 256 colors, 8 planes
True color, line-doubling, VGA: 320x240, true color

80 column modes
----

2 color, normal, TV: 640x200, 2 colors, 1 plane
4 color, normal, TV: 640x200, 4 colors, 2 planes
16 color, normal, TV: 640x200, 16 colors, 4 planes
256 color, normal, TV: 640x200, 256 colors, 8 planes
True color, normal, TV: 640x200, true color
4 color, interlace, TV: 640x400, 4 colors, 2 planes
16 color, interlace, TV: 640x400, 16 colors, 4 planes
256 color, interlace, TV: 640x400, 256 colors, 8 planes
True color, interlace, TV: 640x400, true color

2 color, normal, VGA: 640x480, 2 colors, 1 plane
4 color, normal, VGA: 640x480, 4 colors, 2 planes
16 color, normal, VGA: 640x480, 16 colors, 4 planes
256 color, normal, VGA: 640x480, 256 colors, 8 planes
4 color, line-doubling, VGA: 640x240, 4 colors, 2 planes
16 color, line-doubling, VGA: 640x240, 16 colors, 4 planes
256 color, line-doubling, VGA: 640x240, 256 colors, 8 planes

and lastly.. there are compability modes for ST Low, ST Medium, and ST High on both VGA monitors and SC1224 monitors. (On a color monitor, ST High is achieved by using the interlace mode).

Also, the ST Monochrome monitor (the SM124) will work with Falcon030 as well. However, it only supports one resolution: ST High Resolution.

All modes on a TV can be overscanned. This means multiplying the X and Y resolution by 1.2. For example, modes with 320 pixels of horizontal resolution (X res) will become 384 pixels across, and modes with 640 pixels will become 768 across. Overscanning is done in the X and Y resolution. You can't do them independently. Special Note: On a VGA monitor, overscan is "faked".. since the video hardware doesn't have the capability to do overscan on a VGA monitor, we made it so that if a overscan mode is set on a VGA monitor, you still see the normal size screen, but the screen is a window onto the bigger overscanned image. Make sense? We did this for compatibility. This way if a game that has an overscanned starup picture can use the same pic on both the VGA monitor and the TV monitor. Pretty cool, eh? <grin>

BTW.. Overscan can NOT be set from the desktop. The AES and Desktop will work just fine with it, but because you can't see the parts of the screen, we thought that that option shouldn't be available from the desktop. We don't want to confuse people. However, Overscan can be set using a new XBIOS call (Vsetmode()).. so it is still available.

I hope I haven't made any mistakes. I triple-checked this document in search of errors and I couldn't find any. If you do find some, send me Email on GEnie (to TOWNS) or CIS (70007,1135) and let me know.

-- John Townsend, Atari Corp.

PS. Anyone would would like to reprint this message, please do so!
The smaller the number of times I have to type that message, the
more my fingers with thank you! ;-)

After looking at this one more time.. one point to clear up: By
saying SC1224 Color Monitor, I mean any Color Monitor that Atari
have manufactured for the ST/Mega/STE/MegaSTE computers. Clear
as mud? ;-)

Now, everyone type "s" and save a copy of this message ok, then maybe there
will be no further questions (yeah right :-).

Cheers,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

4720. Re: Newer TOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 22:03:26 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.rTvi4I3cdmY@nasim.sta.sub.org>
Source record: 41622

ms9211@sees.bangor.ac.uk (Mr Colin Simons) writes:

>I have finally got a hard drive to work with my old 1040 STe but am now running
>into one or two other problems that appear to be TOS related. My TOS is 1.6.
>Is there a newer version that will work with the STE please?

You can use the new TOS 2.06 with your STE. Just change the ROMs, you
won't need a TOS Extension Card for your STE!

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

4721. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-03 23:34:20 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11336@uqcspe.cs.uq.oz.au>
Source record: 41612

leo@dcs.warwick.ac.uk (Leo Hendry) writes:

>those will be Mandelbrots created using the DSP

Ever done Mandelbrots with a 68882? Nice. Maybe the DSP can do better.
I'm sure we'll see...

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4722. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-04 03:17:33 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Dec4.031733.29685@news.th-darmstadt.de>
Source record: 41613

In article <1992Dec03.144415.14442@bnr.ca> grier@bnr.ca (Brian Grier) writes:
>Howard has said it all.
>
>Now to muddy up the memory waters a little more...
>The memory is DUAL-PORTED between the video and the rest of the system.
Could you tell me/us what dual-ported means ? Coz what I thought dual-
ported meant can't be true then.

>The 68030 shares the bus with the DMA devices.
Well I ain't shocked about that.

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"

4723. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-04 03:20:49 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Dec4.032049.33879@news.th-darmstadt.de>
Source record: 41614
Cross-posted to: comp.sys.atari.st.tech,comp.sys.amiga.advocacy

In article <jimomura.02io@tndb.UUCP> jimomura@tndb.UUCP (Jim Omura) writes:
> So far, from what I've read, the Atari has, once again
??????????
>designed the better sound machine and the Amiga has brought out
??????????????????
>the better graphics machine. But one of the *real* questions
>is whether Atari will get a good OS in time? From what I've

Are you alluding to the MIDI connector?

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"

4724. Re: Supexec

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-04 04:06:37 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Dec4.040637.19708@cs.mcgill.ca>
Source record: 41615

In article <1992Dec1.104414.10853@medtron.medtronic.com> rh0083b@medtronic.COM (Roger-Hunen) writes:
>Hello world!
>
>I am writing a program that requires a routine executed in Supervisor mode.
>I use Supexec (XBIOS $26) for that. Is it documented what registers are
>preserved by Supexec, ie. what registers are passed unmodified to my
>routine?
>

As for all other XBIOS routine, registers 0-2 in both A and D are changed.
Reg A1 has the address of the routine in it, and D0,A0 have result values
(Not much in supexec I belive, except -1 if error)

I don't have my manual handy, and I give this from memory, so tell me if I'm wrong.

Patrick.

4725. Re: Supexec

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-04 07:33:23 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec4.073323.29954@elroy.jpl.nasa.gov>
Source record: 41618

In article <ByMMK4.28L@hpbbrd.bbn.hp.com> clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:
>Roger-Hunen (rh0083b@medtronic.COM) wrote:
>: I am writing a program that requires a routine executed in Supervisor mode.
>: I use Supexec (XBIOS $26) for that. Is it documented what registers are
>: preserved by Supexec, ie. what registers are passed unmodified to my
>: routine?
>
>You cannot rely on registers D0-D2, A0-A2 and A5. The rest is
>preserved. As far as I know, the docs actually say that only
>D0-D2 and A0-A2 are touched.

Sounds about right, standard C calling conventions. Also, you can pass in
any number of parameters (on the stack) and the called function's return
value (in D0) will be returned by Supexec. The function's argument list
will be identical to the list passed to Supexec, i.e., the first argument
will be the address of the function itself.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4726. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-04 10:44:32 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Dec04.104432.2279@bas-a.bcc.ac.uk>
Source record: 41624

In article <1992Dec3.101831.28238@eng.cam.ac.uk> cmh@eng.cam.ac.uk (C.M. Hicks) writes:
>leo@dcs.warwick.ac.uk (Leo Hendry) writes:
[Much deleted]
>
>Recording engineers are beginning to feel that 18-bit A to D conversion, 24-bit
>processing, and 20-bit recording DOES sound better than 16-bit.
>

From my experience with high speed data acquisition equipment it is VERY
difficult (read expensive) to get even 16 bit A/D encoding without the two
least significant bits being purely noise, I would guess the same would be
true with 18bit. What the heck would the use of 24 bit processing and 20 bit
recording be when your real data is probably only 16 bits from your 18
bit A/D? Maybe they like processing and recording noise.

Sounds like the music people are falling for the placibo effect again
(remember the green pen for the edges of your CDs?).

[rest deleted]
>
>Christopher Hicks
>
>--
>
> ==
> |
> Christopher Hicks | If it doesn't fit...

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

4727. Re: Falcon '030 BUS: 16 or 32

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-04 10:57:00 UTC
From: hanscs@dhhalden.no
Message-ID: <hanscs.65.723466620@dhhalden.no>
Source record: 41619

In article <hanscs.63.723380878@dhhalden.no> hanscs@dhhalden.no (HANS CHRISTIAN SANDER) writes:
>From: hanscs@dhhalden.no (HANS CHRISTIAN SANDER)
>Subject: Re: Falcon '030 BUS: 16 or 32
>Date: Thu, 3 Dec 1992 11:07:58 GMT
>In article <A41475@K.maus.de> Peter_Missel@k.maus.de (Peter Missel) writes:
>>From: Peter_Missel@k.maus.de (Peter Missel)
>>Subject: Re: Falcon '030 BUS: 16 or 32
>>Date: 29 Nov 92 22:20:00 GMT
>>g>1) How much does 640*480*256 non-interlaced slow down the Falcon?
>>
>>I didn't measure speeds yet - I doesn't LOOK slow in any way.
>>
>>g>2) Is there any relief available for the "graphically intense"
>>g> modes that make the Falcon "stand STILL"?
>>
>>No standstills so far. I've seen 32768col 384x576 on an SC1435 doing a pretty
>>slideshow with f/x, and I'm working on 640x480x256col on a VGA monitor, and
>>speed is not slow, as I already said.
>
>Since when does the Falcon have a 640x480x256-VGA color mode?
>The Falcon spec-sheet does not say anything about that mode.

OOOOPS! Big mistake. I meant 640x480 65k-VGA mode, wich is totaly besides
the point anyway.
Sorry.

HCS

4728. Re: Help with ASCI-SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-04 12:13:20 UTC
From: sav@nanette.sni.de
Message-ID: <1fni10INN6h7@uranium.sto.pdb.sni.de>
Source record: 41550

Buy "The Link" (ICD) from e.g. Meyer & Jacob, Muensterstrasse ??, D-4600 Dortmund, F.R.G ;)

4729. Re: Supexec

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-04 13:05:30 UTC
From: mh1@irz215.inf.tu-dresden.de
Message-ID: <UAI9SFN@math.fu-berlin.de>
Source record: 41623

In article <1992Dec4.073323.29954@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

> [...] Also, you can pass in
> any number of parameters (on the stack) and the called function's return
> value (in D0) will be returned by Supexec. The function's argument list
> will be identical to the list passed to Supexec, i.e., the first argument
> will be the address of the function itself.

Yes it works, but (as far as I know) it has not been documented so far,
so please don't use it.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

4730. Re: Falcon '030 BUS: 16 or 32

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-04 13:11:32 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1992Dec4.131132@cs.bham.ac.uk>
Source record: 41625

```
|> 80 column modes
|> ---------------
|> 2 color, normal, TV: 640x200, 2 colors, 1 plane
|> 4 color, normal, TV: 640x200, 4 colors, 2 planes
|> 16 color, normal, TV: 640x200, 16 colors, 4 planes
|> 256 color, normal, TV: 640x200, 256 colors, 8 planes
|> True color, normal, TV: 640x200, true color
|> 4 color, interlace, TV: 640x400, 4 colors, 2 planes
|> 16 color, interlace, TV: 640x400, 16 colors, 4 planes
|> 256 color, interlace, TV: 640x400, 256 colors, 8 planes
|> True color, interlace, TV: 640x400, true color
|>
|> 2 color, normal, VGA: 640x480, 2 colors, 1 plane
|> 4 color, normal, VGA: 640x480, 4 colors, 2 planes
|> 16 color, normal, VGA: 640x480, 16 colors, 4 planes
|> 256 color, normal, VGA: 640x480, 256 colors, 8 planes
|> 4 color, line-doubling, VGA: 640x240, 4 colors, 2 planes
|> 16 color, line-doubling, VGA: 640x240, 16 colors, 4 planes
|> 256 color, line-doubling, VGA: 640x240, 256 colors, 8 planes
|>

Hmmm... does this mean I won't be able to get 640x480 true color on a VGA
monitor, is it only available at this resolution on an interlaced TV ??
Could someone please clarify this... much appreciated.

Ian Rae
Software Engineer
University of Birmingham
```

4731. Re: Transputer interface

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-04 13:28:37 UTC
From: JOCKEL89@dosuni1.rz.uni-osnabrueck.de
Message-ID: <168B3CC01.JOCKEL89@dosuni1.rz.uni-osnabrueck.de>
Source record: 41626

In article <mikael.2fsy@terapin.com>
mikael@terapin.com (Mikael Andersson) writes:

>
>I am looking for some schematics for a Dma to Transputer link interface
>for my Atari. Is there anyone who has got information about that
>subject?
>
>Mikael Andersson

I remember, some years ago, there was an article (with schematics) about this
in the german computer magazine c't. They connected 4 Transputer links and
an optional scsi-hostadapter to the acsi port. I'll look (at home) and mail...

Joachim
--

==
Joachim Hoehne "Wie Du Dir, so ich mir!"
Fachbereich Physik
Universitaet Osnabrueck
# #
Bitnet : JOCKEL89@DOSUNI1.BITNET
Internet: jockel89@dosuni1.rz.uni-osnabrueck.de
or : jockel90@charon.physik.uni-osnabrueck.de
==

4732. Re: Falcon '030 BUS: 16 or 32

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-04 15:00:29 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Dec4.150029.26999@beaver.cs.washington.edu>
Source record: 41628

In article <1992Dec4.131132@cs.bham.ac.uk> imr@cs.bham.ac.uk (Ian M Rae) writes:
>
>Hmmm... does this mean I won't be able to get 640x480 true color on a VGA
>monitor, is it only available at this resolution on an interlaced TV ??
>Could someone please clarify this... much appreciated.
>

Yes, it does indeed mean that. Some problem about the VGA monitors not
being able to handle the bandwith required for true color in that high
of a resolution. And don't quote me on that, I just know it was
some technical monitor thang that the VGA monitors were not designed for
(Oh, and they also can't do overscan, which IMHO is a big plus for
genlocking or just grabbing some extra pixels). Now, I believe that
with a multisync you _may_ be able to do better/more modes than with
just a plain VGA, but I haven't heard any details on this. When I get
my Falcon I'll try it out with Dan Aylward's PTC1426 (his TT monitor),
then I'll be able to say for sure.

Any developers/official people out there care to comment? I'm really
wondering if there is a monitor in existence which will give me all the
Falcon's cool resolutions, overscan included, without interlacing or
refusing to do high-res true color. Multisync? I hope this is the
answer, that would make it much easier to just be able to do all the
modes on one monitor, if not the VGA monitor should be sufficient, since
most people won't use 768x480 true color very often. The SC1224 is a
good option, but there's that strange interlacing problem... :-) But
it is pretty amazing what you can do with a vintage 1985 monitor, eh?
Beat a $350 VGA monitor, that's what! :)

>Ian Rae
>Software Engineer
>University of Birmingham

Cheers,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

4733. Re: TOS 2.06 PHYSICAL ADRESS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-04 15:18:25 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <ByqqIp.F7w@hermes.hrz.uni-bielefeld.de>
Source record: 41620

In article <...>, rossin@hpfcso.FC.HP.COM (Ted Rossin) writes:

|> (...) Can anyone confirm that TOS 2.06 does really start at 0xE00000?

Yep, it definitely does!

|> (...) If it is indeed the case that OS should start at 0xE00000 I am
|> planning on doing the following:
|>
|> 1. Make a very simple, very cheap board for my external bus that maps the
|> two EPROMs into the 0xE00000->0xE3FFFF space that generates dtack. I've
|> done this before for an ERPOM disk emulator so no sweat.

As far as I know this is exactly what the TEC does, except that it additionally
removes the 'old' TOS completely from memory, in order to be also able to
mirror the lowest 8 Bytes to achieve a complete and instant 2.06 booting.
If you're sure you can get this to work...

|> 2. Keep my TOS 1.0 in their current happy home (under the ST power supply).
|>
|> 3. Let my ST boot TOS 1.0 as usual.
|>
|> 4. Run a tiny program that:
|> a. Gets into supervisor state (thanks ATARI for that evil OS call)
|> b. Disables all interrupts (write to status regiser)

...just like it is done in the TOS itself...

|> c. Does a 32-bit read at location 0xE00004 to get the reset hander
|> address.
|> d. jumps to that address.

Guess this should be the first in the /auto folder. I've once written a
small program to be able to boot 2.06 as RAM based version from disk. I
installed the 'old' TOS reset handler to point to the 'new' TOS one, but
had to disable the 'new' one, because otherwise you'll be in an loop
without end. Advantage: A 'warm' reset will not bring you back to your
original ROM TOS.

|> 5. At this point I predict that my ST will boot TOS 2.06
|>
|> If anybody sees a problem with this let me know. I'm a hardware hacker
|> with a logic analyzer in my pocket so I can trace the boot process from the
|> TOS 2.06 ROMs but I would rather know any gotchas in advance if I could.
|>
|> Thanks in advance for any help. The big help I need is the 32-bit
|> value at location 4.

Er, well, don't know it, but I'll take a look for that. Maybe if you'd like it, I can send more detailed information of my patchwork. I'm not so good in the hardware specific items, I prefer the 'softer' parts.

Hasta luego,
Torsten

--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
****
paper mail: Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
internet e-mail : itschere@techfak.uni-bielefeld.de
uteca066@unibi.hrz.uni-bielefeld.de
**********(EOT)*

4734. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-04 22:21:26 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.8z1RVPUUfgY@fredrik.atari.no>
Source record: 41627

In <cccrsb10.723342614@brolga>, cc rs writes:
>Better believe it. The Atari Falcon 030 has a 16 bit data bus (this means
>that the memory, custom chips, and the expansion ports are only 16 bit.
>It also has only 24 bit adressing. This doesn't really make the falcon a
>"fully 32 bit computer" like Atari advertised. The only 32 bit chips in the
>falcon are the MC68030 and MC56001. All of this wouldn't make the Falcon
>all that fast and on top of this, the Falcon uses a shared bus technology
>which means if your program uses sound and number crunching and graphics
>extensivelly the performance will decrease dramatically. Not to mention
>what would happen if you dare and multitask!

You've not payd much attention lately!!! The DSP56001 have never been a
32 bit chip!! Where did you get that from; comp.sys.amiga.*???
The DSP56001 is a <quote>56bit General Purpose D.S.P.<end quote>!
It has a 24bit external databus and only 16bit addressbus.
Furthermore, several customchips in the Falcon 030 is 32 bit, and the ram
is also 32 bit. But you are right that the 68030 communicates with the
rest of the machine on a 16 bit synchronous bus!

>Now take A1200 for example.

No! I will not! I don't hav anny use for it. My TT does all i need a computer
to do. The falcon I'll phurcase to use as a sound manipulator in my stereo
system. But I'll probably also play some games on it as well!

And when the F040 comes, I'll be able to run Calamus SL faster in true color
than Calamus 1.09N in black&white on my TT.
And I don't mind the extras that comes along with the F040!

It's not only beeing an Atari fanatic that makes me do this, it's also
just darned practical to just upgrade to a new machine and go on using the
same applications. It takes a few hundred hours of using a sofisticated
application as Calamus is, to master it efficiently. I do not have time to
do this over again with a PC or MAC. (Won't even consider A's)!

--

```
------------------------------------------------------------
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
------------------------------------------------------------
```

4735. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-04 22:24:16 UTC
From: darling@cellar.org
Message-ID: <6340uB4w164w@cellar.org>
Source record: 41629

cmh@eng.cam.ac.uk (C.M. Hicks) writes:

>> darling@cellar.org (Thomas Darling) writes:
>>>grr@cbmvax.commodore.com (George Robbins) writes:
>>>
>>>> Please note that "professional recording" means 24-bits, which the DSP
>>>> might be able handle with appropriate (read expensive) CODEC adapters and
>>>> big disks, but not the included 16-bit CODEC.
>>>
>>>What a load of crap. Maybe I'm looking to the wrong site for credibility o
>>>this issue, but this is utter rubbish and people should know it.
>
> Basically agree, but see below...
>
>>>"Professional recording" means the kind of recording used by professionals.
>>>For the most part, that would be 1" analog, 2" analog, a very tiny number
>>>of 24-bit recorders, and a whole lotta 16-bit digital machines. I wonder i
>>>Prince, at his (analog recording + 16-bit mastering) Paisley Park studio,
>>>realizes that he's not a professional? He should've asked George!
>
> Recording engineers are beginning to feel that 18-bit A to D conversion, 24-b
> processing, and 20-bit recording DOES sound better than 16-bit.

Since I'm a recording engineer, I'll address this. Sure, 24- (or whatever)
-bit recording sounds better than 16-bit. 128-bit recording would probably
sound swell too. Is it necessary? Highly debateable. Can most people tell
the difference? Hardly. Is it any kind of standard? Absolutely not.

You'll find pros who like 24-bit. You'll also find a lot of VERY PROMINENT
pros who insist on analog (or at least analog for vocals/guitars). The
point is, anyone who tells you that 16-bit is automatically not professional
quality recording is full of crap.

> >>Until there are a few thousand 24-bit CD players out there (current count:
> >>zero), 16-bit digital is all pros need. Don't listen to this weenie; he's
> >>lying to you.
>
> Wrong, that it is necessarily all they need, but right that it is all most of
> them use :-)

Most pros NEED no more fidelity than 16-bit digital or analog, and most pros
USE no more fidelity than 16-bit or analog.

> >Could somebody explain to me why 24-bit CD players will ever be available?
> >The BBC use a 12 bit digital line between FM transmitters and the quality is
> >very good with the unavoidable has modulation hiss added in. A cheap CD play

>
> The extra 8-bits give higher resolution (read lower distortion) at low
> recording levels, and lead to higher precision in any digital processing.
> Rounding errors in 16-bit math ARE audible as S/N degradation.

This is true, but 24-bit digital is a lot more important in sampling than in fixed-frequency recording. A lot of people won't hear those low-level problems in their original pitch, but if you sample and move the sound a couple of octaves (and maybe do some compression), this kind of thing becomes rather noticeable.

Personally, I like a little grunge on transposition, but to each his own.

> >>On the other hand, new CD players can be had for $79, so the DA conversion
> >>required for that level of s/n is pretty cheap. Maybe it's standard gear
> >>after all.
>
> I would *guess* 80dB S/N for the DAC, and 70dB for the ADC. This is pretty
> good, but not 'professional', and not really CD quality.

Unfortunately, all we can do right now is guess. It'd be REAL helpful if some Falcon developer out there could do a S/N test on the base hardware for us.

======================//===
= Thomas A. Darling \\ The Cellar BBS: 215.539.3043 Notorious Net.Site =
= darling@cellar.org \\ Ding, dong, the Bush is dead! == FACT Studio =
======================//===

4736. Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-05 01:31:14 UTC
From: ersmith@netcom.com
Message-ID: <1992Dec5.013114.21887@netcom.com>
Source record: 41631

There's a REALLY, REALLY awful bug in MiNT's readdir() function.
It's using the handle returned from the operating system by
opendir() as though it pointed to a block of memory. That happens
to be true in current versions of MiNT, but (a) this could
cause difficulties with some loadable file systems, and (b) the
Dreaddir() handle is likely to change in future versions of
MiNT (in fact, I just changed it in 0.97 beta and all my
MiNT aware applications blew up!)

This leads us to a big problem: if I do make the change described
to MiNT, all existing mntlib compiled programs are going to break.
Ouch. On the other hand, the programs really are broken anyway
(see (a) above) and need to be recompiled with a fixed library.

So: just how painful is it going to be to force everyone to
download new copies of MiNT utilities, shells, etc.? If we're
going to make this change, it has to be done now (before MultiTOS
is released).

Comments? Suggestions?
--
Eric Smith ersmith@netcom.com ersmith@atari.uucp
I work for Atari, but I don't speak for them.

4737. Re: Connect PC Harddisk to Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-05 02:06:21 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1992Dec5.020621.14634@mnemosyne.cs.du.edu>
Source record: 41630

gloe@cci.de (JOCHEN GLOE) writes:

>Has anybody connected a PC Harddisk (no matter which model) to an Atari ST
>1040?

>Please help me to solve the never ending disk-changing-problem.

>Thanks in advance...

Sure. Other than an external case with a power supply and hopefully a fan,
you will need an ACSI to SCSI host adapter board and either a SCSI hard
disk or a harddisk controller for SCSI to MFM or RLL depending on harddisk
type. Add cables and software and that's it.

If you mean can you take one of the dirt cheap IDE drives and hook it to
your ST, I don't know of any way to do so.

More questions? E-mail me if you like.

--
dcable@nyx.cs.du.edu

4738. Re: Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-05 04:57:06 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1fpcr2INNj3n@golem.wcc.govt.nz>
Source record: 41633

>>So: just how painful is it going to be to force everyone to
>download new copies of MiNT utilities, shells, etc.? If we're
>going to make this change, it has to be done now (before MultiTOS
>is released).
>
>Comments? Suggestions?
>--
>Eric Smith ersmith@netcom.com ersmith@atari.uucp
>I work for Atari, but I don't speak for them.
>

I think the less Bugs the better, and lets get it right..??

So in years to come, people will thank you Eric....!!

Roger..... sheppard_r@kosmos.wcc.govt.nz

4739. 520ST problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-05 05:02:27 UTC
From: at847@cleveland.Freenet.Edu
Message-ID: <1fpd53INNdg0@usenet.INS.CWRU.Edu>
Source record: 41632

When I originally picked up my 520ST (original model - no RF modulator
or internal floppy), it was DOA. When I turned it on, I got a quick flash
of gray on the sceen before it blacks out again. I threw it in the back of the
car and drove 1200 miles with it. When I pulgged it in again, it gave the
grey againaW4, then flipped to the TOS disk requester. Everything worked
fine until I tried to upgrade the memory. It constantly crashed after
turning it on. I reverted the machine back to its original configuration,
only to get my original problem back! My guess is solder balls or a loose
contact somewhere. Any better ideas?
Jeff

4740. Re: Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-05 05:30:05 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Dec5.053005.14103@csi.uottawa.ca>
Source record: 41635

Hmmm.... We can pay the piper now, or we can pay the piper later...
My suspicion is that now is better than later. Later, some of the
source code to utilities being written/distributed right now may
disappear from the scene. 'Twould be perhaps better for Patchlevel 25
to actually fix the bug.

Since Gcc 2.3.2 was just released this week, and may take a little
time yet to get compiled for the ST, and that's one of the largest
applications likely to break :-(, it may be a convenient time "between
compiler versions" to make the "break".

It's probably a little horrifying just how many programs are going to
break, but on the other hand, many of the developers/porters ARE on the
Net, and it might not be THAT crippling to do some recompiles...

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |==================================
University of Ottawa | The Personal Computer: Colt 45
Master of System Science Program | of the Information Frontier

4741. Re: Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-05 05:43:36 UTC
From: Joshua Kronengold <JOKHC@CUNYVM.BITNET>
Message-ID: <92340.004336JOKHC@CUNYVM.BITNET>
Source record: 41637

I'd say to do it. From what you say, it's going to have to be done eventually, and all it will take to fix the programs is a simple recompile, it won't be TOO onerous. Also, if it has to be done, far better ASAP.

| Joshua Kronengold <jokhc@cunyvm.cuny.edu> |
| My Pleasure is my power to please my mistress: |
| My Power is my pleasure in that power.-Lessingham |

4742. Re: Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-05 05:45:58 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <723534356@majors1.cs.duke.edu>
Source record: 41634

From the Holy Book of <1992Dec5.013114.21887@netcom.com>
as spake by ersmith@netcom.com (Eric R. Smith) :
>There's a REALLY, REALLY awful bug in MiNT's readdir() function.
[...]
>This leads us to a big problem: if I do make the change described
>to MiNT, all existing mntlib compiled programs are going to break.
>Ouch. On the other hand, the programs really are broken anyway
>(see (a) above) and need to be recompiled with a fixed library.

All programs, or just those that use readdir()? In the latter case,
what sorts of programs are we talking about? Shells and the MiNT utils,
obviously; possibly loadable file systems; compilers?; probably not
things like editors or other tools.

>So: just how painful is it going to be to force everyone to
>download new copies of MiNT utilities, shells, etc.?

Ouch... I think I'm gonna have to agree with Roger here. Saddling
ourselves with a known bug in the name of backward compatibility is not
the way to go.

> If we're
>going to make this change, it has to be done now (before MultiTOS
>is released).

Which raises a host of questions it itself, but that's another
article...

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@romeo.cs.duke.edu | (c) 1992 Hacker Ltd. and cannot be
bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

4743. Re: _AEScontrol[]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-05 06:08:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.789879@cix.compulink.co.uk>
Source record: 41636

In article <1992Dec1.180731.28813@netcom.com>, ersmith@netcom.com (Eric R. Smith) writes:
>>(Hi everyone. Yes, I'm back on the net; but I'll probably be posting
>>only sporadically. We're rather busy right now working on MultiTOS
>>and other stuff.)
>>--
>>Eric Smith ersmith@netcom.com (best) or ersmith@atari.uucp
>>I work for Atari, but I don't speak for them.

Great to see you posting again Erik !

Can i be cheeky and take the opportunity to ask a question. Not related
to MiNT/MTos, but i'd bet a few quid on you knowing the answer..

The question is to do with the AES/VDI control/contrl arrays. i want to
know if their contents can be relied upon to contain the same values after
a system call (specifically the opcode). i am reliably informed that the OS
makes a private copy of them at present. i would like to use _AEScontrol[0]
as part of an error reporting routine. i can easily pass a defined opcode to
the function, but this seemed a lot more elegant. Well it works now, but will
it always ?

Adam.

4744. MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-05 06:45:05 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Dec5.014505.14173@umiami.ir.miami.edu>
Source record: 41638

I have a question 'bout the new MULTITOS. YEs, I know it is based around MiNT. And Yes, I know that Eric is now working at Atari to try and get it done for major Falcon shipments. Now my question:

What the hell is so new about it? It's just integrated with TOS? I can use MiNT for my MEGA now. So what is the difference?

Mark Santora

4745. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-05 09:10:28 UTC
From: mike@struad.uucp
Message-ID: <mike.03w6@struad.uucp>
Source record: 41541
Cross-posted to: comp.sys.atari.st.tech,comp.sys.amiga.advocacy

In article <1fielhINN61c@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>In article <37321@cbmvax.commodore.com> grr@cbmvax.commodore.com (George Robbins) writes:
>>Please note that the effective resolution I picked was the case where
>>there are no "HAM restrictions", which is to say that it is the worst
>>case where it takes "3-pixels" to effect a complete color change - take
>>the best case 1280 pixels (a bit more with overscan) divide by 3 and
>>you get 420.
>
> Thanks George, now I'm convinced! HAM really does suck! Now I see
>that it takes 32 bits of RAM to produce one 24 bit color. Not to mention
>that only 25% of that 'pixel' (of the 420) will be the right color.
>
>P.S. I belive you meant to say 1280 divided by _4_ is _3_20.
>
>---
>"Now You're Playing With Power Without The Price!" Glen Sescila |||
> / | \
>My opinions do not necessarily reflect those of my employer and probably are
>exact opposites. InterNet: glens@natinst.com
>---

Note that not *every* time a pixel changes color from the previous, does
the "fringing" take place. Please try to learn more about the subject you
speak instead of blasting simply because it's another computer. The 3 color
step only takes place when needing to alter all 3 guns. For example, when
going from black to white, the red gun, then the green gun, then the blue
gun, needs to be changed. When colors are close, as in digitized pictures,
where a lot of the picture is close shading of the surroundings, it takes
zero pixels to go to it's correct color. Or even in a worse case, it
usually only takes 1 pixel to get to the correct color. HAM is a way
of giving more colors without taking more memory.

btw, nice sig. "Now You're Playing With Power Without The Price!", reminds
me of a toy. I wonder why.

4746. Re: Newer TOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-05 15:43:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A43180@K.maus.de>
Source record: 41556

m>into one or two other problems that appear to be TOS related. My TOS is 1.6.
m>Is there a newer version that will work with the STE please?

TOS 2.06 will, without any extension card. Pull out the old ROMs, plug the new ones in, adjust the jumpers (your dealer knows which ones) and there you go.

4747. Re: Memory distribution on the DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-05 15:46:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A43181@K.maus.de>
Source record: 41554

```
m>Does anyone know how the 32kwords of DSP memory is devided into the
m>DSP's three memory
m>spaces (X, Y and P). From photographs of the inside of the Falcon, it
m>looks as though there are

The DSP memory is accessible for X and Y as well as for P. No limitations in
there, except for the fact that these areas partially overlap (of course).
```

4748. Re: Inquiry: Graphics Cards [Germa

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-05 15:47:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A43182@K.maus.de>
Source record: 41552

s>"Matrix Datensystems" for the Atari ST. I beleive that they make a large
s>number of different cards, and from some magazines I gather that at least
s>2 of thier cards [the C128 and C32] are designed for a regular old ST.

No, they're NOT! The Cxx and Mxx cards are for old-style Mega STs, while the
CxxV, CxxZV, MOCO, COCO and MICO cards as well as the TCxxxx are VME, thus
made for Mega STE and TT.

- Peter -

4749. Re: VGA Monitors on ST's in ge

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-05 15:50:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A43183@K.maus.de>
Source record: 41553

h>on the ST, which uses 15.75 khz for color and 35 khz for monochrome. You
h>need
h>a multiscan monitor that can operate at any frequency from 15-35khz with

ST monochrome is 35.7 kHz, so a "standard" SuperVGA monitor with its 35.5 kHz
will NOT work (some do, though). What you need is a 30-38 kHz multisync.

4750. Re: Falcon '030 BUS: 16 or 32

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-05 15:58:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A43184@K.maus.de>
Source record: 41557

h>Since when does the Falcon have a 640x480x256-VGA color mode?
h>The Falcon spec-sheet does not say anything about that mode.

sorry, I know what I'm talking about - I have access to a production series Falcon, and I have the developer specs.

[digging out Falcon spec-sheet...]

Falcon030 developer documentation, October 1st 1992

XBios Vsetmode() specs:

"A few modes are not allowed ... 80 column VGA 16 bps are not supported".
32768 colors, that is. Nothing about 8 bps VGA mode.

Somewhat further down that page:

[Examples]

"For 256 color, 80 column mode on a VGA monitor:"

And, our demo Falcon030 in the store 'round the corner does have the 640x480 256col. mode available from the desktop.

so long, Peter

4751. Re: What devices work/don't work w

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-05 16:05:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A43185@K.maus.de>
Source record: 41555

v>Does anyone have a list of such devices, or general experience with the
v>Link?

devices I've tried so far:

Things that work fine:

Archive Viper streamers
Seagate ST157N
Quantum LPS 105

those who don't work (no way of disabling parity)

Conner 3540
SONY MO-drives

In general, every modern drive where parity can be disabled should work.

4752. Re: Help with ASCI-SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 00:35:49 UTC
From: alvear@whatever.cs.jhu.edu
Message-ID: <1992Dec6.003549.7291@blaze.cs.jhu.edu>
Source record: 41639

In article <1992Dec1.044104.10973@trl.oz.au> tpearson@titan.trl.OZ.AU (Trevor Pearson) writes:
>[stuff about host adapters and adaptec boards deleted]
>Yeah sure. And on those 16 drives you can have up to 24 * 16 mbyte
>partitions (384 Mb). Probably better to buy one 330 Mbyte drive.

You ought to get your facts straight. With TOS 1.04 and regular GEM partitions I can get 32Mb partitions (24 * 32Mb's = 768Mb's). Also using a formatting scheme with larger sectors, you can access even more!

>[molin@ptb.cl.msu.edu's signature deleted]
> **
> * Trevor Pearson * Telephone : +61 3 253 6128 *
> * Telecom Research Laboratories * Facsimile : +61 3 253 6144 *
> * Clayton, Australia * Email : tpearson@trl.oz.au *

Dom (alvear@cs.jhu.edu)

4753. Re: Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 01:11:54 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Dec6.011154.1514@beaver.cs.washington.edu>
Source record: 41640

Just thought I'd throw my opinion in on this "REALLY horrible bug" in mntlib. Eric, _please_ do the required bug fix in MultiTOS -- if there is a problem, fix it now, even if it means we'll have to recompile all that stuff. Besides, I don't think this will affect the Falcon 030 much (most users won't be running GCC or the MiNT file utilities ten minutes after they set it up).

As for the rest of us people on c.s.a.st, I'm sure we're smart enough to handle a little recompiling and get the enw binaries distributed (right people?). :-)

So, in conclusion : a stitch in time saves nine, eh? Bite the bullet and fix it now to save us a bunch of problems later on, please.

Good luck,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

4754. Re: Help with overscan routine.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 02:55:28 UTC
From: Cford@debug.cuc.ab.ca
Message-ID: <1992Dec6.025528.17035@debug.cuc.ab.ca>
Source record: 41543

The following is a Generic 68000 assembler version of the lower-border overscan source code from ST-World and posted by Craig Graham <Craig.Graham@newcastle.ac.uk>:

```
---cut-here---
*=======================================
*= EXTRA SCREEN LINES =
*= Written 1988, By Simon Marsh. =
*= Errors corrected & extra commenting, =
*= 30/11/92, By Craig Graham =
*=======================================
* converted to generic assembler using Devpac 1 and DIS2ND
* by Conan Ford <cford@debug.cuc.ab.ca> on 5 December 1992
.text

shr_mall:
* Shrink memory allocation
movea.l $4(a7),a6 * to allow for new screen
move.l #$FA0,-(a7) * Size to be kept (program+stack+vars)
move.l a6,-(a7)
move.w #$0,-(a7)
move.w #$4A,-(a7)
trap #$1
adda.l #$C,a7
bra start
start:
move.l #$A028,-(a7) * Malloc new screen space
move.w #$48,-(a7)
trap #$1
addq.l #6,a7
addi.l #$100,d0 * Make sure new_scrn is on a 256 byte
andi.l #$FFFFFF00,d0 * boundary (old-style shifter chip
lea new_scrn(pc),a0 * limitation, pre-STE).
move.l d0,(a0)
movea.l d0,a0
movem.l d0-d7/a0-a6,-(a7) * Set Phys/Log base to new screen
move.w #$FFFF,-(a7)
move.l d0,-(a7)
move.l d0,-(a7)
move.w #$5,-(a7)
trap #$E
adda.l #$C,a7
movem.l (a7)+,d0-d7/a0-a6
move.w #$2809,d0 * (41000/4)-1
fill_loop:
```

```
move.l #-1,(a0)+ * File screen so it shows
dbra d0,fill_loop * new border. Try changing the
* #-1 to your own value to confirm
* that we are actually overscanning.

pea vbl(pc) * install my VBL
move.w #$1C,-(a7) * routines
move.w #$5,-(a7) * SETEXEC
trap #$D
addq.l #8,a7

bsr wait_vbl * make sure

moveq #$F,d7 * 16 MFP interupts

disable_loop:
move.w d7,-(a7) * disable interupts
move.w #$1A,-(a7) * JDISINT
trap #$E
addq.l #4,a7
dbf d7,disable_loop
pea $4A(pc) * HBL routines
move.w #$1,-(a7) * everyline
move.w #$8,-(a7) * event count mode
move.w #$1,-(a7) * timer B (HBL counter)
move.w #$1F,-(a7) * XBTIMER
trap #$E
addq.l #1,a7
again:
bra again * Loop to oblivion
*(Craigs note:-perhaps not the best idea?)
*(You should branch to your own code here
* instead.)

vbl:
movem.l d0-d7/a0-a6,-(a7) * stack registers
lea hbl_count(pc),a0
move.w #$0,(a0) * number of lines

move.w $4(a0),$2(a0) * which color
addq.l #1,$4(a0) * scroll up

lea.l vbl_timer(pc),a0 * show vbl is working
addq.w #1,(a0) * by counting vb.interupts
movem.l (a7)+,d0-d7/a0-a6
rte
wait_vbl:
lea $4A(pc),a0
move.w (a0),d0
timer_loop:
* WAIT FOR VERTICAL BLANK COUNT TO CHANGE
cmp.w (a0),d0 * Check for change
```

```
beq timer_loop * no change
rts

hbl:
move.l a0,-(a7) * Preserve used register on stack
lea hbl_count(pc),a0
move.w $2(a0),$FF8240 * Border colors (not necessary, but looks
* pretty)

move.b #$FE,$FF820A * Set scan to 50hz

addq.w #1,$2(a0) * color count
addq.w #1,(a0) * line count
cmpi.w #$C7,(a0) * bottom?
bne hbl_ret
move.b #$FC,$FF820A * Set scan to 60Hz
hbl_ret:
movea.l (a7)+,a0
bclr #$0,$FFFA0F
rte

*DATA AREA
*=========
.data
EVEN
hbl_count:
ds.w 3
EVEN
vbl_timer:
ds.w 1
EVEN
new_scrn:
ds.l 1

.end

--
Conan Ford 1:134/9,201:5500/9,1:134/21 | Save our forests - ask for
Cford@debug.cuc.ab.ca | plastic bags :-)
--------------------------------------------------------------------------
I do not represent Debug Computer Services.
```

4755. Tec and AdSpeed Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 03:35:26 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Dec5.223526.14176@umiami.ir.miami.edu>
Source record: 41542

Does anyone have any idea why the TEC board and AdSpeed 16Mhz accelerator
will not work on a MEGA in ANYFORM?

THanks
Mark Santora

4756. Re: VGA Monitor on 1040STf, take 2

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 06:49:39 UTC
From: stewart@pioneer.unm.edu
Message-ID: <v85qts_@lynx.unm.edu>
Source record: 41544

The problem with putting a VGA monitor on an Atari ST is that the Horizontal Scan frequency of the Atari at medium & low res. is around 15 kilohertz and high res is around 31 kilohertz (I believe). Standard VGA monitors won't run at 15 Khz. The way they emulate the CGA resolutions (which are around 15 kilohertz or so) is by expecting the controller card in the PC to "double scan" at 30 kilohertz which it can run at. An EGA or CGA monitor can run at 15 Khz but they are NOT SUPPOSE to be analog input. I say this becuase I expect many of them probably are because the circuitry can sometimes be cheaper. Unfortunatly these monitors won't run at high res (EGA only goes up to 21 khz). You may also have to horse around with the sync. signals because the PC monitors use combinations of inverting these signals to determine what resolutions they should run at.

Some "multi-scan" monitors may be able to work.

I am currently using a strange surplus color monitor that says: "Cotron Sword" on the front by making an adapter cable. It works but has a problem that it expects an interlaced signal so therfore there is a blank space between every horizontal line. This is okay until/unless I find a good use for my ST that was given to me in the first place!

Jim Stewart

4757. Parts info for a 16-bit sampler...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 08:39:45 UTC
From: jared@midiline.la.ca.us
Message-ID: <y9qcVB2w165w@midiline.la.ca.us>
Source record: 41545

What parts are required for a 16-bit 44kHz sampler, similar to the ones you plug into the cartridge port on the ST. And, if able to tell me, does anyone also know how much all the parts would cost individually?

Also I need some info on the following:

1) Where can I find a readily available 4096 color chip? What's the part number?
2) Can video RAM be addressed from regular RAM? What are the pros/cons?
3) What chips/parts are required to make use of a 2.88Mb floppy drive? I know a "AJAX" chip is needed for a 1.44Mb, but...? Is a 2.88Mb floppy at all "Motorola 680x0" compatible?
4) Where can I find an 8 voice sound chip? What other hardware/parts are required, if any. Pricing would also be helpful.
5) What amount of video RAM would be required to display 4096 colors on screen simultaneously at a resolution of 640x480?

Thanks in advance...

Reply in Email to: jared@midiline.la.ca.us

Jared

---
jared@midiline.la.ca.us (Luposian Knightwolf)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

4758. What is TERMCAP?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 12:32:21 UTC
From: bx074@cleveland.Freenet.Edu
Message-ID: <1fsrslINNe96@usenet.INS.CWRU.Edu>
Source record: 41546

Hi!
Recently I start to work with MiNT and GCC. Often I've found some
words about TERMCAP and/or TERMINFO files. Because I am not a
UN*X-guru I could not really imagine how to write such files and
how to work with them. I would like to get alpful word.
Please write me to the address below, because my access to this
newsgroup is quite difficult for me.
E-Mail: rimkus@convex.hrz.uni-marburg.de

4759. Re: Supexec

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 13:08:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A53412@MS.maus.de>
Source record: 41442

Howard Chu (hyc@hanauma.jpl.nasa.gov) wrote:
>Sounds about right, standard C calling conventions. Also, you can pass in
>any number of parameters (on the stack) and the called function's return
>value (in D0) will be returned by Supexec. The function's argument list
>will be identical to the list passed to Supexec, i.e., the first argument
>will be the address of the function itself.

Might be true, but it's not documented. Perhaps Eric can help us?

Being able to pass arguments on the stack certainly would be useful,
because there are some very nasty problems with Super() in systems
with virtual memory (in short: it might happen that you set the ssp
to a swapped-out memory location, and this will result in a crash when
an interrupt occurs).

4760. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 13:39:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A43524@K.maus.de>
Source record: 41444

w>>The 68030 shares the bus with the DMA devices.

Now guess what? DMA means Direct Memory Access. Without sharing the bus, DMA devices wouldn't be DMA devices!

4761. Re: Falcon '030 BUS: 16 or 32

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 13:43:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A43525@K.maus.de>
Source record: 41441

b>Yes, it does indeed mean that. Some problem about the VGA monitors not
b>being able to handle the bandwith required for true color in that high

no, it was the _memory_ bandwidth that isn't available: VGA 32k color would require about 64 MB/s for video data output, the top limit in Falcon030 is 32 MB/s.

4762. Re: Connect PC Harddisk to Ata

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 13:46:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A43526@K.maus.de>
Source record: 41445

d>If you mean can you take one of the dirt cheap IDE drives and hook it to
d>your ST, I don't know of any way to do so.

German company Hard&Soft did show an IDE interface in Dusseldorf, TOS 2.06 can handle it (as it does in ST Book). There is a way...

4763. Re: Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 13:47:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A43527@K.maus.de>
Source record: 41443

e>Comments? Suggestions?

[German developer speaking]

DO fix the bug! The nastiest things we application developers get stuck with
are old bugs left in the OS for "compatibility".
Don't worry about MiNT-aware programs already written - you clearly said that
MiNT is still beta and subject to change. They have been warned.

So please - fix every bug you find!!!!!!

Just do it - Peter

4764. Re: What devices work/don't work with the ICD Link SCSI adapter?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 14:04:00 UTC
From: thart@cix.compulink.co.uk
Message-ID: <memo.791218@cix.compulink.co.uk>
Source record: 41561

In article <1992Dec3.140915.27256@olymp.informatik.uni-bonn.de>,
volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:

>I am contemplating the purchase of an ICD Link, which is a SCSI adapter for t-
he
>ST that sits in the DMA plug of a DMA/ACSI <-> SCSI cable. The adapter draws-

>the power it needs to operate from the termination power of the SCSI device
>that it's plugged into.
>
>I have heard that some (mostly older) devices provide no or only insufficient-

>term power, and thus won't work with the ICD Link.
>
>Does anyone have a list of such devices, or general experience with the Link?-

>
>Thanks -- Volker

I had my Quantum 210 meg HD repackaged yesterday in a different case, with no
host adaptor, only two SCSI sockets. The Link plugs into one socket, providing-

a DMA socket on the back, so a normal ST hard drive cable is used to connect
the computer.

The thing seems to work perfectly OK, and I have a completely standard SCSI HD-

unit, which should be easy to re-sell, if necessary (should I ever ditch the
ST, I can put the drive on my sampler - it would only need a reformat).

Although having this lump hanging off the back of the drive is a little
inelegant, it is a cheaper and more flexible solution than the usual
arrangement. The only drawback with this setup is if you need a DMA through
socket (e.g., for an Atari laser) which is not provided.

Toby Hart Dyke thart@cix.compulink.co.uk

4765. Re: Falcon '030 BUS: 16 or 32 bit?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 15:01:54 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b2207f9@Kralizec.fido.zeta.org.au>
Source record: 41527

Original to: hyc@hanauma.jpl.nasa.gov
In a message of <28 Nov 92 17:15:19>, hyc@hanauma.jpl.nasa.gov (3:713/602) writes:

>> That last RAM configuration looks rather interesting if there is a
>> maximum of 14 megs :-)
h>
h> The upper 2 MB of the 16 MB are wasted because the memory-mapped I/O
h> registers live there. I wonder why they didn't add in a control bit to
h> bank-switch that last 2 meg in. Oh well.

Where would they put the control bit?? Somewhere in those 2 megs?

h> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4766. Re: Installing TOS 2.06 ROMs...HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 15:02:38 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b220854@Kralizec.fido.zeta.org.au>
Source record: 41531

Original to: morrison@ee.ualberta.ca
In a message of <29 Nov 92 17:49:19>, morrison@ee.ualberta.ca (3:713/602) writes:

m> Basically, in my 1040 STE I have installed the new TOS 2.06 ROMs but
m> my system won't operate with them in place. The installation
m> documentation says that "jumpers W102, W103, and W104 be se to 1-2, 2-3,
m> and 1-2 respect- ively. I can't do that easily, as my system board has
m> resistors soldered into those locations--in the configuration 2-3, 2-3,
2-
m> 3.
m> What can/should I do to make my new TOS work?

They're not resistors, they're wire links that look like resistors. You need to find someone with some confidence and a soldering iron to change them around for you.

m> | Robert Morrison morrison@bode.ee.ualberta.ca

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4767. Re: why isn't there a completely recompiled TOS around?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 15:06:48 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b220963@Kralizec.fido.zeta.org.au>
Source record: 41529

Original to: nox@jelal.north.de
In a message of <29 Nov 92 13:11:08>, nox@jelal.north.de (3:713/602) writes:

n> currently with TOS+MiNT the main limiting factors seem to me i) sloow
n> and bugged GEMDOS and ii) GEM eating up *much* more CPU time than
n> necessary. (just put `top' in a toswin window and you'll see)

It's worth bearing in mind that gem 'uses' lots of the CPU time because gem
programs 'busy wait', and I have a sneaking feeling that MiNT snoops on the
common GEm entry points, and counts this time spent waiting against GEM's
process usage...

Could be wrong, of course.

n> Juergen

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4768. HPACK 0.78 binaries ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 15:14:47 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <92341.101447EENG6826@RyeVm.Ryerson.Ca>
Source record: 41515

Are the HPACK binaries available for the ST ? I've found the source on garbo.wsaua.fi (sp?) and they are over 500Kb.
This program compresses better then LZH201L by about 10% acording to my tests using the MSDOS HPACK. It also takes more time then PKZIP 1.93 but compresses better by 5-8%.
The binaries are available for most systems including: Archimedes, Amiga, MS-DOS, OS/2, Mac, Unix, VMS. I though strange that there is no Atari version. Seems the person that was doing the Atari version crashed his hard disk.

Carlos Varela.

4769. Re: need postscript to ascii code

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 15:16:53 UTC
From: kruel@phys-chemie.uni-wuerzburg.dbp.de
Message-ID: <1992Dec6.151653.3887@phys-chemie.uni-wuerzburg.dbp.de>
Source record: 41551

In article <92338.165120HAC041@DJUKFA11.BITNET> HAC041@DJUKFA11.BITNET (Konrad Hinsen) writes:
>In article <1992Dec2.202644.11601@zooid.guild.org>, stramba@zooid.guild.org
>(Mike Stramba) says:
>>
>>If anyone has C or BASIC code to convert postscript to ascii can they send
>>it to me?
>
>What do you expect such a program to do? Suppose you feed it a PostScript
>program describing a mixture of charaters in various sizes and some
>graphics, what should it produce? How general would you like it to be?
>Keep in mind that in general such a program would have to include a complete
>PostScript interpreter, which is not really a trivial thing to write.
>
>Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

Well, not the appropriate newsgroup, but anyway...

There exists a tiny utility named "ps2txt", which filters out at least
the plain text contained in a ps-file. Does not work with umlauts and
other strange things, but does a fairly good job. Copes also with
ps-files generated from .dvi by dvips.

Look at ftp.cs.ruu.nl:/pub/ATARI-ST/utils for ps2txt.zoo

which contains C-source and the binary.

-tmk
--

Th.-M. Kruel Institut fuer Physikalische Chemie der Universitaet Wuerzburg
Marcusstr. 9-11, D-8700 Wuerzburg (Germany)
Phone: +49 931 31579

4770. Re: 3rd party floppy on Atari 1040STF?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 15:17:52 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b220bc4@Kralizec.fido.zeta.org.au>
Source record: 41528

Original to: wang@hp4at.eunet.co.at
In a message of <01 Dec 92 08:51:06>, wang@hp4at.eunet.co.at (3:713/602) writes:

w> Since the floopy drive on my Atari 1040STF isn't working anymore,
w> I was trying several 3rd party drives (Epson, Sony both 720k). But there
w> is no way to get them running. I jumpered the drives as drive '0'
w> but turning the Atari on the motor runs permanently and the driveselect
w> LED is on. I assume that there must be changed something somewhere. I
w> don't know anything about Atari internals (I'm just using it for
w> musicpurposes). Help is appreciated!

Yeah - you have the data/control cable (the ribbon one) plugged in upstide down. Turn it around and everything should work fine.

w> Thanks a lot,
w> Michael

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4771. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 15:25:08 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b220f11@Kralizec.fido.zeta.org.au>
Source record: 41530

Original to: cccrsb10@brolga.cc.uq.oz.au
In a message of <01 Dec 92 11:38:27>, cccrsb10@brolga.cc.uq.oz.au
(3:713/602) writes:

>> Note that if the bus is only 16 bit wide, then the memory is only
28Mb/S,
>> and that is impossible, because the video uses 32Mb/S in the true-colour
>> mode and in the 8bit VGA modes.
c>
c> Better believe it. The Atari Falcon 030 has a 16 bit data bus (this
c> means that the memory, custom chips, and the expansion ports are only 16
c> bit. It also has only 24 bit adressing. This doesn't really make the
c> falcon a "fully 32 bit computer" like Atari advertised. The only 32 bit
c> chips in the falcon are the MC68030 and MC56001. All of this wouldn't
make
c> the Falcon all that fast and on top of this, the Falcon uses a shared
bus
c> technology which means if your program uses sound and number crunching
and
c> graphics extensivelly the performance will decrease dramatically. Not
to
c> mention what would happen if you dare and multitask!

This is actually not true at all, and shows that you aren't following things
very closely at all. Not to mention the thowaway quip at the end... sheesh.

Okay : from the evidence we've heard & seen here so far - the "16-bitness"
of the falcon lies in the CPU <--> memory channel.
COMBEL, the BLiTTER, Shifter & so forth have 32-bit access to memory.

Just to colour your ignorance further - the 56001 has 24-bit external data
busses, however I think (correct me anyone) that it is 48 wide internally.

Really, if you'll stop spouting buzzwords and sit back & listen a little
more, you might eventually have something interesting to say.

Like, let's see if you can define 'a shared bus technology' in the context
of the falcon - and make it fit with all the data we've seen on how the
bird is wired. *snort*

>> -Klaus

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4772. One head isn't better than two

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 19:40:52 UTC
From: geoffc@zebedee.uucp
Message-ID: <H.fN_jv1UbuMk@zebedee.uucp>
Source record: 41562
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In the last few days my internal floppy disk drive had stopped working.

It just refused to read any disks at all so I took the ST appart to see if I could work out what the problem was (which I couldn't). I then tried replacing the drive with the original ST single sided disk drive (the internal drive was a double sided one I put in some time ago). The original ST drive worked OK and quite by accident I discovered that the replacement drive that I had in did work - but ONLY for single sided disks. It still refuses to read or to format double sided disks.

Any ideas as to why the drive should stop recognising double sided disks ? My guess is that there is a break in the cable going to the floppy disk drive but any other ideas would be welcome before I try replacing the cable.

Thanks

Geoffrey
--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!uunet!ibmpcug!jshark!zebedee!geoffc

4773. AMS(C++ game library): Bug fix / mailing list

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 22:55:05 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11353@uqcspe.cs.uq.oz.au>
Source record: 41558

```
[AMS is the "Atari Machine Specific" library I've written in C++,
mainly useful for games (since non-game applications have to excuse
for being machine-specific). Interested? - email me]

Silly me, I didn't send up-to-date sources for spr.cc in AMS to account
for the improved Resolution class.

Change:
ResolutionChange FromOriginal(STLow);
to:
STLow.Use();
and change:
SourcesAcross=ScreenWidth[STLow]/SourceSpacingX;
to:
SourcesAcross=STLow.Width()/SourceSpacingX;

If you'd like to get bug reports like this in email, tell me. My list of
AMS recipients got zapped.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
\_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /
```

4774. Re: Falcon '030 BUS: 16 or 32

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-06 23:15:49 UTC
From: DXB132@psuvm.psu.edu
Message-ID: <92341.181549DXB132@psuvm.psu.edu>
Source record: 41559

In article <1992Dec4.150029.26999@beaver.cs.washington.edu>,
bgilbert@cs.washington.edu (Benjamin Gilbert) says:

>>Hmmm... does this mean I won't be able to get 640x480 true color on a VGA
>>monitor, is it only available at this resolution on an interlaced TV ??
>>Could someone please clarify this... much appreciated.
>>

>Yes, it does indeed mean that. Some problem about the VGA monitors not
>being able to handle the bandwith required for true color in that high
>of a resolution. And don't quote me on that, I just know it was
>some technical monitor thang that the VGA monitors were not designed for

VGA monitors impose no color limits. The only limit is the device driving
the monitor.

>(Oh, and they also can't do overscan, which IMHO is a big plus for
>genlocking or just grabbing some extra pixels). Now, I believe that

This is also not true.

4775. Re: Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 07:36:30 UTC
From: boender@dutiws.twi.tudelft.nl
Message-ID: <Byvp4v.EE8@dutiws.twi.tudelft.nl>
Source record: 41560

In article <1992Dec5.013114.21887@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
>There's a REALLY, REALLY awful bug in MiNT's readdir() function.
>It's using the handle returned from the operating system by
>opendir() as though it pointed to a block of memory. That happens
>to be true in current versions of MiNT, but (a) this could
>cause difficulties with some loadable file systems, and (b) the
>Dreaddir() handle is likely to change in future versions of
>MiNT (in fact, I just changed it in 0.97 beta and all my
>MiNT aware applications blew up!)
>
>This leads us to a big problem: if I do make the change described
>to MiNT, all existing mntlib compiled programs are going to break.
>Ouch. On the other hand, the programs really are broken anyway
>(see (a) above) and need to be recompiled with a fixed library.
>
>So: just how painful is it going to be to force everyone to
>download new copies of MiNT utilities, shells, etc.? If we're
>going to make this change, it has to be done now (before MultiTOS
>is released).
>

Hi all,
I think we should change the readdir() function *NOW*. It will break most
stuff, but hey, many utilities change every other MiNT version anyway,
so all we have to do is *tell* everyone in the MiNT 0.97 distribution
not to use it until they've got themselves new versions of all binaries.
It would be far worse to repair this later, as more faulty binaries would
be floating 'round the net.

One quick question to Eric: please suggest a quick fix to the library pl14;
this will allow everyone to repair this bug soonest.

Bye, Hildo Biersma

4776. Re: MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 09:20:27 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1fv50rElNNna@uni-erlangen.de>
Source record: 41563

dlk0ms9s@umiami.ir.miami.edu writes:

>I have a question 'bout the new MULTITOS. YEs, I know it is based around MiNT.
>And Yes, I know that Eric is now working at Atari to try and get it done for
>major Falcon shipments. Now my question:

> What the hell is so new about it? It's just integrated with TOS? I can use
> MINT for my MEGA now. So what is the difference?

MINT allows you to run many TOS-programs at the same time, but you only
can use ONE GEM-program. MultiTOS has a new AES so it is possible to run
as many GEM-applications as you want.

Some "minor" advantages are these:
- Start accessories at any time
- move and resize untopped windows
- type in untopped windows
- 3D-look
- Multicolor-Icons

Still missing (in 8.1):
- Iconizing
- Drag and Drop

If you would have visited the ATARI show in Duesseldorf you would have seen
MultiTOS running at our boost :-)

--
Harald Schoenfeld (hs@cnve.rrze.uni-erlangen.dbp.de)

4777. Re: Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 09:28:14 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <ByvuB3.8Au@hpbbrd.bbn.hp.com>
Source record: 41583

Eric R. Smith (ersmith@netcom.com) wrote:
: This leads us to a big problem: if I do make the change described
: to MiNT, all existing mntlib compiled programs are going to break.
: Ouch. On the other hand, the programs really are broken anyway
: (see (a) above) and need to be recompiled with a fixed library.
:
: Comments? Suggestions?

My point of view is: Fix all bugs that you can fix _before_ MTOS
is released. While this is a more general opinion, this case
is clear: The bug may break file system drivers, so it must
be fixed anyway.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

4778. Re: MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 09:47:52 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Byvv7t.8tB@hpbbrd.bbn.hp.com>
Source record: 41582

dlk0ms9s@umiami.ir.miami.edu wrote:
:
: What the hell is so new about it? It's just integrated with TOS? I can use
: MiNT for my MEGA now. So what is the difference?

More than one GEM application at a time. Unlimited accessories.
Memory protection on the TT and the Falcon. Lots of improvements in
the AES and Desktop.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

4779. Re: Parts info for a 16-bit sampler...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 10:43:16 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Byvxs5.9pq@hpbbrd.bbn.hp.com>
Source record: 41581

Luposian Knightwolf (jared@midiline.la.ca.us) wrote:
: 2) Can video RAM be addressed from regular RAM? What are the pros/cons?

RAM cannot access RAM. I think you actually mean "What are the
pros/cons of a split memory bus?".

Pro: Less bus contention, fast pure processing speed
Con: Limitations on the size of video RAM, some complications
im memory allocation for programmers

: 3) What chips/parts are required to make use of a 2.88Mb floppy drive? I
: know a "AJAX" chip is needed for a 1.44Mb, but...?

The Ajax is capable of driving 2.88 MB floppy drives. Just clock it
to 32 MHz and get some formatting software for this mode.

: Is a 2.88Mb floppy
: at all "Motorola 680x0" compatible?

Why not? That's about the same question as "is a VGA monitor Motorola-
compatible?" ... :)

: 5) What amount of video RAM would be required to display 4096 colors on
: screen simultaneously at a resolution of 640x480?

Depends on how you do it, by switching color palettes using raster
interrupts or using a 12 bit color map.

Referring to the rest of your questions, the cheapest and easiest
way to get what you need seems to be to buy a Falcon030.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

4780. Re2: TOS 2.06 PHYSICAL ADRESS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 11:41:32 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <Byw0H9.44I@hermes.hrz.uni-bielefeld.de>
Source record: 41569

```
special tip for rossin@hpfssco.FC.HP.COM (Ted Rossin) or anybody:
that's what I can tell you about the american(!) TOS 2.06 startup code:

$E00000>/602E ; bra.s $E00030

$E00002>/0206 ; DC.W $0206 : OS-Version
$E00004>/00E0,0030 ; DC.L $00E00030 : *reseth
$E00006>/00E0,0000 ; DC.L $00E00000 : *os_begin
$E0000C>/0000,68CC ; DC.L $000068CC : *os_end
$E00010>/00E0,0030 ; DC.L $00E00030 : os_rsv1
$E00014>/00E3,2572 ; DC.L $00E32572 : *os_magic
$E00018>/1114,1991 ; DC.L $11141991 : os_date
$E0001C>/0000 ; DC.W $0000 : os_conf
$E0001E>/176E ; DC.W $176E : os_dosdate
$E00020>/0000,3DF6 ; DC.L $00003DF6 : **p_root
$E00024>/0000,10C9 ; DC.L $000010C9 : **pkbshift
$E00028>/0000,5CD4 ; DC.L $00005CD4 : **p_run
$E0002C>/0000,0000 ; DC.L $00000000 : *p_rsv2

$E00030>/46FC,2700 ; move #$2700,SR - switch IRQ's off
$E00034>/4E70 ; reset - reset peripherals

$E00036>/0CB9,FA52,235F,00FA,0000 ; cmpi.l #$FA52235F,$FA0000 - test ROM port
$E00040>/660A ; bne.s $E0004C - no cartridge found?

$E00042>/4DFA,0008 ; lea $E0004C(PC),A6 - set return adress
$E00046>/4EF9,00FA,0004 ; jmp $FA0004 - jump to ROM cartridge

$E0004C>/4DFA,0006 ; lea $E00054(PC),A6 - set return adress
$E00050>/6000,0B60 ; bra.w $E00BB2 - test if memvalid
- returns by JMP (A6)
$E00054>/6628 ; bne.s $E0007E - not initialized?

$E00056>/11F8,0424,8001 ; move.b $424.w,$FFFF8001.w - init. MMU
$E0005C>/0CB8,3141,5926,0426 ; cmpi.l #$31415926,$426.w - resvalid?
$E00064>/6618 ; bne.s $E0007E - nope

$E00066>/2038,042A ; move.l $42A.w,D0 - load resvector
$E0006A>/4A38,042A ; tst.b $42A.w
$E0006E>/660E ; bne.s $E0007E
$E00070>/0800,0000 ; btst #0,D0 - check if not empty
$E00074>/6608 ; bne.s $E0007E
$E00076>/2040 ; movea.l D0,A0
$E00078>/4DFA,FFE2 ; lea $E0005C(PC),A6 - set return adress
$E0007C>/4ED0 ; jmp (A0) - jump to resvector

$E0007E ... ; initialize memory
```

that should help you...

Torsten
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
****
paper mail: Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
internet e-mail : itschere@techfak.uni-bielefeld.de
uteca066@unibi.hrz.uni-bielefeld.de
**********(EOT)*

4781. Re: Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 14:03:54 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1fvlkaElNNb0d@uni-erlangen.de>
Source record: 41570

ersmith@netcom.com (Eric R. Smith) writes:

>(see (a) above) and need to be recompiled with a fixed library.

>So: just how painful is it going to be to force everyone to
>download new copies of MiNT utilities, shells, etc.? If we're
>going to make this change, it has to be done now (before MultiTOS
>is released).

As long as MINT and MultiTOS are still betaversions no one should complain
about changes (even if they are quite big). So I think bugs should be
corrected as soon as they are know.

One important feature of MiNT is the possibility to use different
filesystems. Don't risk anything in this area!

--
Harald Schoenfeld (hs@cnve.rrze.uni-erlangen.dbp.de)

4782. Re: need postscript to ascii code

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 14:19:09 UTC
From: ZZDLG@LIVERPOOL.AC.UK
Message-ID: <92342.141909ZZDLG@LIVERPOOL.AC.UK>
Source record: 41491

Well POSTSCRIPT being a Printer Description Language is normally in ASCII.
<appart from some odd ball IBM implementations which output EBCDIC and
tweak the code pages>. However I assume you want something to strip the
TEXT out. Well again the TEXT might not be there. If the original was
a TeXfile then DVI2PS produces a graphical picture of the text as
the TeX fonts are not normally available in POSTSCRIPT.

I suggest if you are really interested then you pull the GHOSTSCRIPT
sources aaand have a look at those. Dave.

4783. Re: Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 16:37:00 UTC
From: Uwe_Ohse@pb2.maus.de
Message-ID: <A290@PB2.maus.de>
Source record: 41446

ersmith@netcom.com wrote:

S>There's a REALLY, REALLY awful bug in MiNT's readdir() function.
in MiNT's Dreaddir() or in MiNTlib's readdir() (subject)?

>Comments? Suggestions?
Do it _yet_. Calling bugs as features isn't the rigth way.

Is there any chance to patch the current mintlib (pl 24) to handle
both Dreaddir()?

Bye, Uwe

4784. Sending objc_draw to a memory buffer rather than screen

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 17:16:06 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Dec7.171606.23964@aber.ac.uk>
Source record: 41571

I'm trying to write a scrollable list box. I've gone through a number of
attempts. The best one so far was blitting n-1 of the entries in the list
and writing the nth item using objc_draw as the list is scrolled.
The trouble with this was if
the user scrolled more than one item at a time this method no longer worked
and instead the whole list box had to be redrawn (i.e using objc_draw)
at the new position - which makes for flickering and it's slow.
If the list box only moves one item at a time
the n-1 blit method works a treat and without any flicker -- the list
can also scroll pretty fast.

I'm now thinking of another method, this time to hold the entire list
(or at least the section that is being displayed) in a memory buffer
and as the list is scrolled just blit the appropriate section out to
the screen. The trouble I'm having is how do I get such a list into
a memory buffer in the first place. It's a shame that one can't redirect
the output from the objc_draw command to a memory buffer rather than
the screen (or can one?). So the question is, how can one store dialogs,
sections of object trees etc in memory (as bit maps I mean) so that they
can be blitted out to the screen at will?

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

4785. LHarc's SFX 1.13L

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 17:18:40 UTC
From: max@ackerman.cba.csuohio.edu
Message-ID: <1992Dec7.171840.16096@news.csuohio.edu>
Source record: 41572
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been given binary data files that begin with, among other things,
"LHarc's SFX 1.13L (c) Yoshi, 1989".

These files seem to be self-extracting compressed archives for the IBM PC.

Running lharc (in Unix) on them gives nonsense and corrupt archive info.

Does a "LHarc's SFX 1.13L" for the Atari ST (or source code for
compilation in Unix) exist?

4786. Re: Transputer interface

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 17:41:58 UTC
From: mikael@terapin.com
Message-ID: <mikael.2lhl@terapin.com>
Source record: 41513

In article <1992Dec02.135412.26257@infko.uucp>, Hartmut Benz
<benz@nestor.uni-koblenz.de> writes:
>In article <mikael.2fsy@terapin.com> mikael@terapin.com (Mikael Andersson)
>writes:
>> I am looking for some schematics for a Dma to Transputer link interface
>> for my Atari. Is there anyone who has got information about that
>> subject?
>>
>> Mikael Andersson
>
>About two years ago the german magazine c't had a procect called A(tari)
LI(nk)
>
>A(dapter). The ALIA is connected to the DMA-Port and supports one to four
>transputer-Links. Other DMA-Stuff may be connected in front of and behind the

>ALIA.
>Since I don't have the magazine around I cannot giver further refference at
the
>
>moment.
> Hartmut ,,,
> (o o)
>-------------------------oOO--(_)--OOo--------------------------------
>Hartmut Benz | benz@infko.uni-koblenz.de
>D-5400 Koblenz, Germany | (NeXTmail ok)
I have heard of this article and this is the one i am looking for. But
i you or anyone can get hold of it, please fax the schematics to this
number +46 42 71620.

Mikael Andersson

4787. Re: Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 18:01:02 UTC
From: stevew@teleride.on.ca
Message-ID: <BywI1r.Eus@teleride.on.ca>
Source record: 41586

In article <1992Dec5.013114.21887@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
>There's a REALLY, REALLY awful bug in MiNT's readdir() function.
>
> [...]
>
>This leads us to a big problem: if I do make the change described
>to MiNT, all existing mntlib compiled programs are going to break.
>Ouch. On the other hand, the programs really are broken anyway
>(see (a) above) and need to be recompiled with a fixed library.
>
>So: just how painful is it going to be to force everyone to
>download new copies of MiNT utilities, shells, etc.? If we're
>going to make this change, it has to be done now (before MultiTOS
>is released).
>
>Comments? Suggestions?

This may be a little much (I'm not sure of the scope of work involved here),
but would it be possible to have a patch program one may run to patch all
affected applications? If it's just a matter of replacing the library
routine, wouldn't it be possible to modify the binaries, thus everyone need
only download a single application to fix all their tools?

Naturally, for those with development systems, a relink with a corrected
library would be better, but many people don't have development systems
and downloading can be an expensive undertaking. Aim at the least common
denominator (non-developers) and remember that a lot of Atariasts are in it
'cause they're thrifty.

--
------- Stephen M. Webb -------

Ack! I've accidentally broken my leg! -- Ed the Happy Clown

4788. Monochrome monitor woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 18:46:20 UTC
From: steveg@cseic.saic.com
Message-ID: <9533615@MVB.SAIC.COM>
Source record: 41573
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've got an SM124 mono monitor that is now blank 90% of the time, that is, it may boot up ok, but soon thereafter the display completely disappears as if a screensaver had kicked in. Once I just left the machine on for a while after the screen initally came up blank and it briefly came back on only to disappear after a minute or two.

I know that my screensaver is not the problem and I know I do not have a virus causing this as the problem first surfaced in Mac mode under Spectre GCR and persists even when booting with the hard drive off and no floppy in either drive. Are these the symptoms of the infamous flyback transformer problem with this monitor? Could it be the ST's circuitry and not the monitor (It's a Mega 4)? (The color circuitry does just fine on my color screen).

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.
--
Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.

4789. Re: Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 18:51:40 UTC
From: ersmith@netcom.com
Message-ID: <1992Dec7.185140.16492@netcom.com>
Source record: 41577

In article <723534356@majors1.cs.duke.edu> dsb@duke.cs.duke.edu (D. Scott Bigham) writes:
>From the Holy Book of <1992Dec5.013114.21887@netcom.com>
> as spake by ersmith@netcom.com (Eric R. Smith) :
>>There's a REALLY, REALLY awful bug in MiNT's readdir() function.
> [...]
>>This leads us to a big problem: if I do make the change described
>>to MiNT, all existing mntlib compiled programs are going to break.

>_All_ programs, or just those that use readdir()? In the latter case,
>what sorts of programs are we talking about? Shells and the MiNT utils,
>obviously; possibly loadable file systems; compilers?; probably not
>things like editors or other tools.

Oops, I should have been more specific: just programs that use readdir().
That would include shells, file utilities, and emacs. It does not
include loadable file systems, which wouldn't be using the library
readdir() but would have to provide their own. Compilers are not
likely to need readdir().

(PS: I should have been more clear in my original posting: the bug
is in the MiNT library readdir(), *not* in the underlying MiNT
Dreaddir() function. That is, the kernel is fine, it's the applications
that are broken...)

Eric
ersmith@netcom.com ersmith@atari.uucp
I work for Atari, but I don't speak for them.

4790. Re: _AEScontrol[]

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 18:55:51 UTC
From: ersmith@netcom.com
Message-ID: <1992Dec7.185551.17007@netcom.com>
Source record: 41576

In article <memo.789879@cix.compulink.co.uk> apelled@cix.compulink.co.uk writes:
> The question is to do with the AES/VDI control/contrl arrays. i want to
>know if their contents can be relied upon to contain the same values after
>a system call (specifically the opcode). i am reliably informed that the OS
>makes a private copy of them at present. i would like to use _AEScontrol[0]
>as part of an error reporting routine. i can easily pass a defined opcode to
>the function, but this seemed a lot more elegant. Well it works now, but will
>it always ?

I don't know whether it can be guaranteed to always work. I think it would
be much safer *not* to assume anything about the contents of the arrays
after the system call. I don't work on the AES, so I can't give a more
definitive answer than that; but if you pass the defined opcode separately
then you can be sure that your code will always work, whereas if you rely
on undocumented behaviour something may change in the future...

Eric
This is my opinion only. Atari probably has its own opinions.

4791. Re: Sending objc_draw to a memory buffer rather than screen

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 19:02:48 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1g074olNNpbf@rs1.rrz.Uni-Koeln.DE>
Source record: 41575

In <1992Dec7.171606.23964@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:

>I'm now thinking of another method, this time to hold the entire list
>(or at least the section that is being displayed) in a memory buffer
>and as the list is scrolled just blit the appropriate section out to
>the screen. The trouble I'm having is how do I get such a list into
>a memory buffer in the first place. It's a shame that one can't redirect
>the output from the objc_draw command to a memory buffer rather than
>the screen (or can one?). So the question is, how can one store dialogs,
>sections of object trees etc in memory (as bit maps I mean) so that they
>can be blitted out to the screen at will?

Sonme months ago, I posted a similar question, namely whether it
was possible to redirect the VDI output to a virtual screen of
arbitrary size and number of bitplanes. Among other hints, I was
pointed to a GDOS device driver called MEMORY.SYS, which was
supposed to become available soon that time. On another occasion,
John Henders (if I remember that correctly) told me he saw the
MEMORY.SYS driver in the FontGDOS package.
However, the MEMORY.SYS driver won't solve your problem
completely, since you still have to persuade the AES into using
the VDI handle of MEMORY.SYS, and I don't think you can do that
using any documented AES call.
Of course, you can do this the hacky way, using the XBIOS
setscreen() function to redirect the screen output to some buffer
from which you then blit according to your needs. This is
definitely not the way to go if the software you develop is
supposed to run under any multitasking TOS version, and I'm sure
the mere fact I mentioned this possibility will get me flames...
:-)
As I see it, a mix of blitting and objc_draw calls shoult work
sufficiently fast anyway.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4792. Re: MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 19:03:04 UTC
From: ersmith@netcom.com
Message-ID: <1992Dec7.190304.17981@netcom.com>
Source record: 41578

In article <1992Dec5.014505.14173@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
>I have a question 'bout the new MULTITOS. YEs, I know it is based around MiNT.
>And Yes, I know that Eric is now working at Atari to try and get it done for
>major Falcon shipments. Now my question:

> What the hell is so new about it? It's just integrated with TOS? I can use
>MiNT for my MEGA now. So what is the difference?

MultiTOS is much more than just MiNT. It includes a redesigned AES and
desktop that make it easy to run multiple GEM programs at the same time
(with just plain MiNT and the old AES you can only run 1 GEM program
at a time). Moreover, the MiNT that will come with MultiTOS has a number
of Atari enhancements (such as memory protection).

Eric
I only work for Atari, I don't speak for them.

4793. Re: Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 19:16:22 UTC
From: mh1@irz205.inf.tu-dresden.de
Message-ID: <6WL97RV@math.fu-berlin.de>
Source record: 41574

In article <Byvp4v.EE8@dutiws.twi.tudelft.nl>, boender@dutiws.twi.tudelft.nl (Hildo Biersma) writes:

> In article <1992Dec5.013114.21887@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
> >There's a REALLY, REALLY awful bug in MiNT's readdir() function.
> >[...]
> >
> >This leads us to a big problem: if I do make the change described
> >to MiNT, all existing mntlib compiled programs are going to break.
> >Ouch. On the other hand, the programs really are broken anyway
> >[...]
> >
> >So: just how painful is it going to be to force everyone to
> >download new copies of MiNT utilities, shells, etc.? [...]
>
> I think we should change the readdir() function *NOW*. [...]
> It would be far worse to repair this later, as more faulty binaries would
> be floating 'round the net.

Of course all mntlib compiled programs have to be recompiled with a fixed mntlib (because they are broken; they only used to run because they used an undocumented feature of MiNT).

However, I'd vote for a kludge that allows those broken programs to run with newer versions MiNT.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

4794. Re: LHarc's SFX 1.13L

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 19:31:45 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1g08r1INNbma@golem.wcc.govt.nz>
Source record: 41580
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

If you extract the file from GEM using LHarc v2.01? - it'll work fine!

Yet another reason why Un*x is grotty 8-) (Don't take offence guys!)

```
==============================================================================
"Mr Arnold isn't even his name. His name's 'Rimmer' or 'Smeghead' or
'Dinosaur Breath' or 'Molecule Mind'. And if you want to be really
mega-polite to him, Kryten -- we're talking mega-mega-polite -- on those rare
and exceptional occassions, you can call him Arsehole." - Lister to Kryten
==========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

4795. Re: What is TERMCAP?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 20:03:40 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <Bywnq6.99K@gpu.utcs.utoronto.ca>
Source record: 41579

In article <1fsrslINNe96@usenet.INS.CWRU.Edu> bx074@cleveland.Freenet.Edu (Ulf Rimkus) writes:
>
>Hi!
>Recently I start to work with MiNT and GCC. Often I've found some
>words about TERMCAP and/or TERMINFO files. Because I am not a
>UN*X-guru I could not really imagine how to write such files and
>how to work with them. I would like to get alpful word.
>Please write me to the address below, because my access to this
>newsgroup is quite difficult for me.
>E-Mail: rimkus@convex.hrz.uni-marburg.de

Termcap is a file that sits in the /etc directory and is a database of terminals and their capabilities. By setting the TERM environment variable you point to the particular entry in the termcap file. You can build a database entry in this file by naming it(line 1) and then entering things like the number of lines and columns the screen has and control strings for things like blanking the screen, blanking a line. Boolean switches are also used to tell whether a terminal has certain capablities, like backspacing.

Darren King, GBC -> gbcusg@gpu.utcs.utoronto.ca

4796. Re: What is TERMCAP?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 21:56:51 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1g0hb3INNqfc@rs1.rrz.Uni-Koeln.DE>
Source record: 41584

In <Bywnq6.99K@gpu.utcs.utoronto.ca> gbcusg@gpu.utcs.utoronto.ca (I. Barnett) writes:

>Termcap is a file that sits in the /etc directory and is a database of
>terminals and their capabilities. [...]

Could some UN*X guru point us to a complete format specification
of the termcap file? I figured out some entries in the termcap
file, but I have yet to see a "real documantation".

Greetinx & thanx in advance, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4797. Re: 520ST problems

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-07 22:13:33 UTC
From: ladd@iftccu.boeing.com
Message-ID: <5530001@iftccu.boeing.com>
Source record: 41501

My 520 ST had a similar problem. Obviously the difficulties you are encountering could be symptoms of a variety of things; some of them more serious than others. Like you suggest, the problem could be a bad solder joint somewhere. However, in my case it was just a board seating problem (quite common in the old 520ST's like yours and mine). All I did was unplug everything, grasp the computer with both hands at each end and "twist" it (as if you were holding an ice tray trying to dump out the cubes). After that, the thing came right on! This was a tip an old Atari computer repairman had told me. He said that such a treatment was VERY commonly necessary with the old 520ST's and that you made need to perform the operation occasionally to keep your computer up and running. I guess the problem has to do with a poor board layout on the inside. Hope it works for you. Let me know.

Bob

4798. Re: Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 00:11:31 UTC
From: sourada@iastate.edu
Message-ID: <sourada.723773491@vincent1.iastate.edu>
Source record: 41585

In <6WL97RV@math.fu-berlin.de> mh1@irz205.inf.tu-dresden.de (Michael Hohmuth) writes:

>However, I'd vote for a kludge that allows those broken programs to run with
>newer versions MiNT.

ARGGGGHHH! MTOS doesn't need any kludges! Especially in the FIRST release!

I'd bet that everything that gets broken has source freely available (since
most things that work with MiNT do), so it'll be easy to recompile bad
binaries.

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu

4799. Monitor cable length max

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 02:28:51 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1992Dec8.022851.10693@oz.plymouth.edu>
Source record: 41587

Hello,

I just received my monitor switch box from Toad computers and
was terribly disappointed when I found that my monochrome monitor worked
very poorly from this box (which has about a 5 foot long monitor calbe
to run to the computer from the switch.) The color works. I am guessing
the problem is either signal break down or timing due to the long cable.
I'm not sure if it will be easier (anmd faster) to do a chop job on
the cable and make it about 3 feet shorter, or send it back and hope
they have a shorter version. Anyone know what the max run is? I
remember the old Monitor Master and its cable was real short, not much
over a foot. What is crazy is that a company would sell and item like
this
which obviously doesn't work.

Thanks,

Stephan

--
\/\/\/

4800. Re: Transputer interface

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 04:19:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.794375@cix.compulink.co.uk>
Source record: 41588

In article <168B3CC01.JOCKEL89@dosuni1.rz.uni-osnabrueck.de>,
JOCKEL89@dosuni1.rz.uni-osnabrueck.de (Joachim Hoehne) writes:
>In article <mikael.2fsy@terapin.com>
>mikael@terapin.com (Mikael Andersson) writes:
>
>>
>>I am looking for some schematics for a Dma to Transputer link interface
>>for my Atari. Is there anyone who has got information about that
>>subject?
>>
>>Mikael Andersson
>
>I remember, some years ago, there was an article (with schematics) about this
>in the german computer magazine c't. They connected 4 Transputer links and
>an optional scsi-hostadapter to the acsi port. I'll look (at home) and mail...
>
>Joachim

Atari built a transputer Unix workstation. Nobody bought it! There are
still a few around that you may be able to pick up cheap.

Adam.

4801. Re: Monochrome monitor woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 04:53:37 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <ByxC9E.5Mx@watserv1.uwaterloo.ca>
Source record: 41589
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <9533615@MVB.SAIC.COM> steveg@cseic.saic.com (Stephen Harold Goldstein) writes:
>I've got an SM124 mono monitor that is now blank 90% of the time, that
>is, it may boot up ok, but soon thereafter the display completely
>disappears as if a screensaver had kicked in. Once I just left the
>machine on for a while after the screen initally came up blank and it
>briefly came back on only to disappear after a minute or two.

For all you people that have problems with your atari SM124 monochrome
monitors; here are some notoriusly unreliable components that you may wish to
replace. C717: this is a capacitor near the large twisted heat sink on the
right of the chassis with the back connectors facing you. This capacitor, so
near the heat sink, heats up. Once the electrolyte begins to leak the cap
deteriorats. This may end in an actual explosion (it did with mine). Simply
replace the cap with another at least 200V (I think its 4.7uF). This cap is
underated in the stock monitor and WILL go at some point.
Other caps are C716 and C715. These will cause the screen to quickly
get smaller and smaller and dimmer and dimmer (as the cap leaks). These
suffer from heat strain. There is no way to protect them except to stick
heat sinks on them.
I use my SM124 every day and have been for 7 years! These three caps
are the only things that have caused my 124 problems. There may be other
problems. Mostly it is a cap problem because of heat stress. Those 124 really
heat up and there aren't really enough heat vent on the monitor case. You can
check for a failed cap by opening up the monitor and examining the circuit
board. Look for caps that have brown goo leaking from them. These should be
replaced.

brett maraldo
unit 36 reseach &
plexus productions
-alien technology today-

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

4802. Re: MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 05:42:15 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Dec8.004215.14183@umiami.ir.miami.edu>
Source record: 41590

In article <1992Dec7.190304.17981@netcom.com>, ersmith@netcom.com (Eric R. Smith) writes:
> In article <1992Dec5.014505.14173@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
>>I have a question 'bout the new MULTITOS. YEs, I know it is based around MiNT.
>>And Yes, I know that Eric is now working at Atari to try and get it done for
>>major Falcon shipments. Now my question:
>
>> What the hell is so new about it? It's just integrated with TOS? I can use
>>MiNT for my MEGA now. So what is the difference?
>
> MultiTOS is much more than just MiNT. It includes a redesigned AES and
> desktop that make it easy to run multiple GEM programs at the same time
> (with just plain MiNT and the old AES you can only run 1 GEM program
> at a time). Moreover, the MiNT that will come with MultiTOS has a number
> of Atari enhancements (such as memory protection).
>
> Eric
> I only work for Atari, I don't speak for them.
>

Hey Eric and everyone for that matter,

I appreciate all the info on MultiTos that I've been getting. And it is good to see you back on the net. Personally, I think it is great that anyone who works for atari even bothers to read the net. Anyway, looking forward to MultiTos.

Mark Santora

4803. Re: Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 06:48:37 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11373@uqcspe.cs.uq.oz.au>
Source record: 41492

mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>ersmith@netcom.com (Eric R. Smith) writes:

>>So: just how painful is it going to be to force everyone to
>>download new copies of MiNT utilities, shells, etc.? If we're
>>going to make this change, it has to be done now (before MultiTOS
>>is released).

>So I think bugs should be
>corrected as soon as they are known.

Agreed. Fix now, or suffer eternally. If something breaks, and someone
wants to use it, they'll fix it fast - and all it takes is a re-compile.

--
Warwick
(Don't mention to Dave that this is a Big Win, resulting from the
availability of source-code to Free tools)
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4804. Re: RST instruction

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 07:20:56 UTC
From: rh0083b@medtronic.COM
Message-ID: <1992Dec8.072056.5787@medtron.medtronic.com>
Source record: 41493

mjl-b@minster.york.ac.uk writes:
> I guess you're talking about what is called the RESET op-code in my 68k
> books. This pulls the 68k RESET line low for a while, then returns it to
> high again. The 68k processor itself is _not_ reset.

Yes, RST was a typo...

> This has the effect of resetting all devices connected to the line -- i.e.
> all the important chips in the ST. This means that you'll have to
> reconfigure everything -- MPF, ACIAs, sound chip etc. etc.
>
> In short, everything stops. It's a rather drastic method of interrupting DMA
> transfers, and likely to crash the machine if you try to do it in the middle
> of "normal" processing. I think there's another way of halting DMA
> transfers, but my DMA programming knowledge always was pretty sketchy...

Sigh... My fears are confirmed. RESET is only useful a boot (as TOS 1.4
does). Thank you all for your responses.

Regards,
-Roger

4805. FALCON BUS

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 08:41:56 UTC
From: bachiri@irisa.fr
Message-ID: <1992Dec8.084156.13631@irisa.fr>
Source record: 41494

How wide is really the FALCON data-bus ?
There's a controversy among the news and even here (in France)
in the different ATARI-magazine about it.
First it was said to be a 16-bit bus here, and now lots of people
affirm it should be a 32-bit bus according to the performances
compared to the TT. (It's worth noticing that the "normal" RAM in a
TT is 120 ns whereas the FALCON is at the moment (for the few ones
released) supplied with 70 ns RAM-chips.)

So is somebody sure of the fact, because (we all know ATARI I think)
they really could have choosen this (little) possibility like APPLE
made for some 68030-macintosh.

By the way, some say ATARI could being busy modifying the FALCON at
the present time. Any further informations about it ?

---
bachiri@irisa.fr FRANCE

4806. Re: Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 09:23:20 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Dec08.092320.7978@bas-a.bcc.ac.uk>
Source record: 41495

In article <6WL97RV@math.fu-berlin.de> hohmuth@freia.inf.tu-dresden.de writes:
>
>Of course all mntlib compiled programs have to be recompiled with a fixed
>mntlib (because they are broken; they only used to run because they used an
>undocumented feature of MiNT).
>
>However, I'd vote for a kludge that allows those broken programs to run with
>newer versions MiNT.

Better still would be to move Dreaddir() to a new function number, leaving
the old version where it is and marking the function as "reserved" with it
never being used again. This would provide backward compatability but would
stop silly people using it in the future.

>
>Michael
>--
>Internet: hohmuth@freia.inf.tu-dresden.de

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

4807. Re: Sending objc_draw to a memory buffer rather than screen

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 09:29:50 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.HH47IIoeqGQ@jonh.wimsey.bc.ca>
Source record: 41505

In <1g074oINNpbf@rs1.rrz.Uni-Koeln.DE> aeg03@rrz.uni-koeln.de
(Jan T.Kim) writes:

>In <1992Dec7.171606.23964@aber.ac.uk> hrs@aber.ac.uk
(Herbert Martin Sauro) writes:

>>I'm now thinking of another method, this time to hold the entire list
>>(or at least the section that is being displayed) in a memory buffer
>>and as the list is scrolled just blit the appropriate section out to
>>the screen. The trouble I'm having is how do I get such a list into
>>a memory buffer in the first place.

>Of course, you can do this the hacky way, using the XBIOS
>setscreen() function to redirect the screen output to some buffer
>from which you then blit according to your needs. This is
>definitely not the way to go if the software you develop is
>supposed to run under any multitasking TOS version, and I'm sure
>the mere fact I mentioned this possibility will get me flames...

I wonder if this is true. If you used the setscreen call once to
draw to and restored it immediately, is it going to be that bad, or
could it still disrupt another application. I guess if you had another
application drawing something in a topped window, and you flipped the
screen pointer, that would be bad. It makes me think that the AES should
give each application it's own screen, and handle drawing to the real
screen for them all. That would certainly be more efficient, as well, as
then ever application wouldn't have to have all the redraw and rectangle
walking code in it, the code would exist in the AES alone, and
applications would be a lot smaller.

>As I see it, a mix of blitting and objc_draw calls shoult work
>sufficiently fast anyway.

Another suggestion to speed up the lists is to make sure the text is
snapped to character boundaries. If the box the text is in is snapped,
I'm not sure that guarantees the text will be. It would probably be best
to use text objects rather than boxtext.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

4808. Re: Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 09:52:01 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <1g1r81INNfpl@obelix.uni-muenster.de>
Source record: 41496

In article 16492@netcom.com, ersmith@netcom.com (Eric R. Smith) writes:
>In article <723534356@majors1.cs.duke.edu> dsb@duke.cs.duke.edu (D. Scott Bigham) writes:
>>From the Holy Book of <1992Dec5.013114.21887@netcom.com>
>> as spake by ersmith@netcom.com (Eric R. Smith) :
>>>There's a REALLY, REALLY awful bug in MiNT's readdir() function.
>> [...]
>Oops, I should have been more specific: just programs that use readdir().
>That would include shells, file utilities, and emacs. It does not
>include loadable file systems, which wouldn't be using the library
>readdir() but would have to provide their own. Compilers are not
>likely to need readdir().

Please, dont make compromises, if it is necessary to change the behavior of
MiNT, make it; if it is then still possible to have those programs not break,
it would be great, but I think it is better to have a better OS than to have
old programs running. As far as I know, MiNT has been a beta version, so
changes do sometimes happen...

Ulrich

+---------------+----------------------------+-------------------------+
| Ulrich Kuehn | Internet: | Do they know that they |
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? |
+---------------+----------------------------+-------------------------+

4809. MiNT & non MINXFS partitions problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 10:03:35 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <ByxqM0.1G7@hermes.hrz.uni-bielefeld.de>
Source record: 41497

Hi there!

I've had this problem before, but there's no satisfying solution so far. The story goes like this: At the moment I'm planning to install a *small* multi user system with a friend who lives next door using MiNT & Stephen Ushers init package. It's always mentioned that system security under MiNT is a joke, but there's another problem: If you don't have all of your stuff in a MINIXFS partition, everybody can access the normal partitions. So everyone who's just logged in through the RS232 line can start a gem programm, causing horrible things on the console screen. The older solution was to write a programm which makes (in my case) three dlock calls and blocks access on the non MINIXFS partitions. In this case also the console user - supposed to be allowed to execute gem programs - can't access them. Bad idea. Now how about this one:

On non MINIXFS partitions you'll get a filemode of rwxrwxrwx (rw-rw-rw-) for every file because the partition doesn't store these informations. Why not make a fix that in this case rwxrwx--- or rwx------ is reported? There are two possible problems:

1) You're not at all running a multi user system: In this case you'll never be somebody else than the super user so that you still have full access!
2) You are running such a system: In this case you'll have a MINIXFX partition installed, because otherwise it's completely nonsense. In this case you'll probably like the better access controll!

So why don't do it? Btw, has anyone the e-mail adress of the man who wrote the MINIXFS driver? I've forgotten it and cannot find it in the few docs I've not erased...

Torsten
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
****
paper mail: Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
internet e-mail : itschere@techfak.uni-bielefeld.de
uteca066@unibi.hrz.uni-bielefeld.de
**********(EOT)*

4810. MegaST/E SCSI adaptor question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 10:06:59 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <Byxqrn.1HG@hermes.hrz.uni-bielefeld.de>
Source record: 41498

hallo auch,

thinking about buying a bigger harddisk for my MegaST/E I'm wondering if the internal SCSI hostadaptor is able to handle two drives or not?! Normally it should, but I wouldn't wonder if it so cripled that it can't, exspecially because of the *strange* DIP switches on it, which are - as far as I know - used to select the target adress...

Torsten
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
****
paper mail: Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
internet e-mail : itschere@techfak.uni-bielefeld.de
uteca066@unibi.hrz.uni-bielefeld.de
**(EOT)*

4811. Re: Sending objc_draw to a memory buffer rather than screen

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 11:37:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.794901@cix.compulink.co.uk>
Source record: 41499

In article <1992Dec7.171606.23964@aber.ac.uk>, hrs@aber.ac.uk (Herbert Martin Sauro)
writes:
>I'm trying to write a scrollable list box. I've gone through a number of
>attempts. The best one so far was blitting n-1 of the entries in the list
>and writing the nth item using objc_draw as the list is scrolled.
>The trouble with this was if
>the user scrolled more than one item at a time this method no longer worked
>and instead the whole list box had to be redrawn (i.e using objc_draw)
>at the new position - which makes for flickering and it's slow.
>If the list box only moves one item at a time
>the n-1 blit method works a treat and without any flicker -- the list
>can also scroll pretty fast.

Can't you vsync ? And what's wrong with a window ?

>I'm now thinking of another method, this time to hold the entire list
>(or at least the section that is being displayed) in a memory buffer
>and as the list is scrolled just blit the appropriate section out to
>the screen. The trouble I'm having is how do I get such a list into
>a memory buffer in the first place. It's a shame that one can't redirect
>the output from the objc_draw command to a memory buffer rather than
>the screen (or can one?). So the question is, how can one store dialogs,
>sections of object trees etc in memory (as bit maps I mean) so that they
>can be blitted out to the screen at will?

Yes you can redirect objc_draw() output by changing the screen physical
address. Of course it won't speed anything up, in fact it'll be slower plus
you'll soak up RAM. Xcontrl list boxes scroll o.k with a decent accelerator.

Adam.

4812. Re: Falcon '030 BUS: 16 or 32

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 13:13:04 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Dec8.131304.22889@cs.hw.ac.uk>
Source record: 41506

In article <hanscs.63.723380878@dhhalden.no> hanscs@dhhalden.no
(HANS CHRISTIAN SANDER) writes:
>Since when does the Falcon have a 640x480x256-VGA color mode?
>The Falcon spec-sheet does not say anything about that mode.

Since it was first produced. I've seen that mode and used it on a VGA
monitor.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

4813. Re: Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 14:15:21 UTC
From: mh1@irz213.inf.tu-dresden.de
Message-ID: <SSM963G@math.fu-berlin.de>
Source record: 41500

In article <sourada.723773491@vincent1.iastate.edu>, sourada@iastate.edu (Steven D Ourada) writes:

> In <6WL97RV@math.fu-berlin.de> mh1@irz205.inf.tu-dresden.de (Michael Hohmuth) writes:
>
> >However, I'd vote for a kludge that allows those broken programs to run with
> >newer versions MiNT.
>
> ARGGGGHHH! MTOS doesn't need any kludges! Especially in the FIRST release!

I believe that it will contain quite a lot of kludges, in the name of compatibelity to programs that used undocumented features of older versions of TOS. Even MiNT does contain a few compatibelity kludges.

> I'd bet that everything that gets broken has source freely available (since
> most things that work with MiNT do), so it'll be easy to recompile bad
> binaries.

You're perhaps right with this. However, it would still be nice if older programs that used to run under older versions of MiNT will also work under MTOS (IF it can be done; if not, or if it's too hard, it could be dropped for the sake of progress... That's why MiNT is advertised as being "beta" :-)

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

4814. JRI simm upgrade questions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 17:09:57 UTC
From: randyh@sr.hp.com
Message-ID: <ByyACM.ov@srgenprp.sr.hp.com>
Source record: 41502

Hello all,

I recently became the owner of a 520ST upgraded to 2.5 megs and TOS 1.4.
Last night I opened up the box to do the Overscan mod and discovered that
my 520ST had the JRI simm memory upgrade. I have no documentation on it
and so am hoping that someone out there can answer my questions.

I want to add another 2 megs of simms. How do I disable the 1/2 meg that's
on the motherboard? I saw one jumper on the board that plugs into the
video shifter. Do I need to remove it to add the extra ram?

Also there is an extra video shifter socket. What's the story on this?
Do I just plug in another shifter for the larger palette or do I need
some software to enable it?

Please post or email any and all information you may have about this upgrade.

Thanks, Randy Hosler

4815. EPROM PROGRAMMER FOR THE ST

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 17:16:02 UTC
From: csi063@cch.coventry.ac.uk
Message-ID: <ByyAMr.3Hx@cck.coventry.ac.uk>
Source record: 41503

I have seen a eprom programmer circuit design for the amiga a few years back
but I don't know enough about electronics to change the bits.

The main reason behind this post is the question, has anyone designed an
eprom programmer for the ST that will handle largeish capacity roms.

If so does anybody want to mail me any details of what bits make up one
and how to put the bits together to make the programmer.

Software to drive this would also be nice ...

I hope there is someone out there who can help... Si.

--
+---+
| Simon Love / The Lover, BSC Computer Science Year 2, 47 Carmalite rd, Stoke! |
+---+

4816. Re: Falcon '030 BUS: 16 or 32

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 18:59:39 UTC
From: ee92pms@brunel.ac.uk
Message-ID: <ByyFFG.20H@brunel.ac.uk>
Source record: 41507

DXB132@psuvm.psu.edu wrote:
: In article <1992Dec4.150029.26999@beaver.cs.washington.edu>,
: bgilbert@cs.washington.edu (Benjamin Gilbert) says:

: >>Hmmm... does this mean I won't be able to get 640x480 true color on a VGA
: >>monitor, is it only available at this resolution on an interlaced TV ??
: >>Could someone please clarify this... much appreciated.
: >>

: >Yes, it does indeed mean that. Some problem about the VGA monitors not
: >being able to handle the bandwith required for true color in that high
: >of a resolution. And don't quote me on that, I just know it was
: >some technical monitor thang that the VGA monitors were not designed for

: VGA monitors impose no color limits. The only limit is the device driving
: the monitor.

: >(Oh, and they also can't do overscan, which IMHO is a big plus for
: >genlocking or just grabbing some extra pixels). Now, I believe that

: This is also not true.

Are you Sure about This. Talking to guys at Atari Told me otherwise!!
In which case is there a monitor about that will take all modes??

4817. Overscan

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 19:23:01 UTC
From: mapmh@gdr.bath.ac.uk
Message-ID: <1992Dec8.192301.14457@gdr.bath.ac.uk>
Source record: 41508

Just wondering, did anyone actually try using my overscan routine? Or did I completely waste my time posting it?

Mark

4818. Re: Connect PC Harddisk to Ata

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 20:21:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A53551@MS.maus.de>
Source record: 41447

Peter Missel (Peter_Missel@k.maus.de) wrote:
>German company Hard&Soft did show an IDE interface in Dusseldorf, TOS 2.06 can
>handle it (as it does in ST Book). There is a way...

True. It'll be a combined IDE host adapter with integrated TOS extension
card; as far as I know for now only for non-STE's. The driver software
is not released yet, but the hardware is compatible to AHDI 5.x (and
newer versions) anyway.

4819. Re: What is TERMCAP?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 20:54:46 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.92Dec8135446@hpbbrn.bbn.hp.com>
Source record: 41504

There's documentation in the source code to the TERMCAP library (somewhere on a.a.u.e). Also, GNU Emacs has an info topic about TERMCAP.

Jens.

4820. Re: Sending objc_draw to a memory buffer rather than screen

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 22:34:53 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Dec8.223453.21563@beaver.cs.washington.edu>
Source record: 41511

In article <H.eg.HH47lIoeqGQ@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:

> I wonder if this is true. If you used the setscreen call once to
>draw to and restored it immediately, is it going to be that bad, or
>could it still disrupt another application. I guess if you had another
>application drawing something in a topped window, and you flipped the
>screen pointer, that would be bad. It makes me think that the AES should
>give each application it's own screen, and handle drawing to the real
>screen for them all. That would certainly be more efficient, as well, as
>then ever application wouldn't have to have all the redraw and rectangle
>walking code in it, the code would exist in the AES alone, and
>applications would be a lot smaller.

Ah, it's a neat idea but there remain some fundamental difficulties with this method :
1) If you have, say, 10 applications running in 640x480x16 colors (for example), you need 153KB per screen. Since the AES needs to know how to draw any part of each application's screen, it then needs to store almost 1.5MB just for screen memory! This is a ridiculous waste of space -- it's like automatically adding 153KB to the memory requested by each application. Then what about 640x480x256 on the Falcon? Now you're adding over 300KB for each application and somehow your 4MB is no longer enough. :)
2) This explains point #1 better : the AES cannot know how your program draws the graphics on its own screen. For example, your CAD program uses coordinates and vectors to represent the graphics it draws, at a _substantial_ memory savings. This way the program doesn't have to know anything about bitmaps, screen memory, etc. -- it just knows how to construct the screen from scratch using itsd own data, which may or may not already be in bitmapped format. Although it seems simple, it really is very complex for the AES to handle redraw operations for independent applications.
3) Well, this just sums up the other two... It requires a huge amount of overhead for the AES to keep track of all that graphics data in bitmapped format, while keeping track of it within the individual programs can be quite easy (your program should be able to do that anyway, even if you don't originally design it to accept redraw messages). Having the AES handle jobs which your program should do seems to violate the idea of a windowing interface. Think of what the AES would have to do to keep an updated copy of your screen -- any time any program called a routine to write to its screen, the AES would have to intercept it and send it to some other memory location, then go through all the

windows on the screen and calculate which part of each app's
window to draw. Needless to say, this would severely hamper the
performance of the system.

I hope this makes sense, I know we've discussed this topic on here before.
Are there any examples of a system which does use the environmental manager
to do screen redraws? I would think it would just complicate things
unnecessarily and would simply consume too much memory anyway.

>--
>
> "If Rush fans were braindead, why are there so Bruce Bufalini
> many people posting to alt.music.rush?" PSU

Cheers,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

4821. Networking a ST to a SUN.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 23:24:17 UTC
From: stevem@solbourne.com
Message-ID: <1g3ar1INNalh@katmandu.solbourne.com>
Source record: 41512
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a SUN SPARCstation clone at home and was thinking about
dusting off the old 520 ST and somehow networking it to my SPARC.

So is there a NFS type program for the ST? We have PC's and MAC's
networked to our SPARC's here at work so I'm sure I could get a MAC
emulator and run that software, but I'd rather not. If all else
fails I could hook up a null modem connection but that is really
a jerry rig and not I'm looking for.

So any clues for me on how to do this?

Why do I want to do this? Just for the hell of it I guess.

Thanks...

"Freedom is irrelevant, self determination is irrelevant. You must comply!"

<<<<<<<<<<<<<<<<<<<<<<<<<<*LIVE FREE OR DIE*>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Steve Matson (The original Rocky Mountain nationalist) **COLORADO**

4822. Re: Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 23:37:24 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <723857843.23462@minster.york.ac.uk>
Source record: 41517

In article <1992Dec7.185140.16492@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
>In article <723534356@majors1.cs.duke.edu> dsb@duke.cs.duke.edu (D. Scott Bigham) writes:
>>From the Holy Book of <1992Dec5.013114.21887@netcom.com>
>> as spake by ersmith@netcom.com (Eric R. Smith) :
>>>There's a REALLY, REALLY awful bug in MiNT's readdir() function.
>> [...]
>>>This leads us to a big problem: if I do make the change described
>>>to MiNT, all existing mntlib compiled programs are going to break.
>
>Oops, I should have been more specific: just programs that use readdir().
>That would include shells, file utilities, and emacs. It does not
>include loadable file systems, which wouldn't be using the library
>readdir() but would have to provide their own. Compilers are not
>likely to need readdir().

My vote is that you fix it _now_ -- we can recompile our programs easily.
Please don't lumber MiNT with a broken system call and some awful kludge.

>(PS: I should have been more clear in my original posting: the bug
>is in the MiNT library readdir(), *not* in the underlying MiNT
>Dreaddir() function. That is, the kernel is fine, it's the applications
>that are broken...)

Even more reason to fix it properly.

>Eric
>ersmith@netcom.com ersmith@atari.uucp

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

4823. The internals of the MEGA ST2...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-08 23:43:40 UTC
From: jared@midiline.la.ca.us
Message-ID: <HFmHVB1w165w@midiline.la.ca.us>
Source record: 41519

Recently, I decided to try and learn more about my MEGA ST. I picked up my BEST Electronics catalog and thumbed through it, attempting to learn what chips did what and what number they were. Little was on my side for learning. But here is my plea:

Can someone look inside their MEGA ST (TOS 1.2), assuming they have one, and list each chip number, the "term" for it (PAL, ACIA, etc.), if any, and the function of that chip? In other words, I want to know what my ST does on a parts by parts basis. There are probably a lot of similarities between the 520/1040ST and the MEGA ST, so feel free to list parts that are the same. As well, if this is of any help, my MEGA ST has 2 ROMs instead of six. Were they all made this way? And if so, why did they make such a big goof and have space for six of 'em?

Oh, and to lighten your task a bit, you needn't worry about the CPU or the Sound chip (Yamaha), the RAM, or the ROMs. I already know where they are located and what they do...

Thank you in advance.

Reply in Email to: jared@midiline.la.ca.us

Jared

---
jared@midiline.la.ca.us (Luposian Knightwolf)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

4824. AdSCSI Micro Hostadaper trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 05:06:04 UTC
From: mjuschke@tartarus.uwa.edu.au
Message-ID: <1g3ursINN9kp@uniwa.uwa.edu.au>
Source record: 41514

Hi,

is anybody from ICD reading this ?

I would like some answers, as I am quite unsatified with the Micro hostadapter.

I had a lot of trouble findig a SCSI drive which was low-profile, half-height
and affordable, that has a parity disable jumper.

Most suitable SCSI drives are now manufactured in permanent parity enable as it is used
with most PC's. It was only possible for me to get an affordable drive
as there were some old stock of drives availabe at one supplier. One supposedly jumpered
drive I ordered turned out with enabled parity and no jumper, as it
was already a newer model.

Can anybody give me a convincing reason why these adapters are manufactured for
no parity when the world of SCSI drives (PC's) operate with enabled parity ?

But I guess it is a tradition to make life difficult for the user. I haven't
seen a third party product that didn't cause any problems.
Be it an emulator which does not keep its promisses of peripheral speed, a TOS
extension card which sits on the processor in such a way that you cannot install
an internal harddrive to the Mega ST without having to relocate the card, even
so it could have been made to sit the other way around which would have left
plenty of space for the harddrive.

The other question is about the fact that I have been told that a high
percentage of Micro adapters are faulty out of the box.

Michael

PS. : To all third party and Atari manufacturers. Think before you build and
consider that your product is not the only thing that somebody adds to
his system.

4825. Simm module serial numbers. Meaning?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 05:48:17 UTC
From: fdomingu@morpheus
Message-ID: <Byz9GH.Gur@watserv1.uwaterloo.ca>
Source record: 41516

For the following serial numbers, could someone give the appropriate meaning and it's possibilites for use in the Atari ST...

Hitachi HB56A49A-8
(on the component side, 9 of HM514100JP8)

MitsubishI (9 of M5M41000AJ) (10 ns)

Samsung KMM581000AN-8
(2 of KM44C1000AJ-8)

4826. Re: AdSCSI Micro Hostadaper trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 06:06:01 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Dec8.230602.4089@arizona.edu>
Source record: 41518

In article 1g3ursINN9kp@uniwa.uwa.edu.au, mjuschke@tartarus.uwa.edu.au (Michael Juschke) writes:
> Hi,
>
> is anybody from ICD reading this ?

[stuff deleted]
>
> The other question is about the fact that I have been told that a high
> percentage of Micro adapters are faulty out of the box.
>

Well, I've been using an ICD Micro adapter in my TT (to make Spectre run) for quite a while now, and I've had no problems with it.

> Michael
>

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

4827. *Help* I need to make a non-standard text file standard.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 06:13:28 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H._cc6LL0jl1_@elfhaven.ersys.edmonton.ab.ca>
Source record: 41450

I really hope someone can help me out on this problem. About half way into a programmin project, I have encountered a problem that I can not seem to get around.

I normally use Personal Pascal, but in this case that is what seems to be causing the problem. I need to read a non-standard text file (the lines are seperated by 10 ($0A), which is an LF, rather than 13/10, which would be a carriage/return LF. The reason this is causing so many problems is that Personal Pascal (ReadLn) expects a perfect, standard file.

So, does anyone have C source code to read in each byte of a file, and write the data to a different file (inserting a carriage return where it should be in the new file). I have Sozobon C 1.33i so I will be able to compile programs people offer. C is not my specialty though (which you probably guessed since I have to ask for help on such a simple problem).

I tried to write a program to do this myself (in Pascal) using the fread() and fwrite() calls. This gave me an excellent copy file utility, but it would not recognize the LF. When I looked into the actual data being used, I got some very strange results. It seems as if each byte in the file buffer was representing two characters instead of one, which resulted in numeric values that did not match when compared to what I was expecting). When I wrote the file to the disk, though, it came out in good condition. I would feel better doing this in C, but I'll certainly keep trying to determine why each bytes represents two characters.

Any help would be greatly appreciated (and code would be even better).

Thanks!

--
<< -- >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

4828. Re: Simm module serial numbers. Meaning?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 08:16:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1g4a1elNNqfs@golem.wcc.govt.nz>
Source record: 41521

In article <Byz9GH.Gur@watserv1.uwaterloo.ca>, fdomingu@morpheus (Francisco Dominguez) writes:
>
>For the following serial numbers, could someone give the appropriate meaning and it's possibilites for use in the Atari ST...
>
>Hitachi HB56A49A-8
>(on the component side, 9 of HM514100JP8)
>
>MitsubishI (9 of M5M41000AJ) (10 ns)
>
>Samsung KMM581000AN-8
>(2 of KM44C1000AJ-8)>

The top 2 are 1 meg SIMMs, I don't know the part NO. for the Samsung ones..

Note: you must disable the 9 th bit, connect the end 3 pins together, 28/29/30 this will connect the 9 th bit inputs to VCC..

The Atari can handle as slow as 150ns, 8 or 9 bit ones...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4829. Re: Networking a ST to a SUN.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 08:19:20 UTC
From: wb@arb-phys.uni-dortmund.de
Message-ID: <1992Dec9.081920.22492@arb-phys.uni-dortmund.de>
Source record: 41520
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1g3ar1INNalh@katmandu.solbourne.com> stevem@solbourne.com (Stephen Matson) writes:
>
> I have a SUN SPARCstation clone at home and was thinking about
>dusting off the old 520 ST and somehow networking it to my SPARC.
>
> So is there a NFS type program for the ST? We have PC's and MAC's
>networked to our SPARC's here at work so I'm sure I could get a MAC
>emulator and run that software, but I'd rather not. If all else
>fails I could hook up a null modem connection but that is really
>a jerry rig and not I'm looking for.
You may look for the KA9Q port to the ST. It does SLIP, and you can use
ftp and some other TCP/IP utilities. Porting NFS for MiNT should be
possible, but I don't know that anyone has done it.
--
Dipl.-Math. Wilhelm Bernhard Kloke,
Institut fuer Arbeitsphysiologie an der Universitaet Dortmund
Ardeystrasse 67, D-4600 Dortmund 1, Tel. 0231-1084-257

4830. Re: Sending objc_draw to a memory buffer rather than screen

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 09:54:09 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Dec9.095409.15641@aber.ac.uk>
Source record: 41522

In article <1g074oINNpbf@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>In <1992Dec7.171606.23964@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>
>>It's a shame that one can't redirect
>>the output from the objc_draw command to a memory buffer rather than
>>the screen (or can one?). So the question is, how can one store dialogs,
>>sections of object trees etc in memory (as bit maps I mean) so that they
>>can be blitted out to the screen at will?
>
>Some months ago, I posted a similar question, namely whether it
>was possible to redirect the VDI output to a virtual screen of
>arbitrary size and number of bitplanes. Among other hints, I was
>pointed to a GDOS device driver called MEMORY.SYS, which was
>supposed to become available soon that time. On another occasion,
>John Henders (if I remember that correctly) told me he saw the
>MEMORY.SYS driver in the FontGDOS package.
>However, the MEMORY.SYS driver won't solve your problem
>completely, since you still have to persuade the AES into using
>the VDI handle of MEMORY.SYS, and I don't think you can do that
>using any documented AES call.
>Of course, you can do this the hacky way, using the XBIOS
>setscreen() function to redirect the screen output to some buffer
>from which you then blit according to your needs. This is
>definitely not the way to go if the software you develop is
>supposed to run under any multitasking TOS version, and I'm sure
>the mere fact I mentioned this possibility will get me flames...
>:-)
>As I see it, a mix of blitting and objc_draw calls shoult work
>sufficiently fast anyway.
>
>Greetinx, Jan

I had wondered what MEMORY.SYS did, I had a feeling that it might
be there to allow one to send VDI stuff to a memory area. I've got FontGDOS
and I can confirm that MEMORY.SYS is part of the distribution.

I guess the only way to build dialogs etc in memory is to do it by
writing one's own code. I will have to rethink the way I'm managing
the scrollable list box. Thanks though for your comments.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353

Univesity College of Wales

4831. XBRA

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 10:51:59 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <ByznIp.88F@brunel.ac.uk>
Source record: 41524

What is XBRA?
I have seen it mentioned in MACCEL documentation...

.Ian.
cs90ijr@brunel.ac.uk

Cat: 'Personally, I thought it started well, then fell apart. All that stuff
about the ducks getting into trouble was great, but then it went B&W and
I fell asleep.'
Kryten: 'But, sir, that was the cartoon before the main programme!'

4832. Re: HPACK 0.78 binaries ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 11:25:16 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1g4l2sINNrhm@golem.wcc.govt.nz>
Source record: 41523

>Are the HPACK binaries available for the ST ? I've found the source
>on garbo.wsaua.fi (sp?) and they are over 500Kb.
>This program compresses better then LZH201L by about 10% acording
>to my tests using the MSDOS HPACK. It also takes more time then
>PKZIP 1.93 but compresses better by 5-8%.
>
>Carlos Varela.

I thought that ARJ was the best you could get, or am I wrong again..??

Some one did post some comparative figures some time back, and it look like
ARJ was the best...

I think they were all done on a PC, but the chap did not say...

Roger..... sheppard_r@kosmos.wcc.govt.nz

4833. Re: Monochrome monitor woes

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 11:51:27 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <gwmiVB3w165w@dogbox.acme.gen.nz>
Source record: 41472
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone have a service manual for the SM124 at all?

The local Atari distributor refuses to sell me one, despite the fact
that I'm probably more qualified to work on them than their own service
staff!
(Lots of stories of equipment coming back unfixed, or with new faults
won't be repeated here)

If someone has scanned the circuit diagrams, etc I'd be more than happy
to use them, if I can't get it on paper.

--
Alan B See Janet's ball. See John's chainsaw
Dogbowl@dogbox.acme.gen.nz See Spot run. Run, Spot, run!
Dawghaus BBS +64 6 357-9245 Far too slow! [Bzzzzzzzzz! Yelp yelp!]
Palmerston North, New Zealand Spot's in bits. Run Janet Run!

4834. Re: What is TERMCAP?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 12:21:48 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Dec9.122148.7999@email.tuwien.ac.at>
Source record: 41525

jensk@hpbbn.bbn.hp.com (Jens Kilian) writes:
: There's documentation in the source code to the TERMCAP library (somewhere
: on a.a.u.e). Also, GNU Emacs has an info topic about TERMCAP.
:
: Jens.

Also, all *nix type operating systems should have a manualpage for
temrcap... ("man 5 termcap").

-MY

4835. Re: AdSCSI Micro Hostadaper trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 13:52:51 UTC
From: wd@pcsbst.pcs.com
Message-ID: <wd.723909171@tukan>
Source record: 41532

mjuschke@tartarus.uwa.edu.au (Michael Juschke) writes:

>Most suitable SCSI drives are now manufactured in permanent parity enable as it is used
with most PC's. It was only possible for me to get an affordable drive

This is definitely wrong. Most SCSI drives _DO_ have jumpers to
enable / disable parity checking.

And: don't use so long lines!

>Can anybody give me a convincing reason why these adapters are manufactured for
>no parity when the world of SCSI drives (PC's) operate with enabled parity ?

This is wrong, too. PCs are definitely not the "world of SCSI
drives".

>But I guess it is a tradition to make life difficult for the user. I haven't

This is because the ICD host adapter is simpler (and cheaper) if
it has not to deal with parity checking.

>The other question is about the fact that I have been told that a high
>percentage of Micro adapters are faulty out of the box.

I think this is wrong, too; but I can only speak for myself, and
I am running only one ICD host adapter (which perfectly meets my
needs).

Wolfgang

==
Name : Wolfgang Denk (+49)-89-68004-288
Company : PCS GmbH, Pfaelzer-Wald-Str. 36, 8000 Munich, Germany.
UUCP : ..[pyramid ;uunet!unido]!pcsbst!wd (PYRAMID PREFERRED!!)
DOMAIN : wd@pcsbst.pcs.[COM From rest of world; DE From Europe]
##
"UNIX was not designed to stop you from doing stupid things,
because that would also stop you from doing clever things."
-- Doug Gwyn
##

4836. Re: AdSCSI Micro Hostadaper trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 14:16:49 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Byzx02.3B5@hpbbrd.bbn.hp.com>
Source record: 41540

Michael Juschke (mjuschke@tartarus.uwa.edu.au) wrote:
:Can anybody give me a convincing reason why these adapters are manufactured for
:no parity when the world of SCSI drives (PC's) operate with enabled parity ?

Most drives can be configured so that parity is disabled. The ACSI
bus know nothing of parity generation, so the parity information
is lost, anyway, and that's why most host adapters do not handle
parity.

: PS. : To all third party and Atari manufacturers. Think before you build and
: consider that your product is not the only thing that somebody adds to
: his system.

Most hardware kludges that third party companies come up with wouldn't
have been necessary if the ST wouldn't be that closed a system. On
the other hand, if the ST would be extensible it would also be much
more expensive ...

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

4837. Finding installed GDOS drivers?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 14:29:56 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1g4vt4INNilq@rs1.rrz.Uni-Koeln.DE>
Source record: 41526

Hi folks,

this may be an easy one: Is there a documented way to find out
which device drivers are installed? I mean other than just trying
to open a workstation with some driver number or analyzing the
ASSIGN.SYS file. What I'm looking for is an OS call that answers
the question "Can I open a workstation with GDOS driver #x?"

Greetinx and thanx in advance, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4838. Re: AdSCSI Micro Hostadaper trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 14:45:25 UTC
From: bjgrier@bnr.ca
Message-ID: <1992Dec09.144525.20771@bnr.ca>
Source record: 41533

> Most suitable SCSI drives are now manufactured in permanent parity enable
> as it is used with most PC's. It was only possible for me to get an
> affordable drive as there were some old stock of drives availabe at one
> supplier. One supposedly jumpered drive I ordered turned out with enabled
> parity and no jumper, as it was already a newer model.

Well is it EVEN or ODD parity that is enabled? It does make a difference.
BTW what is suitable? Quantum, Maxtor, Seagate, Conner, and Micropolis
drives are still all selectable for EVEN, ODD, or NO parity.

> Can anybody give me a convincing reason why these adapters are manufactured for
> no parity when the world of SCSI drives (PC's) operate with enabled parity ?

PC's are not the only users of SCSI drives. Sun, HP, DEC, and Commodore are
a few of the companies that make SCSI controllers that do not require parity.
PC's have arrived relatively late to the SCSI standard, and the PC SCSI controller
cards I have seen have a jumper you can change from their standard parity to
whatever you want. Besides the SCSI spec says that parity mst be selectable.
So if what you say is true then write the PC SCSI card developers and tell
them to follow the SCSI/SCSI II standard.

> The other question is about the fact that I have been told that a high
> percentage of Micro adapters are faulty out of the box.

I own three host adapters and the only on I've replaced was the 1987 one
that does not have the correct interface drivers for the STe and TT.
They all worked right out of the box first time. Now the Micro host
adapters are only used in MegaSTs, and are not useable on the keyboard
case ST or any STe or TT, so you may be right.

> PS. : To all third party and Atari manufacturers. Think before you build and
> consider that your product is not the only thing that somebody adds to
> his system.

Think, and get the facts before you try to chastise others.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC

4839. Re: XBRA

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 17:11:26 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Bz0533.AwK@newcastle.ac.uk>
Source record: 41535

XBRA is an inter-application communication protocol. It allows desk-accs and programs to talk to each other and swap data. There are several levels to the protocal, etending right up to direct swapping of .GEM/.IMG files (similar to MS Windows DDE).

I have the details (specs. and programming guides) to this protocol if anyone is REALLY interested (I posted an article on Overscan a week or so ago, after people mailed & asked me to, so perhaps this should be a follow up?).

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

4840. Re: 3rd party floppy on Atari 1040STF?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 17:42:50 UTC
From: wang@hp4at.eunet.co.at
Message-ID: <1992Dec9.174250.7024@hp4at.eunet.co.at>
Source record: 41534

wang@hp4at.eunet.co.at (Wang) writes:
: Since the floopy drive on my Atari 1040STF isn't working anymore,
: I was trying several 3rd party drives (Epson, Sony both 720k). But there
: is no way to get them running. I jumpered the drives as drive '0'
: but turning the Atari on the motor runs permanently and the driveselect LED
: is on. I assume that there must be changed something somewhere. I don't know
: anything about Atari internals (I'm just using it for musicpurposes).
: Help is appreciated!

Thanks to everybody who responded and helped to solve this problem!
Indeed the cable was twisted (i.e. upside down). Cutting out the notch
on the connector and turning the cable made everything working ...

/m

--
Michael Zacherl, Management Data Wang Ltd., Vienna |
E-MAIL: mza@zwerg.wang.co.at | "Proof your chances,
PHONE: +43 (1) 89-111 ext. 433 | and leave them or not."
FAX: +43 (1) 894-17-14 |

4841. 520 modem port problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 17:49:26 UTC
From: bossoj@aix.rpi.edu
Message-ID: <a8c2=f@rpi.edu>
Source record: 41539

I am having a problem with my 520ST. When using various terminal programs
they seem to detect a data carrier even when the modem is not connected
to anything!! I have already tried different cables (w/ all lines
connected), setting the dips on the modem, and also using another modem!

I have narrowed the problem to the ST internals since all externals
factors have been checked out. Has anyone else had this problem or
know of a fix?? I assume that one of the controller chips is fouled.
(Please don't suggest taking it to a dealer because there isn't one around
for hundreds of miles and I it isn't abig enough problem to mail to
a dealer either!) I am capable enough with a soldering iron to fix it myself,
I just don't have any info on the ST internals!!

Thank.

Joe (bossoj@rpi.edu)

4842. Re: Monitor cable length max

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 17:51:03 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Dec9.175103.9650@newshost.lanl.gov>
Source record: 41537

In article 10693@oz.plymouth.edu, pyr579@oz.plymouth.edu (Technoid) writes:
>Hello,
>
> I just received my monitor switch box from Toad computers and
>was terribly disappointed when I found that my monochrome monitor worked
>very poorly from this box (which has about a 5 foot long monitor calbe
>to run to the computer from the switch.) The color works. I am guessing
>the problem is either signal break down or timing due to the long cable.
>I'm not sure if it will be easier (anmd faster) to do a chop job on
>the cable and make it about 3 feet shorter, or send it back and hope
>they have a shorter version. Anyone know what the max run is? I
>remember the old Monitor Master and its cable was real short, not much
>over a foot. What is crazy is that a company would sell and item like
>this which obviously doesn't work.
>

Well, have you tried calling TOAD to see if they have a suggestion? They are
usually quite helpful in resolving customer problems.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4843. Atari ST and ham Radio

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 18:15:45 UTC
From: camerond@cc4.crl.aecl.ca
Message-ID: <9DEC92.13154524@cc4.crl.aecl.ca>
Source record: 41536

I am considering relegating my old 1040ST with colour monitor to dedicated use in my amateur radio station, interfacing it to my radio equipment to allow me to work radioteletype, slow scan TV and packet radio, as well as receive weather satellite pictures. There are two ways, in principle, to do this. The easy (and expensive) way is to buy a sophisticated multi-mode terminal node controller that does all of the signal processing through firmware and just directs the information to the computer, that acts as a simple terminal or monitor.

The other option, which is the subject of this enquiry, is to use a relatively simple analogue/digital interface between the radio and the computer, and do all of the data processing through software in the computer. Various archives have all sorts of software to do this for the ms-dos machines (e.g. BAYCOM for packet radio), but archived ham radio programs seem relatively rare for the ST, although I have found one radioteletype program.

I would be interested in hearing from hams who have used their ST's in amateur radio employing simple interfaces, rather than TNCs. Particularly;

-what software have they used, how have they liked it and where can it be found,
-details and sources of appropriate interfaces for the various modes.

Responses to my email address please.

Don Cameron, VE3NVU
Camerond@crl.aecl.ca

4844. TOS 2.06 Purchase

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 19:22:28 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <107480004@hpfcso.FC.HP.COM>
Source record: 41451

Anyone know where I can buy TOS 2.06? I've tried a couple of sources including Toad and D & P but they all say that Atari has back ordered the 2 chip set. Has Atari changed their mind about making it available or is this just the Christmas rush. I was hoping to work on shoving it into my ST of Christmas but now that seems grim.

Ted Rossin

4845. Re: Sending objc_draw to a memory buffer rather than screen

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 21:07:26 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec9.210726.220@elroy.jpl.nasa.gov>
Source record: 41538

In article <1g074oINNpbf@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>Of course, you can do this the hacky way, using the XBIOS
>setscreen() function to redirect the screen output to some buffer
>from which you then blit according to your needs. This is
>definitely not the way to go if the software you develop is
>supposed to run under any multitasking TOS version, and I'm sure
>the mere fact I mentioned this possibility will get me flames...

Actually, MiNT maintains a private copy of the Logbase pointer for
every process, so this would be a viable approach. However, I think
there's an easier way to manage the scrollable text list - just reset
the string pointers and redraw the list.

I've got a question of my own tho (which shows my own inexperience with
GEM, sigh) - how do you update a window that is partially obscured, and
make sure that you only redraw the area that is exposed? (I'm not talking
about fielding a redraw event from AES, but when you want to draw new stuff
into a window and it is no longer the top window. Is that rectangle list
always valid, so I should just treat these two cases the same way?)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4846. Re: Transputer interface

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-09 22:19:12 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.eg.OEt7mGN03O2@lionbbs.escape.de>
Source record: 41479

In <memo.794375@cix.compulink.co.uk>, Adam Pelled writes:
> Atari built a transputer Unix workstation. Nobody bought it! There are
>still a few around that you may be able to pick up cheap.
Where?
Someone selling one?
What price?

Uwe
--
Eliminiere das Unmoegliche. Was immer uebrig bleibt, so
unwahrscheinlich es auch wirkt, muss die Wahrheit sein.
Aber was ist, wenn einmal NICHTS mehr uebrig bleibt?
(nach: John Brunner - Mehr Dinge zwischen Himmel und Erde)
- -
Uwe Kloss UUCP: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 BTX: 0531336908 0001
3300 Braunschweig FIDO: not connected

4847. Re: Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 00:36:26 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.WIJy8VQkRfE@marsu.tynet.sub.org>
Source record: 41449

In <1992Dec5.013114.21887@netcom.com>, Eric R. Smith writes:
> So: just how painful is it going to be to force everyone to
> download new copies of MiNT utilities, shells, etc.? If we're
> going to make this change, it has to be done now (before MultiTOS
> is released).
>
> Comments? Suggestions?

Fix it! It was always a good idea to recompile tools, shells, utilities
etc. with the newest MiNTlibs. I think we must not run into the same
trouble as Atari did by maintaining TOS bugs as "upward compatibility"
for a long time.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
~/.ircrc/nick Marsu
/etc/motd >> Any kind of work is a little death. << -- ALF

4848. Re: What is TERMCAP?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 02:21:56 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11390@uqcspe.cs.uq.oz.au>
Source record: 41448

bx074@cleveland.Freenet.Edu (Ulf Rimkus) writes:

>Recently I start to work with MiNT and GCC. Often I've found some
>words about TERMCAP and/or TERMINFO files.

TERMCAP is a very simple protocol for allowing programs to be written
that support many different TERMinal CAPabilities. Grab a /etc/termcap
file from somewhere. It consists of a list of entries of this form:

```
# Comments
#
# "\" escapes the linebreak
#
# "\E" = Escape
# "^x" = Control-x
#
# flags are just boolean yes/no values
# eg. UC means the terminal only supports lowercase.
# bs means the terminal can backspace with ^H
# HC means the terminal's cursor is hard to see (HONEST!)
#
# strings are sequences of characters
#
# eg. &8=abc means the terminal send "abc" when UNDO is pressed
# ce=\Ec means the terminal will clear to end-of-line if sent ESC-c
#
name|anothername|anothername|reallyexplicitname:\
:flag:anotherflag:value=STRING:value=#NUMBER:
```

There's a little more to it than that (such as numeric arguments to strings),
but that's the basic idea of termcap.

Further references are in other articles.

```
--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
\_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /
```

4849. Re: Really horrible bug in mntlib

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 10:04:54 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Dec10.100454.14017@email.tuwien.ac.at>
Source record: 41452

Although a lot of existing will break with that change in MiNT 0.97,
I think it's be a good idea to make that change... I don't think there
are any MiNT-specific programs out there without source, and since the
"MiNT-community" is quite active (as it seems) I guess in a couple of
weeks all important software packages will be available compiled with
the fixed MiNTlib... Besides, the GNU C compiler is being updated too
at this time, so recompiling will be a good idea. MiNT users should
get used to the idea of having the complete GNU-C package on their
harddisk! :-) Better get some memory upgrades...

-MY

4850. A.M. : Re:Overscan code. (A personel message).

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 10:11:57 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Bz1GBy.7t4@newcastle.ac.uk>
Source record: 41454

-------SORRY FOR POSTING PERSONAL MESSAGES, NO EMAIL ADDRESS---------------------

To A.M. of Postlagirnd, Germany.

Just got those discs you sent this morning with your version of the overscan code,
haven't had a chance to look yet, but thanks muchly. I'll write back.....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
-----------------/__\---
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

4851. Re: Finding installed GDOS drivers?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 10:17:17 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Bz1GKt.87J@newcastle.ac.uk>
Source record: 41455

In article <1g4vt4INNilq@rs1.rrz.Uni-Koeln.DE>, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>Hi folks,
>
>this may be an easy one: Is there a documented way to find out
>which device drivers are installed? I mean other than just trying
>to open a workstation with some driver number or analyzing the
>ASSIGN.SYS file. What I'm looking for is an OS call that answers
>the question "Can I open a workstation with GDOS driver #x?"
>

I don't know this either, but if anyone does, I'm DESPERATE to know......

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

4852. Re: why isn't there a completely recompiled TOS around?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 10:17:27 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1992Dec10.101727@cs.bham.ac.uk>
Source record: 41453

In article <3_800_842_fidonet2b220963@Kralizec.fido.zeta.org.au>,
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
|>
|> It's worth bearing in mind that gem 'uses' lots of the CPU time because gem
|> programs 'busy wait', and I have a sneaking feeling that MiNT snoops on the
|> common GEm entry points, and counts this time spent waiting against GEM's
|> process usage...
|>
|> Could be wrong, of course.
|>
|> n> Juergen

I'm not sure where the busy-wait come from. Doesn't it depend on the
particular application? If the program only asks for keyboard and event
information, then all the time until this happens is available for
other GEM programs or for GEM to sit around thinking of things
(whatever a GUI operating system thinks about!).

If you mean that the GEM kernal itself busy-waits then you could be
right, but its something which could be easily remedied by Atari.
Obviously GEM will take up time, because if you think of several
processes running:

GEM Kernal \
> 1 time slice
GEM Program /

Other TOS program 1 time slice

Other TOS program 1 time slice

Obviously this depends on the priorities of the processes, but the GEM
Kernal (I hope thats the right phrase) and the GEM Program can't run
concurrently - the Kernal only runs in an evnt_multi() or AES gap, and
the GEM program only runs when its released from the evnt_multi() wait.

Oh well, thats my interpretation.

Could be wrong as well of course, so suggestions (esp from Eric!) would
be appreciated.

David.

David Oakley *
Software Engineering **_**
University of Birmingham */ *
_/

```
***
** ** ***
****** ** **** ***
********************
```

4853. ICD Host Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 10:20:18 UTC
From: andrew@minster.york.ac.uk
Message-ID: <723982817.13242@minster.york.ac.uk>
Source record: 41459

I have an ICD host adapter and I'm trying to format a Quantum 105S. However, I don't have the correct configuration file for this drive, my formatting software (from ICD) only has Quantum 80S. The software is about 4 years old! Does anyone have any suggestions for formatting this drive. I keep getting Sense Code 38 at the moment.

-Andrew Hague

4854. Re: XBRA

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 10:40:01 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <1g76q1INNmc8@obelix.uni-muenster.de>
Source record: 41456

In article AwK@newcastle.ac.uk, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>XBRA is an inter-application communication protocol. It allows desk-accs and
>programs to talk to each other and swap data. There are several levels to the
>protocal, etending right up to direct swapping of .GEM/.IMG files (similar to
>MS Windows DDE).
>
>I have the details (specs. and programming guides) to this protocol if anyone
>is REALLY interested (I posted an article on Overscan a week or so ago, after
>people mailed & asked me to, so perhaps this should be a follow up?).
>
I think you are mixing some things here: XBRA is a standard for vector
manipulating software, so one can unchain a program from a system vector.
Many programs use it to chain themselfes into some vectors, so one can
see what programs are there and in what order.

The inter-app communication has _nothing_ to do with this, maybe you
think of the VA-protokoll?

Ulrich

+---------------+----------------------------+-------------------------+
| Ulrich Kuehn | Internet: | Do they know that they |
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? |
+---------------+----------------------------+-------------------------+

4855. Re: Sending objc_draw to a memory buffer rather than screen

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 11:28:22 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Bz1JvA.JHs@hpbbrd.bbn.hp.com>
Source record: 41465

```
Howard Chu (hyc@hanauma.jpl.nasa.gov) wrote:
: I've got a question of my own tho (which shows my own inexperience with
: GEM, sigh) - how do you update a window that is partially obscured, and
: make sure that you only redraw the area that is exposed? (I'm not talking
: about fielding a redraw event from AES, but when you want to draw new stuff
: into a window and it is no longer the top window. Is that rectangle list
: always valid, so I should just treat these two cases the same way?)

The rectangle list is valid, but before (re-)drawing your window
you should call wind_update(BEG_UPDATE) to make sure that nobody
changes the rectangle list while you're drawing.

--
--clausb@hpbeo79.bbn.hp.com-----------------------------------------------
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---------------------------------------------
```

4856. Re: why isn't there a completely recompiled TOS around?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 12:16:14 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.723989774@rw8.urc.tue.nl>
Source record: 41461

jensk@hpbbn.bbn.hp.com (Jens Kilian) writes:

> wait for GEM events (including TIMER event)

>There seems to be no other way to simultaneously handle GEM events *and*
>data coming in over a pipe, because the AES knows nothing of MiNT. Only
>a MiNT-aware AES can help here.
Hmmm, wouldn't it be enough to just rewrite the evnt_* routines?
Or maybe even just the evnt_multi routine because that is the one most
programs use. The only thing that needed to be added was a EVENT_PIPE
message indicating that characters are waiting in the pipeline.

Correct me if I'm wrong (I hope I am not),

Erlend.

4857. System font for GDOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 12:33:04 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1g7de0INN1oea@rs1.rrz.Uni-Koeln.DE>
Source record: 41457

Hi folks,

I have another foolish little GDOS question: Is it possible to
install the system font, i.e. the one that you see on a plain
vanilla ST, on GDOS devices other than the screen? Which entry is
needed in the ASSIGN.SYS file to do this?
If the ROM font are not available for installation on GDOS
printers, is it available as a GDOS font from somewhere? I
browsed through the ftp index files I currently have, but I
couldn't find it there.

Greetinx & thanx in advance, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4858. Re: LHarc's SFX 1.13L

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 12:45:53 UTC
From: opalla@issan.informatik.uni-dortmund.de
Message-ID: <1g7e61INN36f@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 41458
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> I have been given binary data files that begin with, among other things,
> "LHarc's SFX 1.13L (c) Yoshi, 1989".

> These files seem to be self-extracting compressed archives for the IBM PC.

> Running lharc (in Unix) on them gives nonsense and corrupt archive info.

On my UNIX-machine there is a program called "lha", try this
instead of "lharc".

____
| |
| Rudolf Opalla - opalla@owl.informatik.uni-dortmund.de |
|____|

4859. Re: Sending objc_draw to a memory buffer rather than screen

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 13:11:57 UTC
From: djs@jet.uk
Message-ID: <1992Dec10.131157.1863@jet.uk>
Source record: 41460

In <memo.794901@cix.compulink.co.uk> apelled@cix.compulink.co.uk (Adam Pelled) writes:

>In article <1992Dec7.171606.23964@aber.ac.uk>, hrs@aber.ac.uk (Herbert Martin Sauro)
writes:
>>I'm trying to write a scrollable list box. I've gone through a number of
>>attempts. The best one so far was blitting n-1 of the entries in the list
>>and writing the nth item using objc_draw as the list is scrolled.
>>The trouble with this was if
>>the user scrolled more than one item at a time this method no longer worked
>>and instead the whole list box had to be redrawn (i.e using objc_draw)
>>at the new position - which makes for flickering and it's slow.
>>If the list box only moves one item at a time
>>the n-1 blit method works a treat and without any flicker -- the list
>>can also scroll pretty fast.

> Can't you vsync ? And what's wrong with a window ?
I don't think that he meant the sort of flicker you can get when updating the
screen as it's being displayed. I suspect the apparent flicker is caused
by clearing the redraw rect before drawing the text.

>>I'm now thinking of another method, this time to hold the entire list
>>(or at least the section that is being displayed) in a memory buffer
>>and as the list is scrolled just blit the appropriate section out to
>>the screen. The trouble I'm having is how do I get such a list into
>>a memory buffer in the first place. It's a shame that one can't redirect
>>the output from the objc_draw command to a memory buffer rather than
>>the screen (or can one?). So the question is, how can one store dialogs,
>>sections of object trees etc in memory (as bit maps I mean) so that they
>>can be blitted out to the screen at will?

> Yes you can redirect objc_draw() output by changing the screen physical
>address. Of course it won't speed anything up, in fact it'll be slower plus
>you'll soak up RAM. Xcontrl list boxes scroll o.k with a decent accelerator.
NO, you should not change screen addresses, or you'll blow up with MultiTOS, or
with some graphics boards or with n other things.

To scroll the window, the method I would recommend is to blit the area that's
common to the 'before' and 'after' displays, then call your redraw routine
on the remaining rectangle at the top or bottom of the window. Blitting,
(vro_cpyfm) should normally be faster than drawing text, so only redraw the
whole window when no part is common to the 'before' and 'after' displays,
eg when the scroller has been 'paged'.

Actually, I didn't quite understand why you were drawing the text with
objc_draw; is each line in the list box a separate AES object? The approach
I use with listboxes is to make the whole of the scrollable area one object

(a G_BOX), then use VDI functions to draw the text. By mentioning 'blitting' and objc_draw, you imply that you are mixing AES and VDI calls to draw the scrollable area.

--

+---+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+---+

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

4860. Re: XBRA

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 13:41:43 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Bz1q1K.LzK@hpbbrd.bbn.hp.com>
Source record: 41470

```
Craig Graham (Craig.Graham@newcastle.ac.uk) wrote:
:
: XBRA is an inter-application communication protocol. It allows desk-accs and
: programs to talk to each other and swap data. There are several levels to the
: protocal, etending right up to direct swapping of .GEM/.IMG files (similar to
: MS Windows DDE).

You must be mixing this up with something else. XBRA is just a method
of identifying programs that re-link system vectors, nothing else.

Let us assume that we have a RAM disk driver that wants to intercept the
hdv_rw, hdv_media and hdv_bpb vectors in order to install a new
drive. This is the code to install a new hdv_rw handler:

move.l $476.w,old_rw
move.l #new_rw,$476.w
... proceed with installation ...

dc.b "XBRA"
dc.l mymagic
old_rw: dc.l 0

new_rw: ... hdv handling ...
...
move.l old_rw,-(sp)
rts ; jump to old handler

This way, a chain of handlers is installed in the hdv_rw vector.
XBRA standardizes the way the old value of the vector is stored
in your program so that an external program can follow the
complete chain and identify the programs that intercept the
vector (using the 'mymagic' ID which consists of four bytes
of ASCII).

--
--clausb@hpbeo79.bbn.hp.com-----------------------------------------------
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>-----------------------------------------------
```

4861. Inter-app comms protocol

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 13:50:59 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Bz1qGz.MqD@newcastle.ac.uk>
Source record: 41463

Ok, enough interest has definitely been shown now, so no-one else needs to mail me. I'll type up the article over the weekend and post it on Monday.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

4862. Re: Sending objc_draw to a memory buffer rather than screen

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 14:45:09 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Dec10.144509.792@cs.mcgill.ca>
Source record: 41462

In article <1992Dec7.171606.23964@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
[Some stuff deleted ...]
>So the question is, how can one store dialogs,
>sections of object trees etc in memory (as bit maps I mean) so that they
>can be blitted out to the screen at will?
>

On the ST, there are 2 pointers used with the screen. The physical and logical pointers. The physical screen is the one which is displayed on the monitor. The logical screen is where all the graphics are drawn. Normally, they both point to the same place, so that everything drawn appears on the monitor. However, you can set them to different values with XBIOS setscreen().
First, call XBIOS logbase() to find out where it currently is. Save this value, so that you can restore it later. (Never leave the log screen as being different from the phys screen when your program leaves, or the user will not see anything, not even mouse movement.)
Remove the mouse (graf_mouse() or v_hide_c())
Now call setscreen(), and just change the logical screen address to point to your buffer.
Call objc_draw(). it will "draw" the objects into the buffer.
Call setscreen again, this time passing the value you saved from logbase()
Now, you have a buffer containig the drawn object.
restore the mouse (v_show_c())
There is a way to set the width and height of the logical screen, so you may draw the whole list and then blit the part you want, but I don't have the books with me right now. Also, could someone tell me if it's a perfectly legal thing to do. It will work on any ST, and most probably on the STe, and MEGASTe. But does the TT still have this screen-switching stuff available ? Will the Falcon have it?

Patrick.

4863. Re: XBRA

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 16:09:30 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Dec10.160930.26028@email.tuwien.ac.at>
Source record: 41464

kuehn@math.uni-muenster.de (Ulrich Kuehn) writes:
: In article AwK@newcastle.ac.uk, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
: >
: >XBRA is an inter-application communication protocol. It allows desk-accs and
: >programs to talk to each other and swap data. There are several levels to the
: >protocal, etending right up to direct swapping of .GEM/.IMG files (similar to
: >MS Windows DDE).
: >
: >I have the details (specs. and programming guides) to this protocol if anyone
: >is REALLY interested (I posted an article on Overscan a week or so ago, after
: >people mailed & asked me to, so perhaps this should be a follow up?).
: >
: I think you are mixing some things here: XBRA is a standard for vector
: manipulating software, so one can unchain a program from a system vector.
: Many programs use it to chain themselfes into some vectors, so one can
: see what programs are there and in what order.
:
: The inter-app communication has _nothing_ to do with this, maybe you
: think of the VA-protokoll?
:

I think he means the XACC protocol... XBRA docs are available on
atari.archive.umich.edu (I think) in the directory atari/Programming
(it includes a list of all known XBRA IDs...)

-MY

4864. Where to find Gnu C++(G++)?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 16:21:16 UTC
From: jhp@sactoh0.sac.ca.us
Message-ID: <1992Dec10.162116.11268@sactoh0.sac.ca.us>
Source record: 41469

Can someone tell me where I can find Gnu G++ or whatever the
actual name is. Also, can you let me know what the latest
version is also.

Thanks, in advance.

--

- jhp@sactoh0.SAC.CA.US What else can I say? -

4865. Re: What is TERMCAP?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 17:56:22 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Dec10.175622.4703@cs.mcgill.ca>
Source record: 41466

Here's the main part for termcap. The keys are listed in alphabetical order, not by usage. (ie, arrow up "ku" is not next to arrow down "kd". There are some others in between.)
Scan through it. You'll see that there are a lot of stuff. If you want, I can post a sample termcap entry for the ST's vt52, written by Charles Savoie (chuckies@binkley.cs.mcgill.ca) and myself (Cause the vt52 in the original termcap is missing a whole lot of stuff. It can't even delete a line !!!)

----------> Cut here <----------
\E is Escape, \xxx is ASCII value in octal. ^ is control.

Name Type Notes Description
!1 str sent by shifted save key
!2 str sent by shifted suspend key
!3 str sent by shifted undo key
#1 str sent by shifted help key
#2 str sent by shifted home key
#3 str sent by shifted input key
#4 str sent by shifted left-arrow key
%0 str sent by redo key
%1 str sent by help key
%2 str sent by mark key
%3 str sent by message key
%4 str sent by move key
%5 str sent by next-object key
%6 str sent by open key
%7 str sent by options key
%8 str sent by previous-object key
%9 str sent by print or copy key
%a str sent by shifted message key
%b str sent by shifted move key
%c str sent by shifted next-object key
%d str sent by shifted options key
%e str sent by shifted previous-object key
%f str sent by shifted print or copy key
%g str sent by shifted redo key
%h str sent by shifted replace key
%i str sent by shifted right-arrow key
%j str sent by shifted resume key
&0 str sent by shifted cancel key
&1 str sent by ref(erence) key
&2 str sent by refresh key
&3 str sent by replace key
&4 str sent by restart key
&5 str sent by resume key

```
&6 str sent by save key
&7 str sent by suspend key
&8 str sent by undo key
&9 str sent by shifted beg(inning) key
*0 str sent by shifted find key
*1 str sent by shifted cmd (command) key
*2 str sent by shifted copy key
*3 str sent by shifted create key
*4 str sent by shifted delete-char key
*5 str sent by shifted delete-line key
*6 str sent by select key
*7 str sent by shifted end key
*8 str sent by shifted clear-line key
*9 str sent by shifted exit key
5i bool printer will not echo on screen
@0 str sent by find key
@1 str sent by beg(inning) key
@2 str sent by cancel key
@3 str sent by close key
@4 str sent by cmd (command) key
@5 str sent by copy key
@6 str sent by create key
@7 str sent by end key
@8 str sent by enter/send key (unreliable)
@9 str sent by exit key
AL str (NP*) add \fIn\fP new blank lines
CC str terminal settable command character in prototype
CM str (NP) memory-relative cursor motion to row \fIm\fP, column \fIn\fP
DC str (NP*) delete \fIn\fP characters
DL str (NP*) delete \fIn\fP lines
DO str (NP*) move cursor down \fIn\fP lines
EP bool (o) even parity
F1-F9 str sent by function keys 11-19
FA-FZ str sent by function keys 20-45
Fa-Fr str sent by function keys 46-63
HC bool cursor is hard to see
HD bool (o) half-duplex
IC str (NP*) insert \fIn\fP blank characters
K1 str sent by keypad upper left
K2 str sent by keypad center
K3 str sent by keypad upper right
K4 str sent by keypad lower left
K5 str sent by keypad lower right
LC bool (o) lower-case only
LE str (NP) move cursor left \fIn\fP positions
LF str (P) turn off soft labels
LO str (P) turn on soft labels
MC str (P) clear left and right soft margins
ML str (P) set soft left margin
MR str (P) set soft right margin
```

```
NL bool (o) \fB\en\fP is NEWLINE, not LINEFEED
NP bool pad character does not exist
NR bool \fBti\fP does not reverse \fBte\fP
Nl num number of labels on screen (start at 1)
OP bool (o) odd parity
RA str (P) turn off automatic margins
RF str send next input character (for ptys)
RI str (NP) move cursor right \fIn\fP positions
RX str (P) turn off xoff/xon handshaking
SA str (P) turn on automatic margins
SF str (NP*) scroll forward \fIn\fP lines
SR str (NP*) scroll backward \fIn\fP lines
SX str (P) turn on xoff/xon handshaking
UC bool (o) upper-case only
UP str (NP*) move cursor up \fIn\fP lines
XF str x-off character (default \s-2DC3\s0)
XN str x-on character (default \s-2DC1\s0)
ac str graphic character set pairs aAbBcC \- def=VT100
ae str (P) end alternate character set
al str (P*) add new blank line
am bool terminal has automatic margins
as str (P) start alternate character set
bc str (o) backspace if not \fB^H\fP
bl str (P) audible signal (bell)
bs bool (o) terminal can backspace with \fB^H\fP
bt str (P) back-tab
bw bool \fBle\fP (backspace) wraps from column 0 to last column
cb str (P) clear to beginning of line, inclusive
cd str (P*) clear to end of display
ce str (P) clear to end of line
ch str (NP) set cursor column (horizontal position)
cl str (P*) clear screen and home cursor
cm str (NP) screen-relative cursor motion to row \fIm\fP, column \fIn\fP
co num number of columns in a line
cr str (P*) RETURN
cs str (NP) change scrolling region to lines \fIm\fP through \fIn\fP (VT100)
ct str (P) clear all tab stops
cv str (NP) set cursor row (vertical position)
dB num (o) milliseconds of \fBbs\fP delay needed (default 0)
dC num (o) milliseconds of \fBcr\fP delay needed (default 0)
dF num (o) milliseconds of \fBff\fP delay needed (default 0)
dN num (o) milliseconds of \fBnl\fP delay needed (default 0)
dT num (o) milliseconds of horizontal tab delay needed (default 0)
dV num (o) milliseconds of vertical tab delay needed (default 0)
da bool display may be retained above the screen
db bool display may be retained below the screen
dc str (P*) delete character
dl str (P*) delete line
dm str enter delete mode
do str down one line
```

```
ds str disable status line
eA str (P) enable graphic character set
ec str (NP) erase \fIn\fP characters
ed str end delete mode
ei str end insert mode
eo bool can erase overstrikes with a blank
es bool escape can be used on the status line
ff str (P*) hardcopy terminal page eject
fs str return from status line
gn bool generic line type (for example dialup, switch)
hc bool hardcopy terminal
hd str half-line down (forward 1/2 linefeed)
ho str (P) home cursor
hs bool has extra \*(lqstatus line\*(rq
hu str half-line up (reverse 1/2 linefeed)
hz bool cannot print ~s (Hazeltine)
i1 str terminal initialization string (\fBterminfo\fP only)
i3 str terminal initialization string (\fBterminfo\fP only)
iP str pathname of program for initialization (\fBterminfo\fP only)
ic str (P*) insert character
if str name of file containing initialization string
im str enter insert mode
in bool insert mode distinguishes nulls
ip str (P*) insert pad after character inserted
is str terminal initialization string
it num tab stops initially every \fIn\fP positions
k0-k9 str sent by function keys 0-9
k; str sent by function key 10
kA str sent by insert-line key
kB str sent by back-tab key
kC str sent by clear-screen or erase key
kD str sent by delete-character key
kE str sent by clear-to-end-of-line key
kF str sent by scroll-forward/down key
kH str sent by home-down key
kI str sent by insert-character or enter-insert-mode key
kL str sent by delete-line key
kM str sent by insert key while in insert mode
kN str sent by next-page key
kP str sent by previous-page key
kR str sent by scroll-backward/up key
kS str sent by clear-to-end-of-screen key
kT str sent by set-tab key
ka str sent by clear-all-tabs key
kb str sent by backspace key
kd str sent by down-arrow key
ke str out of \*(lqkeypad transmit\*(rq mode
kh str sent by home key
kl str sent by left-arrow key
km bool has a \*(lqmeta\*(rq key (shift, sets parity bit)
```

kn num (o) number of function (\fBk0\fP\-\fBk9\fP) keys (default 0)
ko str (o) termcap entries for other non-function keys
kr str sent by right-arrow key
ks str put terminal in *(lqkeypad transmit*(rq mode
kt str sent by clear-tab key
ku str sent by up-arrow key
l0-l9 str labels on function keys 0-9 if not f0-f9
la str label on function key 10 if not f10
le str (P) move cursor left one position
lh num number of rows in each label
li num number of lines on screen or page
ll str last line, first column
lm num lines of memory if > \fBli\fP (0 means varies)
lw num number of columns in each label
ma str (o) arrow key map (used by \fIvi\fP version 2 only)
mb str turn on blinking attribute
md str turn on bold (extra bright) attribute
me str turn off all attributes
mh str turn on half-bright attribute
mi bool safe to move while in insert mode
mk str turn on blank attribute (characters invisible)
ml str (o) memory lock on above cursor
mm str turn on *(lqmeta mode*(rq (8th bit)
mo str turn off *(lqmeta mode*(rq
mp str turn on protected attribute
mr str turn on reverse-video attribute
ms bool safe to move in standout modes
mu str (o) memory unlock (turn off memory lock)
nc bool (o) no correctly-working \fBcr\fP (Datamedia 2500, Hazeltine 2000)
nd str non-destructive space (cursor right)
nl str (o) NEWLINE character if not \fB\\n\fP
ns bool (o) terminal is a \s-1CRT\s0 but does not scroll
nw str (P) NEWLINE (behaves like \fBcr\fP followed by \fBdo\fP)
nx bool padding will not work, xoff/xon required
os bool terminal overstrikes
pO str (N) turn on the printer for \fIn\fP bytes
pb num lowest baud where delays are required
pc str pad character (default \s-2NUL\s0)
pf str turn off the printer
pk str program function key \fIn\fP to type string \fIs\fP (\fBterminfo\fP only)
pl str program function key \fIn\fP to execute string \fIs\fP (\fBterminfo\fP only)
pn str (NP) program label \fIn\fP to show string \fIs\fP (\fBterminfo\fP only)
po str turn on the printer
ps str print contents of the screen
pt bool (o) has hardware tab stops (may need to be set with \fBis\fP)
px str program function key \fIn\fP to transmit string \fIs\fP (\fBterminfo\fP only)
r1 str reset terminal completely to sane modes (\fBterminfo\fP only)
r2 str reset terminal completely to sane modes (\fBterminfo\fP only)
r3 str reset terminal completely to sane modes (\fBterminfo\fP only)
rP str (P) like \fBip\fP but when in replace mode

```
rc str (P) restore cursor to position of last \fBsc\fP
rf str name of file containing reset string
ri ? unknown at present
rp str (NP*) repeat character \fIc n\fP times
rs str reset terminal completely to sane modes
sa str (NP) define the video attributes (9 parameters)
sc str (P) save cursor position
se str end standout mode
sf str (P) scroll text up
sg num number of garbage chars left by \fBso\fP or \fBse\fP (default 0)
so str begin standout mode
sr str (P) scroll text down
st str set a tab stop in all rows, current column
ta str (P) move cursor to next 8-position hardware tab stop
tc str entry of similar terminal \- must be last
te str string to end programs that use \fBtermcap\fP
ti str string to begin programs that use \fBtermcap\fP
ts str (N) go to status line, column \fIn\fP
uc str underscore one character and move past it
ue str end underscore mode
ug num number of garbage chars left by \fBus\fP or \fBue\fP (default 0)
ul bool underline character overstrikes
up str upline (cursor up)
us str start underscore mode
vb str visible bell (must not move cursor)
ve str make cursor appear normal (undo \fBvs\fP/\fBvi\fP)
vi str make cursor invisible
vs str make cursor very visible
vt num virtual terminal number (not supported on all systems)
wi str (N) set current window to lines \fIi\fP through \fIj\fP, columns \fIm\fP through
\fIn\fP
ws num number of columns in status line
xb bool Beehive (f1=\s-2ESC\s0, f2=^C)
xn bool NEWLINE ignored after 80 cols (Concept)
xo bool terminal uses xoff/xon handshaking
xr bool (o) RETURN acts like \fBce cr nl\fP (Delta Data)
xs bool standout not erased by overwriting (Hewlett-Packard)
xt bool TAB characters destructive, magic \fBso\fP char (Teleray 1061)
xx bool (o) Tektronix 4025 insert-line
```

4866. Re: Supexec

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 18:29:09 UTC
From: ersmith@netcom.com
Message-ID: <1992Dec10.182909.27170@netcom.com>
Source record: 41467

In article <A53412@MS.maus.de> Julian_Reschke@ms.maus.de (Julian Reschke) writes:
>Howard Chu (hyc@hanauma.jpl.nasa.gov) wrote:
>>Sounds about right, standard C calling conventions. Also, you can pass in
>>any number of parameters (on the stack) and the called function's return
>>value (in D0) will be returned by Supexec. The function's argument list
>>will be identical to the list passed to Supexec, i.e., the first argument
>>will be the address of the function itself.

>Might be true, but it's not documented. Perhaps Eric can help us?

It certainly isn't documented. Under MiNT only 20 bytes of arguments
can be passed on the stack, and the called function's address is
not passed to the function, i.e.:
Supexec(foo, bar, baz)
results in a call like:
foo(bar, baz)
not
foo(foo, bar, baz).

I'll have to check and see how TOS behaves; if it does pass the function
address I'll fix MiNT, but for now it's probably best *not* to rely on
passing arguments on the stack (as far as I know this has never been
documented to work, anyway). Both MiNT and TOS will return the called
function's return value in D0, so you can rely on that.

>Being able to pass arguments on the stack certainly would be useful,
>because there are some very nasty problems with Super() in systems
>with virtual memory (in short: it might happen that you set the ssp
>to a swapped-out memory location, and this will result in a crash when
>an interrupt occurs).

Isn't that why there are separate "supervisor" and "master" stack
pointers on the 68030?

Regards,
Eric

4867. Re: why isn't there a completely recompiled TOS around?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 18:38:13 UTC
From: ersmith@netcom.com
Message-ID: <1992Dec10.183813.29262@netcom.com>
Source record: 41468

In article <1992Dec10.101727@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley) writes:
>In article <3_800_842_fidonet2b220963@Kralizec.fido.zeta.org.au>,
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
>|>
>|> It's worth bearing in mind that gem 'uses' lots of the CPU time because gem
>|> programs 'busy wait'...

>I'm not sure where the busy-wait come from.

GEM polls the mouse and keyboard, so it spends a lot of time "busy waiting"
for something to happen.

>If you mean that the GEM kernal itself busy-waits then you could be
>right, but its something which could be easily remedied by Atari.

"easily" is not a word I would ever use to describe changes to GEM.
Believe me, I'd like to make GEM wait nicely for events, but such
a change would require a fundamental re-working of the AES internals
(i.e. it will take a *long* time) and right now we have neither the
time nor the people to take on such a project.

Regards,
Eric Smith
ersmith@netcom.com ersmith@atari.uucp
I work for Atari, but I don't speak for them.

4868. VA & XACC (was Re: XBRA)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 20:13:11 UTC
From: mpark@stein.u.washington.edu
Message-ID: <1992Dec10.201311.1326@u.washington.edu>
Source record: 41474

nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:

>kuehn@math.uni-muenster.de (Ulrich Kuehn) writes:
>: In article AwK@newcastle.ac.uk, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>: >
>: >XBRA is an inter-application communication protocol. It allows desk-accs and
>: >programs to talk to each other and swap data. There are several levels to the
>: >protocal, etending right up to direct swapping of .GEM/.IMG files (similar to
>: >MS Windows DDE).
...
>: I think you are mixing some things here: XBRA is a standard for vector
...
>: The inter-app communication has _nothing_ to do with this, maybe you
>: think of the VA-protokoll?

>I think he means the XACC protocol...

So what are the VA and XACC protocols?

--m

4869. Re: HPACK 0.78 binaries ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 20:59:46 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.41yT&zFzONQ@jonh.wimsey.bc.ca>
Source record: 41476

In <1g4l2sINNrhm@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>>Are the HPACK binaries available for the ST ? I've found the source
>>on garbo.wsaua.fi (sp?) and they are over 500Kb.
>>This program compresses better then LZH201L by about 10% acording
>>to my tests using the MSDOS HPACK. It also takes more time then
>>PKZIP 1.93 but compresses better by 5-8%.
>>
>>Carlos Varela.

>I thought that ARJ was the best you could get, or am I wrong again..??

Actually, the best I've seen is tarred and frozen. The Hermes
distribution comes that way, and I tried lzh'ing the directory tree
with lzh201 and it was about 10% larger. Freeze is quite slow, though.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

4870. Re: ICD Host Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 21:15:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1g8c0kINNbmi@golem.wcc.govt.nz>
Source record: 41471

In article <723982817.13242@minster.york.ac.uk>, andrew@minster.york.ac.uk writes:
>I have an ICD host adapter and I'm trying to format a Quantum 105S.
>formatting software (from ICD) only has Quantum 80S. The software is about
>4 years old! Does anyone have any suggestions for formatting this drive. I

>
>-Andrew Hague

You must get the Latest ICD Software for one thing...

Also NOTE: You can't format a LPS52s/105s Drive, you can only partition it..

They are factory formated....

Roger..... sheppard_r@kosmos.wcc.govt.nz

4871. Re: XBRA

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 21:15:27 UTC
From: ant@mks.com
Message-ID: <1992Dec10.211527.4739@mks.com>
Source record: 41475

Ian J Ray writes:
>What is XBRA?
>I have seen it mentioned in MACCEL documentation...

XBRA is a standard for how system vectors such as those used for traps
and timers can be grabbed and chained together in a sensible manner.
There are some utilities that can follow an XBRA chain displaying
the ID string for each link in the chain. XBRA is typically used with
programs that are going TSR, like MACCEL.

-ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Nice legs. For a human that is." - Worf (Q-pid)

4872. QUESTION: Adding memory to 520 STfm.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-10 22:11:22 UTC
From: stevem@solbourne.com
Message-ID: <1g8faaINN1pr@katmandu.solbourne.com>
Source record: 41473

I know this has got to be a FAQ but here goes...

I opened my ST's box and saw that there was a whole row of
unpopulated RAM. So how do I populate this area? Is there a
procedure on-line?

If not can you tell me a few things like...

Exactly what type of memory chips do I need?

There is also an unpopulated cap (I think) next to each RAM location.
Is this just a bypass? Whats its value, .01uf?

Do I just need to solder in the right chips and caps or is there
anything else?

Thank you very much.

"Freedom is irrelevant, self determination is irrelevant. You must comply!"

<<<<<<<<<<<<<<<<<<<<<<<<<<*LIVE FREE OR DIE*>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Steve Matson (The original Rocky Mountain nationalist) **COLORADO**

4873. Re: HPACK 0.78 binaries ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-11 01:39:08 UTC
From: pgut1@cs.aukuni.ac.nz
Message-ID: <1992Dec11.013908.1133@cs.aukuni.ac.nz>
Source record: 41477

In <92341.101447EENG6826@RyeVm.Ryerson.Ca> <EENG6826@RyeVm.Ryerson.Ca> writes:

>Are the HPACK binaries available for the ST ? I've found the source
>on garbo.wsaua.fi (sp?) and they are over 500Kb.
>This program compresses better then LZH201L by about 10% acording
>to my tests using the MSDOS HPACK. It also takes more time then
>PKZIP 1.93 but compresses better by 5-8%.

There *was* an Atari ST version, but as it says in the docs it was zapped when the hard drive it was on died. Unfortunately I don't have any access to an ST (it's hard enough getting to an Amiga or Archimedes to compile it :-), so I can't do it mself. If anyone would like to have a look at it, let me know - according to the person who did the ST port, it would take him about half a day to get it going again if he had a machine (your mileage will probably vary on this).

Peter.

4874. Re: XBRA

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-11 03:55:10 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <78069@hydra.gatech.EDU>
Source record: 41478

Craig Graham (Craig.Graham@newcastle.ac.uk) wrote:
:
: XBRA is an inter-application communication protocol. It allows desk-accs and
: programs to talk to each other and swap data. There are several levels to the
: protocal, etending right up to direct swapping of .GEM/.IMG files (similar to
: MS Windows DDE).

No. XAcc is the inter-application protocol. I know it is used in
Write On and That's Write, I don't know for sure whether Compo actually
developed the protocol but I seem to remember that they did.

When I purchased Write On at the MAST Atari Fest in Milwaukee, WI,
the Compo rep told me about XAcc and later mailed me a copy of their
docs describing it.

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

4875. Re: *Help* I need to make a non-standard text file standard.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-11 06:44:42 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <71472@cup.portal.com>
Source record: 41480

Michel Forget writes about wanting to convert linefeed characters
to carriage return/linefeed pairs...

A very simple way to do this is to use a wordprocessor
(like ST Writer) which has Search and Replace capabilities..

I often have to do that with files from the Amiga world (for
whatever reason, their text files are formatted like this, with
just linefeeds, no CRs), and ST Writer does it just fine.

I also use the capture buffer in Flash 1.60 which has the same
capabilities to search and replace text.

ST Writer is free, and should be available from atari.archive...

BobR

4876. XBRA <> Inter - app coms protocol

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-11 11:14:56 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Bz3Dwx.D7D@newcastle.ac.uk>
Source record: 41482

As Micheal Hohmuth has kindly pointed out, I got the name of the Inter - app comms protocol WRONG. XBRA is indeed an interupt sharing convention, NOT a protocol for passing info between prgs.

BUT, all I got wrong was the name. My previous post still stands, but the name off the protocol is XACC (an easy slip, I hope you'll agree). If anyone has used WriteOn with Wallace KeyShow, this is how these programs talk to each other.

I will still be posting the details of this protocal on Monday.....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

4877. Re: *Help* I need to make a non-standard text file standard.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-11 11:55:37 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1g9vjpINNjbl@golem.wcc.govt.nz>
Source record: 41481

>A very simple way to do this is to use a wordprocessor
>(like ST Writer) which has Search and Replace capabilities..
>
>I often have to do that with files from the Amiga world (for
>whatever reason, their text files are formatted like this, with
>just linefeeds, no CRs), and ST Writer does it just fine.
>
>I also use the capture buffer in Flash 1.60 which has the same
>capabilities to search and replace text.
>
>
>BobR

No need for any of that, just load it into Tempus and save it again,
fixes all those stuffed up Unix like Text Files...

Can some one tell me why these Programers can't uses the Standard Text Format
this is Used by the ST..??

I have even had TTP programs, that did the same thing when you asked for
the Help info, what nut ever did this..??

Lets keep to the Atari Standard...??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4878. Re: *Help* I need to make a non-standard text file standard.

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-11 15:35:06 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Dec11.153506.9013@csi.uottawa.ca>
Source record: 41483

Thank you Roger for your useful comments. Of course, it's not actually Atari's standard that you're talking about - it's Microsoft's standard. That's where it came from.

Sometimes people have to translate between the Unix and MSDOS delimiters. Perhaps because they work in both environments. Perhaps because they're idiots that ought to know better. Perhaps because somene wanted to annoy people that dislike UNIX.

There's a little utility that I found at atari.archive.umich.edu called "Flip." It will "flip" the line delimiters from one to the other on demand. I recompiled it under the latest version of GCC, and may have sent a newer copy in. I don't remember. If it needs to be updated, I certainly have it around at home here, and can upload it.

Flip is happiest running under a CLI, but I have used it from the desktop. Not pretty there, but it does work.

Oh, by the way, Flip was written by Rahul Dhesi, notable as the authour of the Zoo file archiver.
Here's the output of "flip -h" on my Sun account here.

File interchange program flip version 1.00. Copyright 1989 Rahul Dhesi,

All rights reserved. Both noncommercial and commercial copying, use, and creation of derivative works are permitted in accordance with the requirements of the GNU license. This program does newline conversions.

Usage: flip -umhvtsbz file ...

One of -u, -m, or -h is required; others are optional. See user manual.

-u convert to **IX format (CR LF => LF, lone CR or LF unchanged,
trailing control Z removed, embedded control Z unchanged)
-m convert to MS-DOS format (lone LF => CR LF, lone CR unchanged)
-h give this help message
-v be verbose, print filenames as they are processed
-t touch files (don't preserve timestamps)
-s strip high bit
-b convert binary files too (else binary files are left unchanged)
-z truncate file at first control Z encountered

May be invoked as "toix" (same as "flip -u") or "toms" (same as "flip -m").
--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |==================================
University of Ottawa | The Personal Computer: Colt 45
Master of System Science Program | of the Information Frontier

4879. Re: ICD Host Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-18 07:39:32 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b317272@Kralizec.fido.zeta.org.au>
Source record: 41360

Original to: andrew@minster.york.ac.uk
In a message of <10 Dec 92 10:20:18>, andrew@minster.york.ac.uk (3:713/602) writes:

a> I have an ICD host adapter and I'm trying to format a Quantum 105S.
a> However, I don't have the correct configuration file for this drive, my
a> formatting software (from ICD) only has Quantum 80S. The software is
a> about 4 years old! Does anyone have any suggestions for formatting this
a> drive. I keep getting Sense Code 38 at the moment.

Get new software! - you don't need to know what it is - to format a scsi device you just tell it to format itself. The ICD s/w you have is obviously _dangerously_ old.

a> -Andrew Hague

btw new ICD s/w is free.
\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4880. Re: Simm module serial numbers. Meaning?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-18 07:43:40 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b317395@Kralizec.fido.zeta.org.au>
Source record: 41359

Original to: fdomingu@morpheus
In a message of <11 Dec 92 12:48:18>, fdomingu@morpheus (3:713/602) writes:

f> For the following serial numbers, could someone give the appropriate
f> meaning and it's possibilites for use in the Atari ST...
f>
f> Hitachi HB56A49A-8
f> (on the component side, 9 of HM514100JP8)
f>
f> MitsubishI (9 of M5M41000AJ) (10 ns)
f>
f> Samsung KMM581000AN-8
f> (2 of KM44C1000AJ-8)

The first two are 1Mbit x 9 SIMMs, the third (if there are only 3 chips on
the stick) are 256Kx9.

The first and last are 80ns, the second are 100ns.

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4881. Re: Tec and AdSpeed Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-19 13:23:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A47136@K.maus.de>
Source record: 41343

w>There is a jumper wire that must be soldered between the CPU and the
w>expansion slot connector when you install AdSpeed ST in a Mega ST.

Note: Not all Atari dealers are stupid. :-)

The jumper wire you talk about has to be inserted in Mega STs that have that strange extra chip on top of the CPU. We did that, that really is NOT the problem.

btw, without the jumper, these Mega STs wouldn't work at all, since the BGACK (bus grant acknowledge) signal wouldn't reach the CPU.

The problem with AdSpeed is, some MegaST/TEC machines don't work in a stable way; they simply crash from time to time, some have blitting problems, some will run in cold state and crash once they become warm - these are not all kinds of symptoms I've seen...

- Peter -

4882. Re: Looking For 8x8 Font BitMa

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-19 13:30:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A47137@K.maus.de>
Source record: 41342

b>1) Line-A (I can hear those cries of agony already :-)
b> When you call init ($A000), it will return in A1 the address to a table
b> containing the addresses of the system fonts.
b> the first is the 6x6, next 8x8 and finaly 16x8

...in case you don't own a Falcon, graphics board, NVDI with LineA turned off
etc. etc...

b>2) Tell me if I'm wrong, but won't vst_loadfont give you the address to the

It doesn't.

4883. RE: Mac RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-19 17:37:14 UTC
From: qsi@contrast.wlink.nl
Message-ID: <724901932.AA00851@contrast.wlink.nl>
Source record: 41348

Brad Shapcott wrote in a message on 16 Dec 92 to All

BS> Anyone know how to homebrew Mac RAM for the Mac II to upgrade
BS> an Atari 1040ST? These are the 256K RAM, and I have four of
BS> them pulled out of a Mac II that was upgraded to the 1 Meg
BS> RAMs.

I think that would be difficult. The 1040 does not use SIMMs, so you'll need an adapter of some sort. Also note that the SIMMs from the Mac are 8 bit; they have no parity.

YHS:QSI!

4884. Re: Falcon and Unix Sys V

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-20 13:55:04 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.bVTR78y6lTc@marsu.tynet.sub.org>
Source record: 41484
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <1992Dec15.220634.26821@cc.umontreal.ca>, Kosmatos Odisseas writes:
> In article <1992Dec15.102801.4670@spcvxb.spc.edu> mauritz_c@spcvxb.spc.edu writes:
>
> >I haven't heard if Atari's system V port will run on the Falcon.
> >Does it? If it does, you can go take a mortgage out and purchase
> >it from Atari (if they are still selling it). There is not another
> >unix port for Atari products. You are stuck with whatever Atari
> >churns out.
> >
> >Chris
>
> At the Atari Messe, When someone asked about whether ASV would run on
> the Falcon030, an Atari rep. said NO. But they also said that it would
> run on their higher end machine they were working on. (Which I got the
> strong impression they meant the Falcon 040.)

If you want Unix, you should not think of Atari as a hardware basis.
Atari Sys V will not be available for the F030, is - as far as I know -
still a developer's release for the TT which is horribly overpriced in
comparison with other proprietary Unix implementations.
Atari dropped further development in ASV, because they finally figured
out that "Unix is no market for Atari". ASV is said to be very stable, but
has an extremly low performance (especially when moving the mouse ;-) !
If they don't improve their device drivers and make a reasonable price,
then ASV is IMHO not at all interesting even for the expected F040.

If you want Unix, better get a 386/486 with Linux or BSD386, or simply
buy a NeXT or Sun Sparc Workstation. There are quite cheap 2nd hand
or clone computers.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
~/.ircrc/nick Marsu

check this out with users you don't like:
cat >> ~luser/.cshrc
alias vi 'rm \!*;unalias vi;grep -v BoZo ~/.cshrc > ~/.z;mv -f ~/.z ~/.cshrc'
^D

4885. Re: Sending objc_draw to a buffer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-20 15:12:31 UTC
From: Cford@debug.cuc.ab.ca
Message-ID: <1992Dec20.151231.5801@debug.cuc.ab.ca>
Source record: 41489

Here's a suggestion:

Set the logbase() to a 32000 byte buffer. That way all drawing will be done there but the user won't see it. After each objc_draw, use BIT_BLIT to save the drawn stuff into another buffer. After you are done, set the screen back. Make sure to hide the mouse for this.

--

Conan Ford 1:134/9,201:5500/9,1:134/21 | Save our forests - ask for Cford@debug.cuc.ab.ca | plastic bags :-)

I do not represent Debug Computer Services.

4886. XAcc protocol definition

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-21 09:45:33 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92356.104533HAC041@DJUKFA11.BITNET>
Source record: 41485

```
XAcc: a communication protocol for GEM applications
===================================================

(last revision: November 28, 1992)

The XAcc protocol was originally designed for non-multitasking versions of
GEM to allow data exchange between the main application and any number of
accessories. Since the AES did not provide a function to find the
application ids (apids) of other applications without knowing their names,
XAcc had to rely on the undocumented feature that the main application
always has the apid 0. Therefore XAcc in its present form does not work in
a multitasking environment. However, AES 4.0 provides the new function
appl_search(), which allows any application to find the apids of all other
applications running concurrently. This makes it possible to design a
modified XAcc that does not use any 'dirty tricks'. This document contains
a proposal for such a modified XAcc; the changes with respect to the
previous definition are small and modifying an existing XAcc-based
application should be a matter of minutes. Since single-tasking TOS will
still be with us for a while, applications are encouraged to implement both
'traditional' and 'modern' XAcc, depending on the version number of the AES.

Purpose
-------

The GEM AES functions appl_write() and appl_read() can be used to exchange
data between GEM applications running concurrently. In practice however,
some problems need to be solved to make good use of these two functions:

- There are no standard messages for exchanging data. Their definition is
the main goal of XAcc.

- appl_write() needs the receiver's application identifier (apid). The
only way to get this (before AES 4.0) is to call appl_find(), which
needs the receiver's name. Thus communication is only possible if
the sender knows the receiver's name.
This problem is solved in AES 4.0 by the introduction of the function
appl_search().

- The main application does not know when an accessory is activated or
deactivated. This would often be useful, for example if the main
application changes system variables that could affect the accessory's
behaviour. If the main application were informed before the accessory
gains control, it could reset those to their old values and change
them back after the accessory is finished.
Another advantage would be that after an accessory has been called,
the main application could check if something has been written to the
```

clipboard or if other changes to the environment have been made.

With multitasking GEM, the situation has changed in several important ways. The possibility of using several 'main' applications in parallel makes it even more undesirable to let them directly manipulate system variables and the like; nevertheless there will probably always remain some purposes that require such methods. On the other hand, at least for applications using windows (the preferred method to get the most out of a multitasking system) it is now possible to detect changes of the active application by interpreting the new AES messages WM_ONTOP and WM_UNTOPPED. Therefore it is not considered necessary for XAcc to provide additional means to achieve this.

The communications protocol described in this document solves all these problems. It was designed for two distinct purposes:

- Exchanging data of standard types between programs that have no information about each other.

- Exchanging data between specific applications known to each other. The standard protocol ensures that program combinations from different vendors do not interfere with each other.

A potential problem caused by this protocol should be mentioned at this point: for single-tasking GEM versions, it relies on the currently undocumented fact that the main application's apid is always zero. Without this assumption there is no way to exchange data without using appl_find(). Although this fact is not documented, it holds for all single-tasking versions of GEM in existence until now, both for MS-DOS and the Atari ST (this information was confirmed by Digital Research Germany). Of course the main application's apid may be different in future versions, although there is no reason to change the current behaviour for single-tasking systems. For AES 4.0 (and later) the above assumption is not needed anyway, so no compatibility problems are to be expected in the future.

A further requirement is that all programs not using this protocol must ignore its messages. This should not be a serious problem, as all GEM applications should ignore messages they do not understand. At the time of writing no programs are known to violate this rule.

XAcc message groups

[Note: The "levels" used in previous XAcc versions have been replaced by this new concept. Compatibility issues are discussed in a special section at the end of this document.]

Both main applications and accessories can have widely different needs for communication with other programs. Therefore XAcc defines several groups of related messages that deal with a certain range of data types. The message groups always indicate the messages understood by a program, not the messages it might send to other ones. If a program supports a certain message group, it must correctly respond to all

corresponding messages, whether it can actually use the supplied data
or not.

In addition to message groups, there are the so-called "basic messages",
which must be supported by any XAcc-aware program, and program-specific
so-called "special messages".

The basic messages deal solely with identification, but no real data
exchange. They are already sufficient for programs that either do not
exchange data with others at all or use only special messages to
communicate with a number of other specific programs.

Message group 1 specifies the exchange of ASCII-format character data.

Message group 2 deals with the exchange of drawings and pictures using
the GEM metafile format and the GEM bit-image file format.

Future extensions might include sound or spreadsheet data. In addition,
a message group could be defined to handle command interchange between
applications, e.g. for a "drag&drop" protocol.

XAcc messages

There are two kinds of XAcc messages: standard messages, which must be
understood by every participating program, and special messages intended
for communications between specific program combinations. The standard
messages have numbers ranging from 0x400 to 0x7ff, special messages start
from 0x800. The latter ones may only be sent after the receiver has been
identified and is known to understand them. The following description is
only concerned with standard messages.
In addition to XAcc standard messages, the AES messages normally sent
by the screen manager may be used. The most useful ones are AC_OPEN
and MN_SELECTED; the latter one requires a knowledge of the receiver
and therefore belongs to the special messages.

Basic messages

ACC_ID = 0x400
ACC_OPEN = 0x401
ACC_CLOSE = 0x402
ACC_ACC = 0x403
ACC_EXIT = 0x404

These messages provide XAcc initialization and organization. This is
the only part of XAcc which has to be implemented in a different way for
single- and multi-tasking GEM versions. Note that the procedure
described for 'multitasking' actually only depends on the existence of
appl_search() and hence on an AES version number >= 4.0. If some
future single-tasking AES supports appl_search(), the "multitasking"
initialization should be used. Multitasking AES versions with a version
number < 4.0 should never exist; to be on the safe side, applications

should not attempt to use XAcc if such a situation is detected.

I) Single-tasking GEM versions

The communication between the main application and the accessories is initiated in the following way:

1) When a main application is started (or terminated), all accessories receive an AC_CLOSE message from the AES screen manager. In response they must send an identification to the main application according to the following format:
msgbuf[0]: ACC_ID
msgbuf[1]: sender's apid
msgbuf[2]: length of the message - 16, giving 0
msgbuf[3]: program version number and message groups
msgbuf[4] and msgbuf[5]: pointer to sender's name
msgbuf[6]: menu number (menu_id) as returned by menu_register()
msgbuf[7]: reserved (see ACC_ACC)
The low byte of msgbuf[3] contains a bitmap indicating which message groups are understood by the sender. Bit zero is set for message group 1, bit one for message group 2, and so on. This is independent of the message types which the sender might itself send to others. The sender of a message must ensure that it is understood by the receiver. The high byte is used to indicate a program version number using an arbitrary encoding scheme.
The pointer to the sender's name is stored in a machine-dependent format. The name itself is a character string following C conventions, i.e. a string of characters terminated by a zero byte. To avoid name conflicts, long names are preferred to short abbreviations. The name must be available at the given address at any time, it may not be removed after initialisation. As the version number is stored in msgbuf[3], it should not occur again in the name.
[Note: see the section "Extended names" for more details on names.]
Accessories using more than one menu entry must issue one ACC_ID message for each entry used. Accessories without a menu entry must use a number of -1.

Since msgbuf[1] and msgbuf[2] have the same meaning for all message types, they are no longer mentioned from now on.

2) In response to an ACC_ID message the main application sends an identification back to the accessory. The format is identical, except that there ist no menu number and thus msgbuf[6] can be used for any other purpose if neccessary. The same applies to msgbuf[7].

3) In addition to the ACC_ID message, the main application informs all previously registered accessories about the new one by sending them the message
msgbuf[0]: ACC_ACC
msgbuf[3]: program version number and message groups
msgbuf[4] and msgbuf[5]: pointer to accessory's name
msgbuf[6]: accessory's menu number (menu_id)

msgbuf[7]: accessory's apid

4) An accessory receiving the ACC_ACC message from the main application sends an ACC_ID message to the thereby registered accessory, identical to the one previously sent to the main application.

5) When an accessory is activated by receiving an AC_OPEN message, it sends the following message to the main application:
msgbuf[0]: ACC_OPEN
Just before the accessory returns control to another program, it sends the message
msgbuf[0]: ACC_CLOSE
When receiving ACC_OPEN, the main application restores all system variables it has changed to their original values (if possible and neccessary). After receiving ACC_CLOSE, it may set them again to any desired value.
Accessories should change system variables only after sending ACC_OPEN and restore them before ACC_CLOSE.

There have been some problems with the implementation of ACC_OPEN and ACC_CLOSE that should be mentioned. The system was designed with window-less accessories in mind, i.e. accessories that only display a dialog box. For these accessories, the above procedure is well-defined. Accessories that use windows however have no way to find out if they have been activated or deactivated, because they do not receive a message to indicate this (starting from AES 4.0, this problem is solved). Therefore such accessories must be careful with ACC_OPEN and ACC_CLOSE. The most important thing is to guarantee that ACC_OPEN and ACC_CLOSE always occur in pairs, and that in between no other program gains control. How exactly this is implemented depends on the specific application. Sometimes the best implementation is not to use ACC_OPEN and ACC_CLOSE at all.

After initialization is completed, all participating programs know the identity of all other ones, either by receiving an ACC_ID message or by receiving an ACC_ACC message. The main application is always informed about accessory activities. If in addition it proves neccessary to inform one accessory about the activation of another one, this can be accomplished by sending special messages (starting from 0x800).

II) Multitasking GEM versions

The initialization procedure is much simpler in this case. Any application, i.e. both 'standard' applications and accessories, uses appl_search() to detect all currently running AES processes when it is started. To each application or accessory (i.e. everything but system processes) it sends an ACC_ID message:
msgbuf[0]: ACC_ID
msgbuf[1]: sender's apid
msgbuf[2]: length of the message - 16, giving 0
msgbuf[3]: program version number and message groups
msgbuf[4] and msgbuf[5]: pointer to sender's name

msgbuf[6]: menu number (menu_id) as returned by menu_register()
msgbuf[7]: reserved
The low byte of msgbuf[3] contains a bitmap indicating which message groups are understood by the sender. Bit zero is set for message group 1, bit one for message group 2, and so on. This is independent of the message types which the sender might itself send to others. The sender of message must ensure that it is understood by the receiver. The high byte is used to indicate a program version number using an arbitrary encoding scheme.
The pointer to the sender's name is stored in a processor-dependent format. The name itself is a string of characters terminated by two zero byte. To avoid name conflicts, long names are preferred to short abbreviations. The name must be available at the given address at any time, it may not be removed after initialization. It must also reside in globally accessible memory. As the version number is stored in msgbuf[3], it should not occur again in the name.
[Note: see the section "Extended names" for more details on names.]
Applications using more than one menu entry must issue one ACC_ID message for each entry used. Accessories without a menu entry must use a number of -1.

When receiving an ACC_ID message, an application replies by sending a message of the same format to the original sender, the only difference being that ACC_ACC is used instead of ACC_ID. Applications with several menu entries must again send one message for each entry.

The messages ACC_OPEN and ACC_CLOSE are not used in multitasking systems.

Note: The only difference between ACC_ID and ACC_ACC for multitasking systems is that an application receiving ACC_ID sends ACC_ACC as a reply, whereas no reply is sent on receiving ACC_ACC. This prevents applications from sending ACC_ID to each other indefinitely.
Obviously the name ACC_ACC has lost its original meaning and probably should be changed. But since the symbolic names do not influence the actual behaviour of any program, this is not really important at all.

Since in a multitasking environment every participating application can terminate, some means must be provided to tell other applications about this. Therefore the message ACC_EXIT has been added to the list of level 0 messages. Before terminating, any application sends
msgbuf[0]: ACC_ID
msgbuf[1]: sender's apid
msgbuf[2]: length of the message - 16, giving 0
to all applications that have ever registered themselves by sending ACC_ID or ACC_ACC.

Extended names

Experience with XAcc has shown that it would often be useful to have more information about an application than specified with ACC_ID messages.

For example it is sometimes useful to check for a special feature that is not unique to a single program, but to several similar ones. This was the motivation for the introduction of "extended names".

An "extended name" is a character string of the format
'name'\0XDSC\0'string'\0'string'\0...'string'\0\0
i.e. a "standard" name followed by the string "XDSC" (for "eXtended DeSCription"), followed by a list of strings containing additional information. The end of the list is marked by an additional zero byte.

Each information string indicates by its first byte what kind of information it contains. Currently the following types are defined:

'1' - application type (human-readable)
The text following this byte (an ASCII-1, 0x31) should roughly specify the type of application, e.g. "word processor" or "spreadsheet". The purpose is for applications to present this information to the user to let him/her decide where data should go. This is not the place for advertising hype; a word processor should call itself "word processor" and not "document editing and design system".
It should be clear that the text should be understandable for end users, especially it should be in the language used for the user interface.

'2' - application type (machine-readable)
Currently defined are:
"WP" - word processor
"DP" - DTP
"ED" - text editor
"DB" - database
"SS" - spreadsheet
"RG" - raster graphics application
"VG" - vector graphics application
"GG" - general graphics application
"MU" - music application
"CD" - CAD
"DC" - data communication
"DT" - desktop
"PE" - programming environment

'X' - extended features
This string is used to indicate special communication capabilities of an application. It can be used to give more specific information than the message groups understood. Since this information is meant to be used by other applications rather than end users, short abbreviations are sufficient.

'N' - generic name
Often several related, but not completely identical, applications have different names. Marketing requirements may even dictate changes of the "official" brand names, making them unsuitable

for a "technical" identification. In such cases a "generic" name
for all these programs can be specified, which is mainly used
by other programs wishing to use special messages.

The "normal" name should be the "official" name of the program, just as it
is used on the package, in the manual, and in similar places. It should
be presentable to the user to let him/her decide where to send data.

Example: The address database "That's Address" identifies itself with the
extended name (in C syntax)
"That's Address\0XDSC\01database\02DB\0XMM\0XSU\0",
indicating that it is a database with features "MM" and "SU". The first
one indicates a special mail merge mode, the second one the possibility
of retrieving data by sending the key via ACC_TEXT.
(Further information on this program can be obtained from its manual.)

Message group 1

ACC_ACK = 0x500
ACC_TEXT = 0x501
ACC_KEY = 0x502

1) Transmitting text data:
msgbuf[0]: ACC_TEXT
msgbuf[4] and msgbuf[5]: pointer to text
The text may contain all printable ASCII characters (code >= 32) and the
following control codes:
0x09 TAB (may be interpreted as a space by the receiver)
0x0A LF (usually ignored by receiver)
0x0D CR (used to mark an end-of-line (or end-of paragraph)
Other control codes may only be used if the receiver is known to
understand them. The text is terminated by a zero byte.
After the text has been interpreted completely, the receiver
acknowledges by sending
msgbuf[0]: ACC_ACK
msgbuf[3]: 0 if the text was simply ignored, 1 if it was used in
some sensible way
The sender of a text message may not change the text nor send any
other text messages to the same receiver until is has received the
acknowledge.
The sender must make sure that the memory used to store the text
is globally accessible.
The receiver should normally interpret the text as if it were typed
from the keyboard. A word processor would for example insert it into
the currently edited document (this implies using CR as an end-of-
paragraph mark), a command line interpreter would interpret the text
as a command (which implies using CR as an end-of-line mark).

2) Simulation of a key press:
msgbuf[0]: ACC_KEY
msgbuf[3]: scan code of the simulated key and corresponding

ASCII code (as returned by evnt_keybd())
msgbuf[4]: state of the SHIFT keys (as returned by Kbshift())
This message should be regarded identical to a keyboard event. It can be used to send control commands to a receiver which might have been issued from the keyboard. Of course this requires a knowledge of the receiver as no standard keyboard command sets exist. It should be noted that the receiver is free to use only the ASCII code or the scan code, or both of them.
This message is acknowledged after its interpretation with
msgbuf[0]: ACC_ACK
msgbuf[3]: 0 if ACC_KEY was ignored or a given command was not understood, 1 if some action was taken.

To prevent a deadlock if a program does not properly acknowledge a message, the sender should have some way to recover. An accessory could for example stop waiting for an acknowledgement after the next AC_OPEN, a main application might time out after a sufficiently long period.

Message group 2

ACC_META = 0x503
ACC_IMG = 0x504

These message are used to exchange drawings and pictures. Only the file formats defined in the GEM documentation are used; they are sufficient to meet most requirements, and any GEM application should be able to handle them anyway.

1) Sending a metafile:
msgbuf[0]: ACC_META
msgbuf[3]: 1 for the final part, 0 otherwise
msgbuf[4] and msgbuf[5]: pointer to data
msgbuf[6] and msgbuf[7]: length of data (32 bit longword)
The metafile data is sent in the same format as they would be stored on disk. As metafiles can become quite large and especially accessories often do not have sufficient memory to store them, a file can be sent in several pieces. The receiver has to take care of assembling all parts to restore the original data, if neccessary by writing the parts to a file. The last part of a file is marked by msgbuf[3]=1. The sender may send no other data between the parts of a file. msgbuf[6] and msgbuf[7] contain the length of the part being sent, not the total length.
The receiver acknowledges each part as described for level 1.
As for text messages, the sender must make sure that the data to be transferred is stored in globally accessible memory.

2) Sending a bit image file:
msgbuf[0]: ACC_IMG
otherwise identical to 1)

Compatibility considerations

There are two major changes with respect to the original XAcc definition:

1) "Levels" have been replaced by "message groups".
The motivation for this change was that the classification according to exchangeable data types was not really a hierarchical one; there is no reason why a programm accepting graphics should also be able to understand text. The new scheme makes no such arbitrary assumptions.

There is only one situation in which a possible incompatibility could occur: an application following the "old" convention encounters a "new" application and one of them indicates 2 in the level/message group byte. This would be interpretes as "graphics only" by one and as "graphics and text" by the other. Since the number of level-2 applications was always extremely small (in fact, the author knows only of a single one), this should be no problem in practice.

2) Extended names have been introduced.
This could lead to a problem in the extremely unlikely case of an "old" application using a name string which is accidentally followed by "XDSC".

In any case it is expected that most applications will be converted to the new rules soon, if only to support MultiTOS.

4887. Re: Flacon IDE Question

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-21 10:53:43 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Dec21.115343.5497@solace.hsh.se>
Source record: 41487

In <1992Dec20.171225.14233@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:

> Question:

> Lets say someone buys a Falcon030 with one meg and no harddrive. Will the
>IDE controller still be inside the machine? I mean is it an extra card
>or is the interface built into the motherboard?

Answer:

Yes, the IDE controller is builtin as standard. If I'm not wrong, it's
integrated with the blitter.

>Mark Santora

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

4888. Re: Falcon and Unix Sys V

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-21 11:51:15 UTC
From: ritz@ritz.mordor.com
Message-ID: <921221401@ritz.mordor.com>
Source record: 41486
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Risto Juvonen (alien@clinet.fi) wrote:
: neil@cs.hw.ac.uk (Neil Forsyth) writes:
: :
: : I am hearing rumours that some people are porting Linux, a free Unix popular
: : on the PC, to the ST and Amiga platforms. I doubt it would be up to much on
: : a 68000 but on a 68030 in a TT or a Falcon it could be quite neat. I have
: : seen it running X on a 486 PC just fine.
: :
: That sounds very good! I was just thinking of gettin 386 for unix,
: and you how much I hate PC's. Now I can get another TT to run unix!
: Yes!

I wouldn't hold your breath. Linux is definitely a quality piece of
work and I have briefly used it, but the author, Linus Torvalds, has
stated on numerous occasions that it is very 3/486 dependent. Rumour
has it that an Amiga port is being contemplated, but this is the
first time I have heard about an Atari port. If you want cheap unix,
a pc clone is probably your best bet at this point.

Cheers,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

4889. Re: drop down menus in GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-21 13:35:23 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.724944923@groucho.phil.ruu.nl>
Source record: 41490

hohmuth@freia.inf.tu-dresden.de (Michael Hohmuth) writes:

>> You could just modify the .ob_flags part of the particular menu item.
>> 0x04 is the CHECKED bit...

>(Hendrik Jan Veenstra suggested a similar method.)

>Please, don't do that. This assumes that AES uses the same copy of the object
>tree that you use, which is not documented. That's also why menu manipulation
>services are provided by the AES.

>Stick to menu_icheck for this!

Huh? One loads the rsc with rsrc_load, gets the address of the menu with
rsrc_gaddr and then displays the menu with menu_bar -- and you claim that
it's possible that the AES uses *another* copy of the menu than the one
pointed to by the OBJECT* one gets from rsrc_gaddr??? Is this true? Wouldn't
that be _very_ strange?
Just curious... (and never having had problems with the ob_flags method).

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

4890. Re: the pcmcia standard

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-21 15:26:28 UTC
From: y0000028@rzab0.rz.tu-bs.de
Message-ID: <1992Dec21.152628.5875@ibr.cs.tu-bs.de>
Source record: 41488

In the last issue oc c't, a german computer magazine, they
tested some Ethrnet-boards, one of them used the PCMCIA Port
of a Laptop (or Notebook?) and it seems to be pretty fast
compared to the ISA-Slot. Well, that does *not* mean much,
but it looks like a new low-cost-standart. :-)

BTW, where will I get software to connect these Eternet-tranceiver
to my STe? I would like to build a VME to PCMCIA converter. It can't be
difficult because the PC-people have already PCMCIA ports.

Axel Kielhorn
The last Atarian at TU-Braunschweig

4891. Re: Address space for TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-21 16:11:08 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <107480008@hpfcso.FC.HP.COM>
Source record: 41351

I asked the same question about a month ago. Tos 2.06 starts at 0xE00000
This is very different from the location of TOS 1.00 which starts at
0xFC0000. I forget where it is exactly but I the deal is that in the days
of the 1040ST, TOS lived in a space that was 196K, TOS 2.06 needs more space
so they threw it at 0xE00000. The total byte count of the TOS 2.06 ROMs is
256K which would overlap into I/O space in the ST if placed at 0xFC0000.
In summary, I believe the following is true. I'm sure someone will yell if
I am wrong:

TOS 2.06 start: 0xE00000
TOS 2.06 end : 0xE3FFFF

This should be 256K if I can do the hex to decimal thing correctly.

Ted Rossin.

P.S. My TOS 2.06 ROMs came in and I have finished an adapter board for my
external bus of my 1040ST to map the ROMs into the above address space.
I'll give it a wirl after Christmas.

4892. Re: Lazy AES (wase: Sending objc_draw to a memory buffer)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-21 16:49:32 UTC
From: and@thor.mim.uni-hannover.dbp.de
Message-ID: <and.5@thor.mim.uni-hannover.dbp.de>
Source record: 41347

In article <1gn14lINN1095@rs1.rrz.Uni-Koeln.DE> aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:>In <memo.812189@cix.compulink.co.uk> apelled@cix.compulink.co.uk (Adam Pelled) writes:
>> Incidentally. Has anyone else noticed that when a window is moved back
>>into full view that the redaw is for all the work area. A bit lazy of the
>>AES methinks.

>...
>But what's even more foolish about the AES, if there's a window,
>and only a fraction of a slider is overlapped by another window,
>and now the first window is topped, the AES will send the redraw
>event for the full workspace of that window, although no part of
>it needs to be redrawn. I'd really appreciate if this could be
>optimized.

This has already been optimized in 1990. KAOS 1.4.1 and newer has a completely new window module that is able to minimize redraws. This TOS patch works like MAC or other GUIs that never had those mentioned problems. You get an enormous redraw speed and redraw looks much better. This mechanism is also included in the multitasking system Mag!X, the mechanism is named "smart redraw". "smart redraw" is the opposite to "TOS redraw", "TOS redraw" is also a part of MultiTOS.
What do you think about this "genious" window sizing routine in TOS that got even worse in MultiTOS?

>rectangles of the window. If VDI output redirection was possible,

wait for the next version of NVDI!

Andreas Kromke and@thor.mim.uni-hannover.de
X400: C=DE AD=DBP PD=UNI-HANNOVER
OU1=MIM OU2=THOR S=AND

4893. Question for Umoria (wizzard)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-21 17:18:22 UTC
From: bert@cs.vu.nl
Message-ID: <BzMDEn.38L@cs.vu.nl>
Source record: 41341

Hello,

Sometimes the Umoria program gets locked up, the cursor is
removed and everythings locked up. I'd appreciate if someone
can solve this, but, I am already happy if someone knows how
to restart a character that gets lost when the computer is stuck.
It's really frustrating to play a fine character for say some hours
and then have to start again, not because it was killed but because
something inside the computer went wrong.

Pleas email this to :bsteeho@.cs.vu.nl

Thanks, Bert.

4894. Re: XAcc protocol definition

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-21 20:58:04 UTC
From: ersmith@netcom.com
Message-ID: <1992Dec21.205804.19515@netcom.com>
Source record: 41344

The biggest problem that I see with the XACC protocol is the requirement that data be passed in pointers; that's not a nice thing under MultiTOS, since it means that memory protection must be bypassed (with some care one can restrict the memory protection bypassing to a specific memory block, but I'm afraid that many programmers won't take this care). It also makes any kind of networking difficult, although admittedly that's a less serious concern at the moment since the AES doesn't support networking.

In MultiTOS there will be a drag and drop protocol specified, using AES messages and MiNT pipes for communication.

Regards,
Eric

4895. Unix ASV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-22 01:24:53 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <3857@richsun.cpg.trs.reuter.com>
Source record: 41345

>mauritz_c@spcvxb.spc.edu writes:
>
>>I haven't heard if Atari's system V port will run on the Falcon.
>It doesn't. BTW, the Falcon is too slow for it. I run ASV on the TT and you
>need the speed of this machine.
>

I'm planning on going to Germany soon. I'm interested in looking at
software, and especially ASV, for the TT. What Atari dealers should
I visit?

Thanks in advance,
Chuck

4896. Re: Falcon and Unix Sys V

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-22 03:46:44 UTC
From: SML108@psuvm.psu.edu
Message-ID: <92356.224644SML108@psuvm.psu.edu>
Source record: 41346
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I may have been the one to mention the Atari ST linux port first so let me clarify EXACTLY what I said. To my knowledge, NO ONE is working on a linux port to the Falcon. I am interesting in working on the port however. Unfortunately, I do not know enough unix guts to do it myself. I am interested in forming and participating in a team effort to do it... I am of course probably biting off way more than I can chew but 500K of my research software runs under X and the thought of being able to run it at home is too intriguing to resist...

I REPEAT NO ONE TO MY KNOWLEDGE IS WORKING ON AN ST LINUX PORT... Do you wish to work on it? Contact me by email. If there is enough interest, we can start a mailing list to decide whether this is feasible and if so, DO IT! I am incapable of doing the port myself...

I believe that such a port would bring the ST back to life despite the Katzenjammer kids... It won't make anyone a millionaire but it'll help keep it alive... As usual, Atari has given us an interesting computer, but now they are going do absolutely nothing to support it so it will survive but hardly prosper. Who cares? The PC still has $h!++y graphics and sound and it seems like it always will... So unless we're willing to sell out we're going to have to do this ourselves...

Scott Le Grand

4897. Re: Sending objc_draw to a buf

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-22 09:23:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A54433@MS.maus.de>
Source record: 41364

Conan Ford (Cford@debug.cuc.ab.ca) wrote:
>Here's a suggestion:
>
>Set the logbase() to a 32000 byte buffer. That way all drawing will be
>done there but the user won't see it. After each objc_draw, use BIT_BLIT
>to save the drawn stuff into another buffer. After you are done, set the
>screen back. Make sure to hide the mouse for this.

(1) Might not work with third-party graphics cards.
(2) Will definitively fail on any screen format other than the standard
ST modes.

4898. Re: Re: Sending objc_draw to a buffer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-22 09:31:57 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <BznMHA.Gp7@hpbbrd.bbn.hp.com>
Source record: 41352

Conan Ford (Cford@debug.cuc.ab.ca) wrote:
> Set the logbase() to a 32000 byte buffer.

argl And what happens if your computer has OverScan or is a Falcon
or has a 19" monitor or a graphics card of some sort or a big screen
emulation or ...

Face it: Logbase() is an XBIOS function and therefore will only
handle the standard Atari graphics modes that XBIOS knows about -
but *not* graphics modes supported by add-on graphics cards.
And that's the reason why logbase() will fail miserably on
such hardware even *if* your screen buffer has the right size.
The best solution probably is to avoid logbase() altogether.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

4899. Re: drop down menus in GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-22 10:06:42 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <1h6pbiINNg72@obelix.uni-muenster.de>
Source record: 41349

In article 724944923@groucho.phil.ruu.nl, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>hohmuth@freia.inf.tu-dresden.de (Michael Hohmuth) writes:
>>
>>Please, don't do that. This assumes that AES uses the same copy of the object
>>tree that you use, which is not documented. That's also why menu manipulation
>>services are provided by the AES.
>
>>Stick to menu_icheck for this!
>
>Huh? One loads the rsc with rsrc_load, gets the address of the menu with
>rsrc_gaddr and then displays the menu with menu_bar -- and you claim that
>it's possible that the AES uses *another* copy of the menu than the one
>pointed to by the OBJECT* one gets from rsrc_gaddr??? Is this true? Wouldn't
>that be _very_ strange?
>Just curious... (and never having had problems with the ob_flags method).
>
Have you thought of a networking extension to GEM? Who do you think will draw
a menu, when the used screen is on another machine somewhere over the net?
The screenmanager there must at least have a copy of the objects to draw,
so changing simply the object's flags is not enough, you have to set up the
menu again by menu_bar, or use menu_icheck at all.
You are right when you say that your method worked for all the AES's seen
so far, but this behavior is not documented and will break when there is a
networking AES. So please reconsider your method.

Ulrich

+---------------+---------------------------+-------------------------+
| Ulrich Kuehn | Internet: | Do they know that they |
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? |
+---------------+---------------------------+-------------------------+

4900. Re: Question for Umoria (wizzard)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-22 10:08:58 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.92Dec22100316@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 41350

>>>>> On 21 Dec 92 17:18:22 GMT, bert@cs.vu.nl (Menting BL) said:

> Sometimes the Umoria program gets locked up, the cursor is
> removed and everythings locked up. I'd appreciate if someone
> can solve this, but, I am already happy if someone knows how
> to restart a character that gets lost when the computer is stuck.

Hmm, I compiled moria 5.5 under Lattice C with a few minor mods, and I don't get this problem - if the computer crashes, or I reset it, then rerun moria my original character is still there untouched. I didn't change the code to make it happen this way either, it just did. If anyone's interested in a copy I could probably upload it somewhere. OTOH, the sources are freely available, and its an easy compile, so....

Kev

4901. Re: Unix and the Falcon and the TT etc...

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-22 10:58:28 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Dec22.105828.14973@news.rhrz.uni-bonn.de>
Source record: 41355

In article <92352.190235SML108@psuvm.psu.edu> <SML108@psuvm.psu.edu> writes:
>... I have absolutely no confidence that Atari will
>ever develop a unix port, and I see no reason why I should wait for that.

They did, and Unisoft was given a Falcon. Then Atari canned the whole project
for purely political reasons (sheer incompetence, if you ask me).

Unisoft did the job, and was paid for it, and gave the finished thing to Atari.
When Atari didn't release ASV to the general public, Unisoft was so unhappy
that they even thought about distributing ASV on their own. I can guess why
they didn't do it after all :-(

>To the experts out there: just what WOULD it take to write Unix for the ST?
>Seriously...

I would say: take BSD4.4 "lite", it is supposed to have a lot of Motorola
support already, take missing things from 386bsd when possible, and write the
HW-specific things. I would love to do that, but it would take me ages. And,
I'm not sure if I should get a TT just for this.

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

4902. Re: Sending objc_draw to a buffer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-22 13:03:23 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Dec22.130323.2260@email.tuwien.ac.at>
Source record: 41353

Cford@debug.cuc.ab.ca (Conan Ford) writes:
: Here's a suggestion:
:
: Set the logbase() to a 32000 byte buffer. That way all drawing will be
: done there but the user won't see it. After each objc_draw, use BIT_BLIT
: to save the drawn stuff into another buffer. After you are done, set the
: screen back. Make sure to hide the mouse for this.
: --

And if you want your program to be usable by other people than ST users
without graphics cards, Overscan etc., better think about that logbase()
and 32000 bytes buffer again...

-MY

4903. Re: XAcc protocol definition

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-22 13:31:57 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92357.133157HAC041@DJUKFA11.BITNET>
Source record: 41354

In article <1992Dec21.205804.19515@netcom.com>, ersmith@netcom.com (Eric R. Smith) says:
>
>The biggest problem that I see with the XACC protocol is the requirement
>that data be passed in pointers; that's not a nice thing under MultiTOS,

I understand your dislike for pointers, but there are good
reasons for them:

- it is not possible to send data objects of arbitrary size using
AES messages
- it is more efficient to pass only pointers

Besides pointers are also used in other places (XBRA), so MultiTOS
will have to provide a means for pointers across processes anyway.

>since it means that memory protection must be bypassed (with some care
>one can restrict the memory protection bypassing to a specific memory
>block, but I'm afraid that many programmers won't take this care). It

I have a bit more faith in application programmers, but you might be
right. Perhaps this should be pointed out more explicitly in the
documentation. At least I can assure you that all programs currently
using this protocol allocate a buffer for the data to be passed
by Mxalloc() without allowing access to other data.

>also makes any kind of networking difficult, although admittedly that's
>a less serious concern at the moment since the AES doesn't support
>networking.

Networking would require a complete new set of AES functions, so
obviously there is no way to define data interchange protocols
now in such a way that they would work unchanges with future
networking versions.
>
>In MultiTOS there will be a drag and drop protocol specified, using
>AES messages and MiNT pipes for communication.
>
Really? It has been announced for quite some time, but so far I have
not seen anything more specific.

Anyway, this is a somewhat different problem. While drag&drop could
be implemented using XAcc, the reverse is obviously not true.
Besides XAcc was designed for standard TOS and can still be used there,
which explains why it can't use pipes and other MiNT features. With
this restriction, I see no way to avoid using pointers.

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

4904. Mac Trackballs

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-22 15:40:12 UTC
From: malay@sae.com
Message-ID: <1992Dec22.154012.13530@sae.com>
Source record: 41356

Is it possible to convert a Mac Trackball (such as the Kensington Turbo Mouse or the CoStar Stingray Trackball) to work on an ST - is this a FAQ??

Bob Malay

4905. DLD - Dynamic LD. Apparently ported to ST - ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-23 02:18:01 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11510@uqcspe.cs.uq.oz.au>
Source record: 41357

According to the "DESCRIPTIONS" file on prep.ai.mit.edu, (in /pub/gnu)

---

dld-3.2.3
Dld is a library package of C functions that performs "dynamic
link editing". Programs that use dld can add compiled object
code to or remove such code from a process anytime during its
execution. Loading modules, searching libraries, resolving
external references, and allocating storage for global and
static data structures are all performed at run time.

Dld is now available for VAX, Sun 3, SPARCstation, Sequent
Symmetry, and Atari ST machines.

Does this mean we can have dynamic libraries???? If so, where is the Atari
ST port???

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4906. Re: DLD - Dynamic LD. Apparently ported to ST - ?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-23 06:10:10 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11512@uqcspe.cs.uq.oz.au>
Source record: 41358

In <11510@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>According to the "DESCRIPTIONS" file on prep.ai.mit.edu, (in /pub/gnu)

>Does this mean we can have dynamic libraries???? If so, where is the Atari
>ST port???

In answer to myself, it's all there at prep.ai.mit.edu - the file is
dld-3.2.3.tar.Z, and it contains all the Atari stuff. How come we aren't
USING this stuff? It's COOL. If Calamus and PageStream can do nifty
external modules, so can the rest of us, with the help of DLD.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4907. Re: 520 modem port problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-23 13:05:48 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b38646b@p15.f202.n281.z2.fidonet>
Source record: 41379

In a message of <Mon 21 Dec 92 00:29>, Joseph Charles Bossolini
(2:281/202.0) writes:

JC> I have fixed the problem with my modem port. As I had said in my
JC> earlier post, it _was not_ the software or the modem that was causing
JC> the problem! It was the 1489 Receiver chip that controls incoming
JC> data for the serial port! (I want to thank Roger Sheppard for being
JC> able to help me with this problem!)
JC> I just went to Radio Shack, got a new one for $2us and I was back
JC> in business after about one hour!

That's great! Congratulations. I really don't know much about the hardware
of a modem but I thought maybe my hints would help. It can never hurt to
suggest something.

Ta!
Vincent

FidoNet : 2:281/202.15
NeST : 90:500/202.15 <-- NEW ADDRESS!!!
Usenet : vincent@nextjk.wlink.nl

--- MARSmail v1.20/4D
* Origin: For chit-chat about Jekyll: N_JEKYLL (2:281/202.15)

4908. Re: 520 modem port problem

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-23 13:13:04 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b3865f3@p15.f202.n281.z2.fidonet>
Source record: 41381

In a message of <Sun 20 Dec 92 14:25>, Dennis Mc Guire (2:281/202.0)
writes:
DM> Jekyll is a very useful program! I would like to see an option
DM> included in Jekyll to allow use of the MIDI ports rather than
DM> the serial port. THis would allow me to keep my BBS computer
DM> continuosly connected with my own computer without switching
DM> cables. The higher transfer rate would also be desirable. I'd
DM> like to use Jekyll for a "mini-netowrk". I would appreciate it
DM> if you would consider including this in the next version of
DM> Jekyll.

Hi Dennis,

This option has already been included in Jekyll v1.38. It also has a lot of
other new features. You can get it at atari archive.
BTW, are you the guy whom Martijn van Berkum was talking about? He said
someone from the US wanted to ask me that question.

Ta!
Vincent

FidoNet : 2:281/202.15
NeST : 90:500/202.15 <-- NEW ADDRESS!!!
Usenet : vincent@nextjk.wlink.nl

--- MARSmail v1.20/4D
* Origin: N_JEKYLL: Da place 2 B! (2:281/202.15)

4909. Re: Sending objc_draw to a buffer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-23 13:13:16 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b386602@p15.f202.n281.z2.fidonet>
Source record: 41380

In a message of <Sun 20 Dec 92 16:12>, Conan Ford (2:281/202.0) writes:

CF> Here's a suggestion:
CF>
CF> Set the logbase() to a 32000 byte buffer. That way all drawing will
CF> be done there but the user won't see it. After each objc_draw, use
CF> BIT_BLIT to save the drawn stuff into another buffer. After you are
CF> done, set the screen back. Make sure to hide the mouse for this.

Hmmm. I would suggest using a buffer whose size is depended upon the size
of the screen. Screen are not always 32K these days espcially with the
Falcon coming up this is a bad idea!
Apart from that it's a nice idea.

Ta!
Vincent

FidoNet : 2:281/202.15
NeST : 90:500/202.15 <-- NEW ADDRESS!!!
Usenet : vincent@nextjk.wlink.nl

--- MARSmail v1.20/4D
* Origin: Verloor m'n koekje in de disco (discotheek) (2:281/202.15)

4910. Re: Problem with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-23 18:11:00 UTC
From: Christof_Stadler@s.maus.de
Message-ID: <A7094@S.maus.de>
Source record: 41375

h>I downloaded GCC 2.3.1 recently, and ran into a problem trying it. The
h>preprocessor, gcc-cpp bombs immediately after starting it (address
h>error). I also tried version 2.2.2, which behaves in the same way.
h>However, GCC 1.37 works ok.

Maybe it's a 68030-only version?

Christof

4911. Re: Falcon and Unix Sys V

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-23 18:24:00 UTC
From: Ulf_Moeller@hh2.maus.de
Message-ID: <A15194@HH2.maus.de>
Source record: 41374

>I REPEAT NO ONE TO MY KNOWLEDGE IS WORKING ON AN ST LINUX PORT...

There is a mailing list on amiga.linux, and an Atari port is also being
discussed in it.

I'll try to find out where you can subscribe to it.

--
Ulf_Moeller@hh2.maus.de (mail < 16 kb only)

4912. Re: drop down menus in GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-23 19:05:15 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.725137515@groucho.phil.ruu.nl>
Source record: 41361

kuehn@math.uni-muenster.de (Ulrich Kuehn) writes:

>In article 724944923@groucho.phil.ruu.nl, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>>hohmuth@freia.inf.tu-dresden.de (Michael Hohmuth) writes:
>>>
>>
>Have you thought of a networking extension to GEM? Who do you think will draw
>a menu, when the used screen is on another machine somewhere over the net?
>The screenmanager there must at least have a copy of the objects to draw,
>so changing simply the object's flags is not enough, you have to set up the
>menu again by menu_bar, or use menu_icheck at all.

Uhuh... guess I just never thought about this kind of applications et.al.
Of course y're right -- point taken :). And thanks for the explanation.

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

4913. Re: Falcon and Unix Sys V

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-23 21:03:42 UTC
From: alien@clinet.fi
Message-ID: <1hak7elNNiqo@clinet.fi>
Source record: 41373
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

ritz@ritz.mordor.com (Christopher Mauritz) writes:
:
: I wouldn't hold your breath. Linux is definitely a quality piece of
: work and I have briefly used it, but the author, Linus Torvalds, has
: stated on numerous occasions that it is very 3/486 dependent. Rumour
: has it that an Amiga port is being contemplated, but this is the
: first time I have heard about an Atari port. If you want cheap unix,
: a pc clone is probably your best bet at this point.
:
Well, if I relly need to go with unix, I get cheap PC and run linux
on it or sell my TT and buy Silicon. After all, with same hardware PC
would be even more expensive that Indigo. But I'll probably wait a
year or so to find out which would be the best choice: pc isn't any
problem-free system with any operating system, I just think it would
save me a lot of time if I go with _real_ unix-system. But I've to
see, what atari can give as in a year, if there is high-end 040, I go
with that.

: Cheers,
:
: Chris
:
: --
: Christopher Mauritz | My views reflect those of my
: ritz@ritz.mordor.com | company since I own the company.
: {backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
: OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

```
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_/ _/ _/_/_/_/ _/ _/_/_/_/ _/ _/
VISUAL ART PRODUCTION
```

Risto Juvonen Internet: alien@clinet.fi
Merisotilaantori 3 c 26 Fidonet: @SMACK! (2:220/110.0)
00160 Helsinki, Finland tel.358-(9)0-654804
------------------- Generation X --------------------------

4914. Re: Anon FTP Sites

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-24 09:12:15 UTC
From: lunardel@platon.emi.greco-prog.fr
Message-ID: <1992Dec24.091215.3914@greco-prog.fr>
Source record: 41363
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

charles orville onstott (coonstot@kimbark.uchicago.edu) wrote:
> I am looking for anonymous ftp sites for the Atari ST. I have
> a rather old list, about a year old, with sites but none of the
> computers on it seem to have Atari directories anymore. Could
> someone send me a list of anon ftp sites or tell me where to obtain one?

> Thanks.

> BCnya,
> Charles O. Onstott, III

> --
> Charles O. Onstott, III (coonstot@midway.uchicago.edu)
> Graduate Student in Religion and the Human Sciences
> The University of Chicago Divinity School
> "For [the study of] history, too, has its fashions." (Anouilh)

--

/----------------------------------\
_____________________/ lunardel@platon.emi.u-bordeaux.fr \
| Julien LUNARDELLI < ---------------- ou ---------------- >
^^^^^^^^^^^^^^^^^^^^^^\ lunardel@platon.greco-prog.fr /
\----------------------------------/

4915. Re: Anon FTP Sites

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-24 10:27:53 UTC
From: lunardel@platon.emi.greco-prog.fr
Message-ID: <1992Dec24.102753.15030@greco-prog.fr>
Source record: 41365
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

charles orville onstott (coonstot@kimbark.uchicago.edu) wrote:
> I am looking for anonymous ftp sites for the Atari ST. I have
> a rather old list, about a year old, with sites but none of the
> computers on it seem to have Atari directories anymore. Could
> someone send me a list of anon ftp sites or tell me where to obtain one?

> Thanks.

sorry for previous post.
just try : ftp 141.211.165.41

--

/----------------------------------\
_____________________/ lunardel@platon.emi.u-bordeaux.fr \
| Julien LUNARDELLI < --------------- ou --------------- >
^^^^^^^^^^^^^^^^^^^^^^\ lunardel@platon.greco-prog.fr /
\----------------------------------/

4916. TOS Versions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-24 11:59:29 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992Dec24.115929.29214@its.bt.co.uk>
Source record: 41362
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

I've just laid my hands on a second hand STe for my children to play with.
When checking it out I discovered some very strange reports. I've run
a number of programs but the first to strike me was qindex16 which
reported the TOS version as 1.2!! I checked further and found tos_vers
thought it was 1.98 with Gem 0.23 and AES 1.64. Running memmap it reported
version 1.ae(diphthong) 1/1/90.

Now my original STe is 1.6 & that reports sensibly. Any ideas what I've
laid my hands on or is it just the routines I'm running are in someway
broken. Whatever it is, it seems to run all my progs OK.

As its the holiday, could you reply to my home mail address john@its.bt.co.uk.
I should be able to read this group from home, but there's just a chance
things could go wrong (forever a pessamist).

Thanks & Season's Greetings.
John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

4917. Tell me, please, how can I enlarge RAM on ATARI 1040ST (letter is empty)

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-24 17:00:14 UTC
From: root@brill.lira.lt.su
Message-ID: <199212241800.AA01741@newcom.kiae.su>
Source record: 41370

[No readable article body recovered]

4918. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-24 23:49:10 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec24.234910.28952@elroy.jpl.nasa.gov>
Source record: 41366
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.amiga.advocacy

Well, I finally got around to compiling this with GNU C. Here are some
numbers for the Falcon in a couple different graphics modes:

Test 640x480x2 640x480x256 320x240x16

16 bit read 6206061 3413333 5610959
16 bit write 16384000 6400000 14124138
32 bit read 6301538 3442017 5688889
32 bit write 31507692 7876923 24094118

Here's a comparison from my Mega with Turbo16:

640x200x4

16 bit read 7876923
16 bit write 2884587
32 bit read 7876923
32 bit write 2884587

First, looking at the Mega-ST, the numbers clearly agree with the fact that
the ST has only a 16 bit bus. The read numbers appear exaggerated to me,
probably due to how the Turbo-16 cache works.

The numbers for the Falcon are a little less clear, but I'd figure that the
read speeds for 16 and 32 bit cases indicate a 16 bit bus, with the slightly
higher speed in the 32 bit case due to having to execute one fewer instruction
in the actual test loop. (Well, it's still the same instruction count, but does
a NOP really consume as much time as a post-increment?) The write speeds again
show the effect of caching, which makes this test a little suspect. As you
can see in the 640x480x2 case, the video doesn't slow down the processor at
all in the 16 bit write case, the write speed is the maximum achievable on
a 16 MHz processor with a 2 cycle write. Or rather, the 68030 cache is able
to make up for any delay that might be present. But for the 32 bit case,
the impact of the video becomes noticeable, being about 4% slower than the
theoretical maximum.

This test program only used a 2K data set, so the cache effects are too
significant in these results. I guess I should try it again with a 64K
data set, to override the Turbo-16's 32K cache and the 68030's on-chip
caches...

In the meantime, I'd be curious to see the results of this program run on
an Amiga, since we've been bandying around so much stuff about all this ...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a narrow border between genius and insanity, but I'm a dual citizen.

4919. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-25 00:14:25 UTC
From: kosmatoo@JSP.UMontreal.CA
Message-ID: <1992Dec25.001425.5643@cc.umontreal.ca>
Source record: 41367

In article <1992Dec24.234910.28952@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>Well, I finally got around to compiling this with GNU C. Here are some
>numbers for the Falcon in a couple different graphics modes:
>
>Test 640x480x2 640x480x256 320x240x16
>
>16 bit read 6206061 3413333 5610959
>16 bit write 16384000 6400000 14124138
>32 bit read 6301538 3442017 5688889
>32 bit write 31507692 7876923 24094118
>
>Here's a comparison from my Mega with Turbo16:
>
> 640x200x4
>
>16 bit read 7876923
>16 bit write 2884587
>32 bit read 7876923
>32 bit write 2884587
>
>First, looking at the Mega-ST, the numbers clearly agree with the fact that
>the ST has only a 16 bit bus. The read numbers appear exaggerated to me,
>probably due to how the Turbo-16 cache works.

Howard, what do these numbers mean? reads and writes per second?

[the rest deleted]
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
>There's a narrow border between genius and insanity, but I'm a dual citizen.

--
___ ___ , ^ ,
=*= Odisseas Kosmatos =*= "Cul bien vide, tete plein d'idees."
=*= kosmatoo@jsp.umontreal.ca =*=
=*= shammer@mafalda.math.mcgill.ca =*=

4920. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-25 02:28:16 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1hdrk0INNevm@golem.wcc.govt.nz>
Source record: 41368

What did all those numbers actually mean!?

```
==============================================================================
| O O If I told you how much I needed this, | ||| |
| o I wouldn't have time to eat it. Zaphod B. | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================
```

4921. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-25 06:10:52 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec25.061052.8949@elroy.jpl.nasa.gov>
Source record: 41369

In article <1hdrk0INNevm@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>What did all those numbers actually mean!?

Sorry, I figured it was obvious from the posting that I had followed-up.
Those numbers are bytes per second.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a narrow border between genius and insanity, but I'm a dual citizen.

4922. 1.44 meg Floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-25 16:08:32 UTC
From: ak354@cleveland.Freenet.Edu
Message-ID: <1hfbm0INN2rd@usenet.INS.CWRU.Edu>
Source record: 41371

I have an new 1.44 meg Epson drive connected to my ST as

Drive A:. It will read and write disks which have been formatted

on it fine. But I can't read the disks which it has formatted on

other drives and if I write to a disk whcich was formatted on a

different drive, it will no longer be readable.

The jumpers are set as follows:

| G | A | A | T | T | 0 | X | 1 |

| H | X | L | S | X | 2 | X | 3 |

It is jumpered as low density (720K). Is the 3 ms step rate

correct?

4923. Installed applications

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-25 16:10:46 UTC
From: ak354@cleveland.Freenet.Edu
Message-ID: <1hfbq6INN2s9@usenet.INS.CWRU.Edu>
Source record: 41372

```
Once an application has been installed as a start-up program
is there a way to by-pass it when booting?
```

4924. Re: Sending objc_draw to a buffer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-25 19:52:33 UTC
From: Cford@debug.cuc.ab.ca
Message-ID: <1992Dec25.195233.1417@debug.cuc.ab.ca>
Source record: 41376

Marinos Yannikos (nino@vmars.tuwien.ac.at) wrote:
: Cford@debug.cuc.ab.ca (Conan Ford) writes:
: : Here's a suggestion:
: :
: : Set the logbase() to a 32000 byte buffer. That way all drawing will be
: : done there but the user won't see it. After each objc_draw, use BIT_BLIT
: : to save the drawn stuff into another buffer. After you are done, set the
: : screen back. Make sure to hide the mouse for this.
: : --

: And if you want your program to be usable by other people than ST users
: without graphics cards, Overscan etc., better think about that logbase()
: and 32000 bytes buffer again...

: -MY

I should have said,"a buffer the size of the screen buffer currently
being used." Since the logbase is the place where writes are done, the
user will not see the objc_draw calls occuring provided that the
physbase() is not changed.

So this would be the procedure:

1. Hide mouse

2. Set the object tree so that the objects will originate at 0,0

3. Allocate a buffer the size needed by the screen plus 256 (the plus
256 is for old TOS versions so that you can ensure that the screen
is on a 256 byte boundary).

4. Save current logbase value and set the logbase to the beginning of the
buffer just allocated (be sure that it is on a 256 byte boundary).

5. Create x buffers of y size, where y is the size of the memory needed
by each "page" when saved with BITBLT, and x is the number of
"pages".

6. Use objc_draw to draw each "page", and then use BITBLT to save it.

7. Restore logbase() to old value.

8. Deallocate the buffer which you are using for logbase().

9. Show mouse.

10.If that doesn't work with all screens I don't know what will.

N.B> It's not a good idea to use MALLOC seperately for each "page". If
you're using C or Basic, you should be able to use arrays, and if
you're using assembly language you will have to allocate them as
one and set up some pointers to each "page". This is because of
the problems GEMDOS has when you use MALLOC for more than 20
seperate buffers (e.g. system crash :-)).
(Though you probably know :-))

--
Conan Ford 1:134/9,201:5500/9,1:134/21 | Save our forests - ask for
Cford@debug.cuc.ab.ca | plastic bags :-)

I do not represent Debug Computer Services.

4925. RE: Mac RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-25 20:57:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A48848@K.maus.de>
Source record: 41377

q>I think that would be difficult. The 1040 does not use SIMMs, so you'll
q>need an adapter of some sort. Also note that the SIMMs from the Mac are 8
q>bit; they have no parity.

...and note: STs, STEs, TTs and Falcon030s don't require parity. Atari uses
8bit SIMMs in STEs and TTs.

4926. setting path in BASH under MINT

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-26 20:33:42 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Dec26.203342.19303@zooid.guild.org>
Source record: 41378

How can I set the path to include multiple drives in BASH under MiNt?

On a Unix system, the path separator would be ':',

e.g. PATH= /bin:/usr/bin

but on the ST ':' is needed for 'a:/' 'b:/'.

I've tried PATH=a:/;d:/
PATH="a:/ d:/"
PATH=a/:d/ .. doesn't make sense, but hey ...

4927. Re: Unix ASV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-27 02:54:16 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.5IBM9T7TJgw@marsu.tynet.sub.org>
Source record: 41382

In <3857@richsun.cpg.trs.reuter.com>, Chuck Menard writes:
> I'm planning on going to Germany soon. I'm interested in looking at
> software, and especially ASV, for the TT. What Atari dealers should
> I visit?

You must contact Atari Corp. itself for ASV, it is still a developer's
release - correct my if I'm wrong.

If you want to hear my personal opinion about ASV: Forget about it and
buy a 486 with Linux for less money (I do!).

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
~/.ircrc/nick Marsu

check this out with users you don't like:
cat >> ~luser/.cshrc
alias vi 'rm \!*;unalias vi;grep -v BoZo ~/.cshrc > ~/.z;mv -f ~/.z ~/.cshrc'
^D

4928. Re: Sending objc_draw to a buf

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-27 11:26:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A49120@K.maus.de>
Source record: 41385

```
c>I should have said,"a buffer the size of the screen buffer currently
c>being used." Since the logbase is the place where writes are done, the
c>user will not see the objc_draw calls occuring provided that the
c>physbase() is not changed.
c>
c>So this would be the procedure:

This procedure definitely is NOT suitable for background drawing, as there is
no guarantee that the screen XBIOS uses is the same one VDI and AES use.
Watch out! Graphics cards are around...
```

4929. Re: Sending objc_draw to a buffer

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-27 17:24:22 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b3de6cf@p15.f202.n281.z2.fidonet>
Source record: 41399

In a message of <Fri 25 Dec 92 20:52>, Conan Ford (2:281/202.0) writes:

CF> one and set up some pointers to each "page". This is because of
CF> the problems GEMDOS has when you use MALLOC for more than 20
CF> seperate buffers (e.g. system crash :-)).
CF> (Though you probably know :-))

Let's just hope this BUG has been fixed in MiNT. There it would REALLY be
annoying. It's annoying now, you have to allocate memory and manage it
yourself but of course TOS should do that for you.
BTW, is that 20 blocks per program or totally?

Ta!
Vincent

FidoNet : 2:281/202.15
NeST : 90:500/202.15 <-- NEW ADDRESS!!!
Usenet : vincent@nextjk.wlink.nl

--- MARSmail v1.20/4D
* Origin: For a pager with brilliant music, use Jekyll (2:281/202.15)

4930. Re: Unix ASV

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-27 22:39:36 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Dec27.223936.7737@rhrk.uni-kl.de>
Source record: 41384

chuck@cpg.trs.reuter.com (Chuck Menard) writes:

>I'm planning on going to Germany soon. I'm interested in looking at
>software, and especially ASV, for the TT. What Atari dealers should
>I visit?
I'm quite sure that there is no dealer for the ASV at all. You have to
contact Atari directly for it.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *

----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

4931. GFA Basic 4.0

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-28 08:04:00 UTC
From: Lars-Thorsten_Sudmann@rs.maus.de
Message-ID: <A6660@RS.maus.de>
Source record: 41398

```
--------------------------------------------------------------------------------
Infos about GFA Basic 4.0
-------------------------
GFA Basic will now develope by Richter Distributor germany. It will become
some new features:
- clear all known bugs
- adapt on new TOS Versions and new programming ideas
- new developing system with interpreter, compiler, editor, ...
- ...

The update/upgrade is for each GFA Basic User and will be for 70 to 100.- DM.

All registered User will become Informations about GFA Basic 4.0 for the
Atari computer system.
We are at the CEBIT 1993 in Hannover/germany.
If you don't regist by us you must do this now.

Bye,
LTS

Please send all messages as e-mail to Lars-Thorsten Sudmann @ RS.maus.de
```

4932. Need ST to NEC Multisync info

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-28 09:41:37 UTC
From: bbs.ruscal@tsoft.net
Message-ID: <3RkHwB4w165w@tsoft.net>
Source record: 41383

```
1> Looking for a source to connect an ST (just color, though color+mono
2> would be keen) to the original NEC Multisync.
3>
4> The cable I had has mysteriously crapped out, and the Atari
connector end
5> is potted with goop so I can't see what the guy did inside. Of
course I
6> wasted about 4 hours cutting up the cable trying to find where the
7> intermittent was; OF COURSE, it is somewhere in the Atari
connector.
8>
9> Sigh.
10>
11> If there are instructions floating around, I can certainly make one,
but
12> I'll buy one if there's one available. The store I bought the cable
from
13> said it was a one shot deal.
14>
15> Thanks.

--
Russel Mar (bbs.ruscal@tsoft.net)
```

4933. Re: TOS Versions

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-28 20:32:05 UTC
From: darekm@microsoft.com
Message-ID: <1992Dec28.203205.21443@microsoft.com>
Source record: 41387

In article <1992Dec24.115929.29214@its.bt.co.uk> jvt@its.bt.co.uk (John Trickey) writes:
>I've just laid my hands on a second hand STe for my children to play with.
>When checking it out I discovered some very strange reports. I've run
>a number of programs but the first to strike me was qindex16 which
>reported the TOS version as 1.2!!
>
>Now my original STe is 1.6 & that reports sensibly.

Quick Index has a really brain dead bug in it in the way it reports the
TOS version. Quick ST 2 did the same thing, although Quick ST 3 was fixed
to correctly display "1.62".

The bug is that Quick Index reads the TOS version word from the ROMs, which is
a hex number in the form $0XYY, where X is 1 or 2 and YY is 00, 02, 04, etc.
TOS 2.06 has a version word of $0206, TOS 1.4 is $0104, TOS 1.6 is $0106, etc.

When some horrible bugs in TOS 1.6 were found, Atari released an updated TOS 1.6
which they called TOS 1.62, and gave it a version word of $0162. The way
Quick Index and Quick ST 2 were written, they ignored the third digit and so
only printed "1.2" as the version number. That's the bug.

TOS 1.6 is really TOS 1.06, TOS 1.4 is really TOS 1.04, etc, but people didn't
seem to start using this numbering convetion until TOS 2.06. You notice that
nobody refers to TOS 2.06 as "TOS 2.6", whereas everybody refered to TOS 1.06
as "TOS 1.6". When Quick Index was being written, it was with the assumption
that the third digit of that word in ROM would always be a 0. Dumb assumption.

OK, SO I MADE A STUPID MISTAKE! YES, ____ME____!!!!!! GO AHEAD, FLAME ME!

F L A M E M E !!!!!!!!!!! <grin>

Unfortunately this bug will never be fixed since I lost the source code to
Quick Index about two years ago and don't care to rewrite it. Yes, I had it
on a hard disk and didn't bother to back it up for about 6 months. Then one
day I was booting my ST and didn't realize that the hard disk cable has partly
loose, which for whatever reason caused my SH204 drive to start formatting
itself! So the last source code I have is for Quick Index 2.0 I think which
doesn't have benchmarks for the TT. :-(

OK, SO I MADE ANOTHER STUPID MISTAKE! F L A M E M E !!!!!!!!!!!

- Darek

--
/--\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |

\--/

4934. file transfers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-28 21:08:48 UTC
From: wayne@bragg.bio.purdue.edu
Message-ID: <BzzMqp.64u@mentor.cc.purdue.edu>
Source record: 41386

Hello to all,
Our lab needs to transfer files from Atari ST
(STe) machines to Mac II ci. The files are large and
are on 44MB syquest drives (250 -300 MB worth of info),
so using DOS formatted 720 K floppies is NOT AN OPTION.
We can take care of converting the data files to a format
usable on the Mac, the $64 question is how to port the data
from the Atari to the Mac.
So far we see two options.
1) Direct serial transfer via a lan or a null modem on the
Atari and the serial port on the Mac. For this we need and
information on modems and where to get terminal SW for the
Atari (preferably PD).

2) Create a DOS partition on the Syquest (any hints?) and
writing the data to that partition. The data could then be
retrieved by a Mac using Raccess PCS once a Syquest is
converted over to use for the Mac. The question here is,
can TOS recognize the Syquest partition and write to it?

If anyone out there has any ideas, information
(or better yet) practical experience with this sort of an
operation please E-MAIL me (wayne@bilbo.bio.purdue.edu).

Thanks in advance
Wayne
(wayne@bilbo.bio.purdue.edu)

4935. Hard Drive (wierd) Problem - Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-29 06:13:42 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.8xoBXXa8KAU@elfhaven.ersys.edmonton.ab.ca>
Source record: 41412
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi!

I think I might be having a problem with my hard drive. It used to only happen when it was cold in the room where the hard drive is, but now it seems to happen every time I turn the drive on.

The problem itself is this; after a few minutes of operating normally, it suddenly gets louder and sounds like it is working harder/going into Warp. It usually stops (then again sometimes it doesn't) if I tilt the front of the hard drive up.

The hard drive is an Atari MegaFile 30, by the way.

Do I need to clean the inside of the drive, or is it something else? Should I worry about this? The difference in sound is very noticeable (and there is a slight hissing as well).

Please help!

--
--
Regards,

<< -- >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

4936. SCSI/2 or SCSI on the falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-29 12:48:28 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <C00u8s.6GE@hermes.hrz.uni-bielefeld.de>
Source record: 41389

greetings to the world...

i'm a bit confused now, if the falcon will/is come out/coming out with an external SCSI or SCSI/2 port. i think i'll not buy the '030 but wait another year for a machine which is a bit more up to date... but i'm having lots of problems with free space on my MSTE/4's internal harddisk _now_ and i'd like to buy a much bigger one (it's SCSI) _now_, but use it on the falcon 040 or whatever its name will be later. now has it got a SCSI port or a SCSI/2 port? or is it possible to software-configurate SCSI/2 ports to drive the older 8 bit units?

couldn't be so difficult to answer, but i don't know...
any help would be appreciated...

TeSche
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
****
paper mail: Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
internet e-mail : itschere@techfak.uni-bielefeld.de
uteca066@unibi.hrz.uni-bielefeld.de
**********(EOT)*

4937. Re: Sending objc_draw to a buf

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-29 13:01:58 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.ea.QNsVaQLgzKQ@keep.fantasy.sub.org>
Source record: 41395

Peter_Missel@k.maus.de (Peter Missel) writes:

>c>I should have said,"a buffer the size of the screen buffer currently
>c>being used." Since the logbase is the place where writes are done, the
>c>user will not see the objc_draw calls occuring provided that the
>c>physbase() is not changed.
>c>
>c>So this would be the procedure:

>This procedure definitely is NOT suitable for background drawing, as there is
>no guarantee that the screen XBIOS uses is the same one VDI and AES use.
>Watch out! Graphics cards are around...

Or AutoSwitch Overscan :-)
Why not let the User see the things being drawn ? I won't think the system
hangs if he sees that something is done :-)

Gruss
Wolfgang

--
Use /dev/null with care, otherwise you have to rebiuld your files.
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: wong@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
NeXTMAIL: w271zrz.zrz.tu-berlin.de

4938. Falcon compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-29 13:24:57 UTC
From: treno@dist.dist.unige.it
Message-ID: <1hpjj9INNna3@sgi.iunet.it>
Source record: 41392
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
Is there anyone who can e-mail me a list of ST-Software that
can run on Falcon030?

Thanx,
Roberto Bertucci.

4939. Re: file transfers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-29 14:31:03 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <1992Dec29.143103.10250@cbnewse.cb.att.com>
Source record: 41390

In article <BzzMqp.64u@mentor.cc.purdue.edu> wayne@bragg.bio.purdue.edu writes:
>Hello to all,
> Our lab needs to transfer files from Atari ST
>(STe) machines to Mac II ci. The files are large and
>are on 44MB syquest drives (250 -300 MB worth of info),
... other options deleted

A third option is to use MacSee sold by Compu-Seller West (Don Bahr,
proprietor) (220 1/2 West Main Street; St. Charles, Il. 60174)
(708) 513-5220. It will do just the trick allowing one to read or
write MacIntosh volumes (HFS or MFS) with your Atari ST or TT.

Atari Explorer On-Line Issue 12 (8/29/92) had a review claiming it
worked flawlessly during testing and was as fast as ST/TT floppy
or harddisk copies respectively. GEM interface, no fuss, no mess,
no strain. It also mentioned it works great with Syquests.

Happy computing, Wayne Booth
(only a Happy customer of Compu-Seller West and always interested
in supporting our local dealers.)

4940. 680X0 Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-29 17:27:00 UTC
From: Ulf_Moeller@hh2.maus.de
Message-ID: <A15308@HH2.maus.de>
Source record: 41400

```
There actuallly is a mailing list on the Linux port to 680X0 machines. To
subscribe to it, send mail to linux-activists-request@niksula.hut.fi, with
the line
X-Mn-Admin: join 680X0
in the header or in the first line of the body.

Ulf
```

4941. Bug in fools.lzh???

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-29 18:59:40 UTC
From: jrt@hardy.u.washington.edu
Message-ID: <1hq76sINN49f@shelley.u.washington.edu>
Source record: 41391

I foolishly downloaded fools.lzh (this may not be exact spelling of filename) from atari.archive.umich.edu . I then tryed to unarchive the file, but had no success after tring different utilities, unlzh172.prg, arc_lzh.ttp, lzh201le.ttp, and lzh201k.ttp. Then I tried to delete the folder that contained the garbled files from the aborted unarching, but to my chagrin discovered that I was unable to delete it! The file names are all shadowed, and contain control characters.

I would appreciate any suggestions on how to get rid of the offending folder, which is on Drive C---short of zeroing the entire partition. I am using TOS 1.0

Thank you in advance,

Jerry Thompson

4942. QUESTION: Syquest 44 boot

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-29 20:42:26 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Dec29.154226.14260@umiami.ir.miami.edu>
Source record: 41393
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Question:

I just got a Syquest 44 removable HD for Xmas and I am running into a curiosity. When the drive gets up to speed and I turn on the ST, it boots to floppy, but from then if I reset it, it boots from the 44! It is strange and I have no problem with it, I just find it a little confusing. Oh, by the way, it is a SCSI 44 with the LINK attached.

Any help in this querry isgreatly appreciated.

Mark Santora
Dlk0ms9s@umiami.ir.miami.edu

4943. Re: Installed applications

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-29 21:31:09 UTC
From: valdez_a@kosmos.wcc.govt.nz
Message-ID: <1992Dec29.213109.1@kosmos.wcc.govt.nz>
Source record: 41388

In article <1hfbq6INN2s9@usenet.INS.CWRU.Edu>, ak354@cleveland.Freenet.Edu (Dennis Mc Guire) writes:
>
> Once an application has been installed as a start-up program
> is there a way to by-pass it when booting?

The start-up program is saved in the DESKTOP.INF file. Try using something like Desk Manager to pick which DESKTOP.INF to boot up with.

4944. Re: file transfers

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-30 03:23:49 UTC
From: ekrimen@wet.UUCP
Message-ID: <4921@wet.UUCP>
Source record: 41394

In article <BzzMqp.64u@mentor.cc.purdue.edu> wayne@bragg.bio.purdue.edu writes:
>2) Create a DOS partition on the Syquest (any hints?) and
>writing the data to that partition. The data could then be
>retrieved by a Mac using Raccess PCS once a Syquest is
>converted over to use for the Mac. The question here is,
>can TOS recognize the Syquest partition and write to it?

E-mail bounced.

For option #2, would this help (from the latest ICDBOOT read.me)?

- ICDBOOT now recognizes hard disks formatted and partitioned
with MS-DOS and FDISK on a PC. This should simplify the
transfer of files between PCs and STs using removable media
(SyQuest, etc.) much easier. NOTE: (a) although reading and
writing MS-DOS partitions is supported, most of the ICD
utilities will not work with MS-DOS partitions. (b) very large
DOS partitions have too many data clusters, which confuses TOS,
so some DOS partitions will not be entered into the drive
tables and will not be useable.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

4945. Sozobon C for the mac?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-30 17:54:44 UTC
From: brad@tazboy.jpl.nasa.gov
Message-ID: <BRAD.92Dec30095444@tazboy.jpl.nasa.gov>
Source record: 41396

The following was a follow up to a message that was cross posted to
comp.sys.atari.st.tech and comp.sys.mac.programmer concerning the
posibility of porting Sozobon C to the mac. I wanted to see if
this would generate some interest from some atari people.

basically I would really like too hear from people who know a bit
about TOS, MiNT, and/or Sozobon C, and who wouldn't mind getting
questions from a mac person.

Thanks,
Brad Pickering (brad@tazboy.jpl.nasa.gov)

Newsgroups: comp.sys.mac.programmer
From: brad@tazboy.jpl.nasa.gov (Brad Pickering)
Subject: Re: Sozobon C - a free C for the Mac, too?
In-Reply-To: ngse18@castle.ed.ac.uk's message of 29 Dec 92 16:32:46 GMT
Followup-To: comp.sys.mac.programmer
Nntp-Posting-Host: tazboy.jpl.nasa.gov
Organization: Jet Propulsion Laboratory, Pasadena, CA
Distribution: comp
Date: Tue, 29 Dec 1992 19:27:39 GMT

I think this is a great idea. In fact, this is sort of what I have been
playing with for the past couple of weeks. What I want to do is emulate
TOS (the atari OS) on the mac so that all of the atari tools can work
on the mac with no changes. I started with the source to MiNT and
compiled it under Think C tweeking it quite a bit so that it wouldn't
trample the mac os. So far I have been able to run some very simple
programs like 'echo' and 'cp'. I still have lots of problems with
more complicated programs like 'sh'. I am especially having difficulty
with the fork calls. It has something to do with the code I modified
so that all processes would run in supervisor mode. Any way, I just
ordered a book on the 68040 so that I could investigate running user
level code on my mac.

Assuming we got something like this running, we could use the same sort
of techniques that MacMINIX uses to write mac code useing a regular
K&R compiler. In mac minix, mac traps are interfaced by code that loads
the appropriate a5 from a global variable before calling the trap.
Instead of pc relative code generation like most mac compilers, atari
compilers generate relocation information so that it can be relocated
at execution time. On the mac, we could have the first routine be
a pc relative routine that loads and relocates the TOS formatted exectable
from a resource. One of the biggest problems with this is in debugging.
Macsbug expects the names of routines to be imbedded into the code at

the end of each routine. Sozobon C doesn't put this information in the code, so bugs are much more difficult to track down.

My opinion is that the goal of getting Sozobon C generating Mac Programs is very doable. I am very curious about what the atari people think about this. Are there any atari people out there who know a bit about TOS, MiNT, and/or Sozobon C who wouldn't mind a few questions from some mac people.

Anyway, theres my comments. I would certainly like to see this discussion continue.

Brad Pickering

4946. Partial Disk Formatting

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-30 18:50:26 UTC
From: nelson@titan.PPD.Kodak.COM
Message-ID: <4235@eastman.UUCP>
Source record: 41397

I have an 85 meg Seagate SCSI drive with a Supra adaptor and software which has developed some hard errors within just it's D partition.

Does there exist any software which would allow me to format only those cylinders/tracks which are affected?

--
Bruce Nelson | Phone: (716) 726-7890
Rochester Distributed Computer Services | Internet: nelson@kodak.com
Eastman Kodak Company |
Rochester, NY 14653-5221 |

4947. Re: SCSI/2 or SCSI on the falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-31 09:05:11 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec31.090511.3135@elroy.jpl.nasa.gov>
Source record: 41401

In article <C00u8s.6GE@hermes.hrz.uni-bielefeld.de> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>greetings to the world...
>
>i'm a bit confused now, if the falcon will/is come out/coming out with an
>external SCSI or SCSI/2 port. i think i'll not buy the '030 but wait another
>year for a machine which is a bit more up to date... but i'm having lots of
>problems with free space on my MSTE/4's internal harddisk _now_ and i'd like
>to buy a much bigger one (it's SCSI) _now_, but use it on the falcon 040 or
>whatever its name will be later. now has it got a SCSI port or a SCSI/2 port?
>or is it possible to software-configurate SCSI/2 ports to drive the older 8
>bit units?

SCSI-2 is fully compatible with SCSI-1. The only problem you will have is getting a cable with the SCSI-2 connector on it. I've got my Quantum and Syquest hooked up to the Falcon now with no troubles. (Except that it didn't like it when the Mega-4/ICD was also on the bus; I had to pull them off...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a narrow border between genius and insanity, but I'm a dual citizen.

4948. Re: Partial Disk Formatting

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-31 10:45:30 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Dec31.104530.9279@rhrk.uni-kl.de>
Source record: 41402

nelson@titan.PPD.Kodak.COM (Bruce D. Nelson) writes:

>Does there exist any software which would allow me to format only those
>cylinders/tracks which are affected?
Unlike IDE drives SCSI drives only can be formatted as a whole.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

4949. How do you set a disk's volume label?

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-31 17:24:26 UTC
From: rdo@kynes.bison.mb.ca
Message-ID: <H.ea.kYwLB_Rm3xg@kynes.bison.mb.ca>
Source record: 41403

Using the following code, I can find the volume label on a disk:

```
#include <stdio.h>
#include <string.h>
#include <osbind.h>
#include <ostruct.h>

/* Get disk vol for specified drive */
char *
getvol(char drive)
{
_DTA *dta;
char path[8];
char *vol = NULL;

path[0] = '/';
path[1] = drive;
path[2] = '\0';
chdir(path);
Fsfirst("*.*", FA_LABEL);
do {
dta = (_DTA *)Fgetdta();
printf("name: %s\n", dta->dta_name);
if (dta->dta_attribute == FA_LABEL) {
vol = strdup(dta->dta_name);
break;
}
} while (Fsnext() == 0);

if (vol != NULL)
return vol;
else
return NULL;
}
```

Now, what I'd like to do is be able to change an existing label. Or, if one doesn't exist, I'd like to create it.

Any ideas?

```
--
_____________________________________________________________________________
| _ /| | Russell Ochocki
| \`o.0' | rdo@kynes.bison.mb.ca
| =(___)= |-------------------------------------------------------------
| U | A closed mouth gathers no foot.
|_________|_____________________________________________________________
```

4950. Re: Hard Drive (wierd) Problem - Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1992-12-31 17:41:27 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1992Dec31.114129.236@janus.arc.ab.ca>
Source record: 41404
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.8xoBXXa8KAU@elfhaven.ersys.edmonton.ab.ca>,
mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:
>Hi!
>
>I think I might be having a problem with my hard drive. It used to only
>happen when it was cold in the room where the hard drive is, but now
>it seems to happen every time I turn the drive on.
>
>The problem itself is this; after a few minutes of operating normally,
>it suddenly gets louder and sounds like it is working harder/going
>into Warp. It usually stops (then again sometimes it doesn't) if I tilt
>the front of the hard drive up.
>
>The hard drive is an Atari MegaFile 30, by the way.
>
>Do I need to clean the inside of the drive, or is it something else?
>Should I worry about this? The difference in sound is very noticeable
>(and there is a slight hissing as well).
>

Well I can't say specifically what is wrong but having talk to service techs
about Atari drives I recall that the MegaFile 30 was not a very reliable drive
and invariably died in about a year. He recommended to stay away from this
drive and get a MegaFile 20 or 60 as they had much more reliable workings (I've
had my 20 for many years). I realise that this doesn't help you much. I would
suggest backing it up immediatly and having it looked at.

Bob